

**WHAT WOULD YOUR PCS DO IF GNOMES INVENTED THE
INDUSTRIAL REVOLUTION**

CREATED BY EDENA_OF_NEITH ON APRIL 3RD, 2001

Edena_of_Neith

Member

posted 04-03-2001 11:13 PM

This is meant semi-humorously.
Your world awakens to a new reality.
Gnomes have invented steam power.
They have invented the Consumer Society.
Suddenly, smokestacks start going up in the gnomish country.
Industry appears. The land is a din of pounding hammers and thunderous booms as machines and factories spring up.
The first railroad is built, and the horseless carriage carries trainloads of gnomes to and from the great mines where black coal is scooped up in vast quantities to fuel the growing revolution.
Now, the gnomes start building railroads into neighboring countries, bribing the governments, cutting deals, making treaties.
The gnomes want to dig new mines.
The gnomes want to build factories in your city.
The gnomes want vast number of changes and upgrades to your local area.
Let's say this occurs in Toril.
The gnomes have converted Amn and Tethyr. They are working on Waterdeep and the Lord's Alliance. They have emissaries to Luruar.
They are cutting deals with the Red Wizards, with the cities of the Moonsea, with Westgate.
Mulhorand and Chessenta are taking a look. Negotiations have begun in Thesk and Aglarond.
What would your characters - let us assume they are extremely high level, 25th or so - do?

Diarnothe

Member

posted 04-03-2001 11:19 PM

Never mind what a PC would do. Every @(&!*@@ druid in the realms is going to come down on this like call lightning on an iron golem.... (and maybe just as effectual too)

Edena_of_Neith

Member

posted 04-03-2001 11:33 PM

Well, of course, the gnomes immediately put out the call that extremists are attacking, endangering lives and wrecking public property.
The gnomes put out the call to all good adventurers to put a stop to these marauding druids.
Meanwhile, the smokestacks keep going up. The air becomes polluted and difficult to breath in the cities of Amn and Tethyr.
The gnomes shoot and destroy all the monsters found in their territory, wiping out entire species. The iron horse (railroad) makes this easy to do.
This is done for the good of society, claim the gnomes.

Amrynn_Moonshadow

Member

posted 04-03-2001 11:49 PM

i guess i'd spelljam myself and my loved ones off of toril . . . providing
i could get hooked up with the starwing fleet defenders of evermeet . . .
or something like that. i don't know . . . kiss my elven butt goodbye?

"Never anger an elf, we have very long memories."

~Amrynn Moonshadow

Edena_of_Neith

Member

posted 04-03-2001 11:54 PM

You do realize, don't you, that the Elven Imperial Navy refuses to involve
itself with the affairs of surface elves on Toril?

Except, obviously, for Evermeet.

Yet even there, they did not come to Evermeet's aid when Kymil Nemesin
attacked them.

Therefore, you cannot abandon Toril in this manner.

The gnomes invite all elves to join them in their new progressive
revolution.

They propose a vast industrial complex in Leuthilspar to produce metal
items. One of Leuthilspar's great parks can be sacrificed for this
purpose, so no elven homes will have to be, say the gnomes.

The gnomes propose clearing a way through the elven forests for an
Evermeet railroad, the timber to be

used to build elven ships. New and improved ships of the gnome's design.

The gnomes advocate the cannon as an effective harbor defense for
Leuthilspar.

They feel ironworks should be set up, so that Leuthilspar can produce it's
own arsenal of firearms, cannon, and great Ironbacks (armored ships.)

Some of the nations of Toril are receptive to the proposals of the gnomes.

Others are mulling it over.

Yet others are uninterested.

Your characters could make the difference. What do you do?

bondetamp

Member

posted 04-04-2001 12:07 AM

I would start a labour union.

-bondetamp

-but you may call me sir.

GuardianLurker

Member

posted 04-04-2001 12:24 AM

quote:

Originally posted by Edena_of_Neith:

Your characters could make the difference. What do you do?

Well, that depends.

If I'm playing the 25th level Archmage Gadgeteer, I cash in.

If I'm playing the curmudgeon ex-adventuring Fighter, "What was good enough for Granpappy is good enough for me.", I complain a lot.

If I'm the tree-hugging druid, I get together with a bunch of my brethren and demonstrate exactly how

damaging the reality behind the words "hurricane", "tornado", "earthquake", "flood", etc. can be to a primitive industrial society.

If I'm the inquisitive Bard, I investigate to find out what caused this sudden change in the Gnome's Behavior - surely some form of unearthly demonic magic must be behind it.

If I'm the wise Cleric, I gather together a group of young adventurers and send them on a quest to discover why the Gnomish Gods are permitting this, while I try to establish treaties and agreements that will halt the gnomish advance. (And thanks to magic, a binding agreement takes on a whole new meaning.)

The Barbarian (and his horde) sack a few gnomish industrial towns, then blow the gold in the world's biggest party.

If I'm the reclusive sorcerer, I enhance my aeries' defenses, and blow up anything that even comes near me.

If I'm the sneaky Rouge swindler, I swindle the gnomes looking for trading partners, the non-gnomes

looking to cash in, and anyone else (because you can't leave a mark unfleeced). And I spend even more time running away.

The Paladin starts training for the apocalyptic battle he is sure is coming.

And the Monk retires to the monastery to contemplate the changes life brings.

And if I'm a member of that adventuring party, I have a wild and wonderous journey through all the planes of existence to find out the answer.

GuardianLurker

Be seeing you.

Volaran the Blue

Member

posted 04-04-2001 01:01 AM

Find one of these oh so spiffy portals Toril is riddled with and get off the planet. The industrial revolution has happened elsewhere with little effect on the planes...even Mechanus is relatively clean in its industry.

"Those who call adventurers the most foolish souls alive have never encountered a planewalker."

-Volaran the Blue, Archmage of the Singing Caverns

[This message has been edited by Volaran the Blue (edited 04-04-2001).]

Masked

Member

posted 04-04-2001 01:11 AM

I for one would realize the gnomes must be stopped. There is only one thing that can come of this ...

Final Fantasy 7+

The gnomes must be stopped no matter what the cost.

-Maskedimus Prime

ColonelHardisson

Member

posted 04-04-2001 01:41 AM

Tangentially...

How did it come to pass that the Gnomes are now considered the "technological" race of D&D? I mean, I know that it started in Dragonlance with Tinker Gnomes, and they expanded out into the universe via Spelljammer. What I'm wondering is: why the Gnomes?

Dwarves have always seemed more technologically inclined in D&D, what with Dwarven-designed forges and great stonework and cleverly designed doors and traps seeming to appear in a lot of adventures. The Greyhawk 2000 article in Dragon recently also posits that the Dwarves would be the leaders in technological know-how.

I just don't get where the gnomes became the default tech race. And Tinker Gnomes are an abomination.

Sorry; it needed saying. The only two races more annoying are kender and gully dwarves.

Re: the question. The PCs wouldn't do much, except for any druids or maybe rangers and other wilderness-oriented characters - and even these would probably do more "monitoring" than anything else. If things were getting polluted, the druids would likely meet with the gnomes, discuss the problem, and try to come up with mundane and magical ways to eliminate the transmission of pollution. I imagine some might be radical, and resort to violent means, but eventually they'd be brushed aside - there really aren't that many druids running around in the first place.

I'd like to know why this is on your mind. Is it a campaign idea that you're about to implement, or have already implemented?

By the way, I think the dwarves would eventually simply shove the gnomes aside and become the real

technological force i the world. It suits them more.

Illegitimus non carborundum.

-Gen. Joseph Stilwell

LostSoul

Member

posted 04-04-2001 01:46 AM

Quote:

Originally posted by bondetamp:

I would start a labour union.

Ya beat me to it.

I would go around supporting the rights of the workers, promoting freedom and equality and other utopian causes, all the while changing the social structure to benefit ME.

Then I would take my legions of conscripted soldiers with mass-produced weapons and conquer the WORLD!

HAHAHAHAHAHA!

PrivateerMatt

Member

posted 04-04-2001 03:31 AM

Colonel H,

You beat me to it! I have always wondered about that too. OK, the DL books were good, and *at the time* I really liked the spin they put on gnomes.

But here's my dirty little secret -- I don't like how that notion has invaded the rest of fantasy gaming. It's not just D&D, either. I'm sure a lot of you here have played EverQuest, where this gnome tinkerer bit is taken to an extreme. I'm sure there are other examples out there too.

Anyway, glad I found a kindred spirit on that topic.

Hey, why didn't the kender take off like gnomes did? IMHO they are a much more interesting race. But that's another thread.

(By the way, there are no gnomes in the Iron Kingdoms. Not that you can't play 'em... but they aren't part of the material we are producing. Nothing personal, we just wanted to do things differently.)

- Matt

Matt Staroscik * Privateer Press * <<http://privateerpress.com/>>

Edena_of_Neith

Member

posted 04-04-2001 04:51 AM

Colonel Hardisson, just a humorous thing.

Well now, it is obvious what happens next.

Elminster, the Chosen, and the Harpers try to stop the gnomes covertly.

The gnomes take their losses, then blow up Shadowdale.

World War is then declared, with Amn, Tethyr, Calimshan, Thay, Zhentil Keep, Mulmaster, Thesk,

Mulhorand, and Chessenta on one side, and Waterdeep, the Lord's Alliance,

Westgate, Luruar and it's 8 cities, Rashemen, Aglarond, Cormyr, and the Harpers and Chosen on the other side.

Sembia is neutral, trading off of everyone, making huge money in the war business.

This war wakes up and annoys the phaerimm, who had been sleeping under Anarouch. (There is a saying

with hornets: If you can see them, you're too close ...)

The phaerimm burst through the ancient and collapsing sharn wall, and go to war against everyone.

The elves and dwarves, not yet caught in the holocaust going on, decide now is the time to regain their supremacy over the continent of Toril, which they held for millennia.
They declare war on everyone, and the halflings join them.
The Sharn had been sleeping deep under the earth. The phaerimm were their ancient enemies.
Now the sharn come up to the surface and go to war against the phaerimm.
In the Hordelands, the fierce peoples there look west at the mess, and also at the riches for plunder.
They muster all their armies, and march west, and a new Tuigan invasion is begun.
Up in space, the Neogi look down, and the Mind Flayers, and the Goblins, and they see plunder, and their fleets attack in force.
Only to be met by the Elven Imperial Navy, which battles them in spectacular combats across the Torilian skies.
Finally, the tumult wakes up the Tarrasque.
(No more news comes from the world of Toril after this point)

Blood Jester

Member

posted 04-04-2001 05:05 AM

Quote:

Originally posted by ColonelHardisson:

Tangentially...

How did it come to pass that the Gnomes are now considered the "technological" race of D&D? I mean, I know that it started in Dragonlance with Tinker Gnomes, and they expanded out into the universe via Spelljammer. What I'm wondering is: why the Gnomes?

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.....

By the way, I think the dwarves would eventually simply shove the gnomes aside and

become the real technological force in the world. It suits them more.

OPINION:

-Dwarves: being much more conservative, would not rush madly into such a radical change in the ways of the world.

-Gnomes: are more 'experimental'.

-Dwarves: are more in tune with, and reverent of the earth (lower case), they love to mine, but would not strip mine, rape the land, or change its face frivolously.

-Gnomes: ...not so much.

-Dwarves: don't want to interact with all the other races willy-nilly, so why have extensive railroads?

-Gnomes: what changed over there in the last week?

...and so on.

(One possible answer to your query?)

Blood Jester

Laugh 'til you die.

Blood Jester

Member

posted 04-04-2001 05:22 AM

Now, what would my PC do?

My Favorite, a Neutral Good Ranger/Cleric Wood Elf Specialty Priest of Solonor Thelandira? (2nd Ed.)

Sabotage, sabotage, sabotage...

This abomination against the lands **MUST** be stopped, the creatures of the lands **MUST** be protected. After

one shot at reasoning (at most) force is not only acceptable, it is called for. And if excessive, rapid violence has been done to the land and the animals, SCR*W the reasoning, war has already been declared by the other side!

My current character, a Lawful Neutral Wizard who worships Azuth:

1)Examine if magic is being used, if so learn about it.

2)Calculate the degree to which the natural balance of the world, and of the Weave is being affected.

3)Use various means to scry on the future, and the end results of this behavior.

4)Attempt to use any legal means to dissuade or stop the gnomes.

5)For the betterment of the world, the stability of the realms, and the preservation of the (much preferable) status quo, not to mention the ascendancy of magic...utilize whatever means available to eradicate the gnomish inventions, and lock away (if magical) or destroy (if non-magical) all knowledge of their 'technology'.

Blood Jester

Ashtal

Member

posted 04-04-2001 05:53 AM

I'd say you'd have something akin to Castle Falkenstein, but that's just me.

Ashtal - who has no gnomes in her campaign but has Dwarves with gunpowder in a renaissance culture who brought both steel and a new sense of humanitarianism to the human people in my campaign.

Edena_of_Neith

Member

posted 04-04-2001 06:23 AM

Blood Jester Wrote:

Now, what would my PC do?

My Favorite, a Neutral Good Ranger/Cleric Wood Elf Specialty Priest of Solonor Thelandira? (2nd Ed.)

Sabotage, sabotage, sabotage...

This abomination against the lands **MUST** be stopped, the creatures of the lands **MUST** be protected. After one shot at reasoning (at most) force is not only acceptable, it is called for. And if excessive, rapid violence has been done to the land and the animals, SCR*W the reasoning, war has already been declared by the other side!

:)

The gnomes declare this character a vile outlaw! They are sending their best people after this extremist elf!

Perhaps, say the gnomes, the elves should be excluded from ALL civilized

lands, since they are barbarians who could not understand Progress if it struck them in the face!

Blood Jester wrote:

My current character, a Lawful Neutral Wizard who worships Azuth:

1) Examine if magic is being used, if so learn about it.

The Answer:

They are using magic, you would learn, although they do not realize it.

2) Calculate the degree to which the natural balance of the world, and of the Weave is being affected.

The Answer:

The natural balance of both Toril and the Weave are being altered. Being altered in ways that nobody can predict, although numerous Sages have tried to determine the outcome.

The gnomes poo-poo the whole thing (that is, research to see if this is dangerous) as backwards thinking.

Onward, upward! That is their motto.

3) Use various means to scry on the future, and the end results of this behavior.

The Answer:

There are many possible endings.

Most of them bewildering beyond comprehension.

Some of them show the world ending in flame.

Some of them show the world filled with buildings that pierce the clouds.

Most of them show gnomish inventions flying through the air, racing across the ground, strange lines hung in the air, the ground covered in strange grey stuff.

Some of them show this great city, with all sorts of races walking by - mind flayers, orcs, kobolds, humans, elves, dwarves, halflings, even neogi with their umber hulk servants!, and they are paying no attention to each other, but hurrying down the grey ground amidst a jumble of gnomish machines, strange lights, towering buildings, and a tumult of noise. Where they are going, or what they are doing, cannot even be guessed.

4) Attempt to use any legal means to dissuade or stop the gnomes.

The Answer:

The gnomes refer you to their Complaints Department.

Case 55.

Section B, Article 235.

You must go before an Arbitrator, and state your case.

If the Arbitrator allows, this can be taken to Court.

If you win your case in Court, the gnomes will consider your case before the Tethyr Circuit Court.

If that Court is favorable, your case will be considered by the Tethyr supreme court.

If the Tethyr supreme court agrees your case is reasonable, the High Court will take it up.

If the High Court agrees your case is reasonable, the Gnomish Bureaucracy will take up your issue, and - the gnomes proclaim - you will receive a reasonable judgment.

The whole process shouldn't take more than 10 years.

5) *For the betterment of the world, the stability of the realms, and the preservation of the (much preferable) status quo, not to mention the ascendancy of magic...utilize whatever means available to eradicate the gnomish inventions, and lock away (if magical) or destroy (if non-magical) all knowledge of their 'technology'.*

The Answer

All foretellings show the status quo will be destroyed if the gnomes continue, or if any nation on the planet, period, decides to take up the gnomish path.

And another nation is likely to take up the gnomish path, and soon, if the gnomes continue to do as they are doing.

Some things get institutionalized, you see.

mastermind

Member

posted 04-04-2001 06:43 AM

I would start a factory that produces Pokemon stuff.

I'll become a millionaire!!

mastermind

The Keeper of the

Dungeon Dimension

Tsyrr

Member

posted 04-04-2001 06:58 AM

What would I do?

I'd simply kill all the gnomes.

Not like anyone actually likes gnomes anyhow...

grins evilly

Besides... railroads? Common... depending on the sub-race of gnomes, I might be doing the world a big favor killing them... with a network of railroads across the planet, it could be doomsday...

soldarin

Member

posted 04-04-2001 07:04 AM

Wait anxiously for the first automobile, then buy one? :-)

eatenmyeyes

Member

posted 04-04-2001 07:53 AM

Wouldn't the rise of technology weaken magic? It was my understanding that the amount of each are

inversely proportional to each other and that magic varied depending on the level of tech. Thus, wizards who knew this would try to stop them.

drothgery

Member

posted 04-04-2001 08:15 AM

My PC, presumably a high-level wizard on any world other than Toril (and so a mid-level wizard on Toril), would research the a magical item that, when placed on top of smokestacks, magically filters out the pollutants. He'd then make a fortune selling them to gnomes.

Dave Rothgery

Picking nits since 1976

[This message has been edited by drothgery (edited 04-04-2001).]

Gez

Member

posted 04-04-2001 08:16 AM

It seems people just don't realize that concerns like "ecology" and "pollution" were just unknown when the actual Industrial Revolution happened IRL. If you go back in time in the 19th century and say to people "steam engine are dangerous! you will pollute the air, you will all be sick, and the atmosphere will be warmed, and we will all be flooded!" people will think you're some sort of idiotic mystic doomsayer and will discard you and your arguments. Hell, nowadays, even someone as responsible and reasonable as the leader of the One Hyperpower of the world estimate pollution isn't dangerous.

Except for druids or rangers that could be upseted by a railroad coming through her beloved forest, reaction would be either "wow, that's cool" or "why making brutish and bristle machine when magic can achieve the same effect more rapidly, comfortably and efficiently?".

Now, given I *do* know in character, not in metagame thinking, that industry is dangerous, what would I do?

Clean. Gnomes have an innate knwack for magic, and it should be fairly easy for them to learn spells like "Purify Air".

You see, with magic items, it is really easy to avoid pollution. Some circlet of Transmute Smock to Air could be put on top of chimney, for example.

You could gather toxins and industrial waste in a place, and when you have enough, ship them to a center where a Sphere of Disruption will destroy it forever.

Even nuclear wastes are of no danger when you can simply banish them forever in the Nowhere.

About specy extinctions: a D&D world has an incredible bio-diversity, and I think some species could be extincted for the good of all. Notably, several Aberrations, Drow elves, Tinker gnomes, Gully dwarves, and Kender halflings.

Tsyr: What have you against railroads ? In my books, automobile are more doomsday-triggerers than

trains. Cars pollute more, takes more places, provoke more accidents, and are one possible cause for obesity (I won't expand this here).

Oh, and there is the argument that technology and magic are antagonist. Why should it be this way ? The only reason I've found is that people don't like mixing magic and science and so declare that you can't have both, but it's arbitrary.

Finally, I would emphasize some points. Except for the savage Spriggans, gnomes are NG. I doubt they

would associate with the Moonsea cities. I doubt any non-human race will

associate with Hillsfar.

As I see things, Gnomes will create industrial device with magical cleaner to prevent pollution (because Gnomes are GOOD and don't want to cause grave troubles) and everyone will be happy of being able to use those so safe trains and planes to travel, rather than be exposed to the harshness of the element, the brutality of the maraudings bandits, the length of the journey...

But the gnomes you describe, Edena, seems to have a LE WoD-technocratic behavior, and associate with all Evil countries and organizations against all goods. Strange.

[This message has been edited by Gez (edited 04-04-2001).]

Tyrion

Member

posted 04-04-2001 08:58 AM

I have trouble seeing how this sort of Industrial Revolution could ever take place in a fantasy realm...the gnomes would be smacked down soon after they tried to expand. The smart ones of their race wouldn't even bother. Here's why:

1) What's the point of railways? Instead of the immense cost and time of setting up a railroad network over the countryside, just have some high-level mages create permanent teleportation circles where you need them.

2) The gnomes want to develop more mines. Where do they find these mines that have not been already exploited by another faction?

I think, however, that a consumer society and mass-production could possibly occur, although they would be radically different than our modern view of these concepts. Magic does everything the society needs, and in most cases better than technology.

Tyrion

bondetamp

Member

posted 04-04-2001 09:55 AM

The thing is that even if an industrial revolution on Torill would damage the environment, no one but a very few extremists would notice until it was far too late to stop it.

-bondetamp

-but you may call me sir.

ColonelHardisson

Member

posted 04-04-2001 10:13 AM

Again, tangentially...

In my campaign world, Dwarves are the guys into heavy machinery. They'd be the ones to build railways because they already use them in the mines for their ore carts, and a railroad across the land would give them quick and easy access to consumers who would buy their consumer goods.

Halflings IMC are not the race of thieves or pseudo-kender of modern D&D; they're more like a cross between Tolkien's Hobbits and D&D halflings, with a large dollop of honesty and practicality thrown in. More like Merry

and Pippin in "The Scouring of the Shire" than Bilbo at the beginning of "An Unexpected Party."

They still like creature comforts, and have invented a lot of labor-saving items. They even have lawnmowers, toilets, and street lights.

Illegitimus non carborundum.

-Gen. Joseph Stilwell

CarpeDM

Member

posted 04-04-2001 10:45 AM

Originally posted by ColonelHardisson:

Tangentially...

How did it come to pass that the Gnomes are now considered the "technological" race of D&D? I mean, I know that it started in Dragonlance with Tinker Gnomes, and they expanded out into the universe via Spelljammer. What I'm wondering is: why the Gnomes?

Well, the only real hook that 1st edition gnomes had was that they were into practical jokes and were decent illusionists. This didn't fit in with Weis and Hickman's view of Krynn (humans and elves did all the magic, Kender were the pranksters), so they looked for another idea. Mad scientist inventors was what they came up with, and for whatever reason that's what we're stuck with.

Of course, Dwarves in the DragonLance modules were no slouches in the engineering business (the big difference being that Dwarf machines actually worked). The Dwarf kingdom in one of the early modules (Thorbardin? Don't have my books handy) includes some pretty out-there technology. But Dwarves also have the "doomed society of warriors" hook, so their technological accomplishments were eventually downplayed. The DragonLance portrayal of Kender and Tinker Gnomes was so popular that 3rd edition made it canon.

In my campaign, Gnomes have always been kind of a cross between Dwarves and Elves - they have an Elf-like appreciation for nature, combined with the Dwarf work ethic. They're not very technological at all; the Dwarves are the clear leaders in that respect, and they're not interested in exporting their discoveries. The Dwarves have the technology to start industrial revolution-style change (or at least are close to it), but their focus on individual craftsmanship means they're not interested in mass production techniques. And since they're not likely to export their secrets, other cultures aren't even aware that the technology exists. My gnomes, OTOH, are very much in tune with nature and magic (to them, they're the same thing). Absent some other influence, they tend to form semi-nomadic cultures. In the more civilized areas of my world, they tend to live in symbiosis with Dwarf or Elf cultures (sometimes both) rather than separate nations.

Estlor

Member

posted 04-04-2001 01:01 PM

Well on Mystara gnomes always were big into technology. However, for the most part that was always geared towards better smithing techniques, better preservation of shiny things.

THEN one of them discovered a Blackmoor anti-gravity drive pod.

As you can imagine, holy hell broke loose for the better part of a thousand plus years until the gnomes built that bad boy into a flying city complete with biplane defense fighters.

But I digress.

Assuming I was in Toril playing the elven bard Estlor, I would use my influence to get as many elves behind me and decree the technomancy of the gnomes to be a profoundly wicked belief. Using the considerable magic reserves of the elves, I'd fortify the forest against the intrusion of non-elves and technomancers such that when the rest of the world has forgotten magic and embraced industry there will still be a corner of the world that holds on to the old ways.

And lord help them when they have lost all their magic and the elves decide it's time to stop hiding

The Lighthouse Webmaster

"More conversions, less talk."

Wayne Ligon

Member

posted 04-04-2001 01:57 PM

Originally posted by Gez:

either "wow, that's cool" or "why making brutish and bristle machine when magic can achieve the same effect more rapidly, comfortably and efficiently ?".

Because to use that machine requires, at most, a week or so of training - if that - whereas magic takes months or years to learn. And depending on the world you're running, maybe all people cannot USE magic, period. God created Man, but Sam Colt made 'em equal.

Victim

Member

posted 04-04-2001 01:59 PM

One of my characters takes a rather keen interest in new technology. He'd be forwarned.

Initial trials would be watched. Assuming the gnome designs don't destroy themselves, sabotage would be employed. The design notes would be subtly altered to make designs that would work into death traps, leading the gnomes to cease studying valid solutions.

Meanwhile, my character would then publicly declare support for the inventions while they were at an early stage. Not only would this possibly discredit the inventions as unrealistic expectations develop and people are let down, but this would alert other people who might not grasp the implications. Like the Harpers. Even though I wouldn't want the Harpers to be my allies in game of Diplomacy and don't trust them to fight or plot their way out of paper sack, they could still be rather annoying.

Then we find some Zhent bastards, kill or capture them and take their

stuff, especially any prominent symbols and such. Now we disguises. Now the Zhentarim (see above) begin raiding temples of Gond (I assume that the Wonderbringer's temples would be focal points for the industry). Liberal use of disintegrate destroys prototypes and technical knowledge. Things that were built would be teleported to the vicinity of Zhent strongholds. Of course, appropriate precautions against divination magic would be taken.

My character would get some mages to learn how to conjure rust monsters and help design spells that used acids or sonics to wreck machines. However, he still claims support the gnomes and advocates harsh retaliatory measures against Zhentarim.

Just to spice things up, a reverse engineered and refined steam powered warmachine would be teleported from the Citadel of the Raven (getting in would be tough but not impossible) to the headquarters of this attempt to destroy the realms, probably Lantan.

Now everyone can play in the techie vs. Zhent war.

Under constant assault from the druids, harpers, probably a some other power groups and now the powerful mages of the Zhentarim, the Industrial coalition should be overwhelmed. In the process, however, both the Zhents and Harpers would be extremely weakened. Hopefully, the Zhents would gone down in flames.

Of course, so far no one has taken divine intervention into account. Other gods might get upset at situation that would send Gond's power beyond all the other gods put together.

Edena_of_Neith

Member

posted 04-04-2001 10:08 PM

I have looked at the Posts on this Thread.

I have evaluated their quality.

And I have come to the inevitable conclusion that:

The Gnomish Industrial Revolution is stopped!

Victory for the elves, druids, and the mages in the shadows!

Lannon

Member

posted 04-04-2001 10:58 PM

Oh please the war isnt over yet. I dont think covert operations is going to simply shut down a massive operation like an industrial revolution. How about all these other countries that figure out how wonderful it is to suddenly be outproducing, outfarming, and generally outperforming all the other countries that are still relying on their few mages for power and the backs of their peasants. Heck lets say that they start mass producing... dong dong dong guns! And then they start shooting mages, fighters and other pesky adventurers. And when they go to battle with other nations they bring those same guns along... It would be a real mess if a well equipped group of men with guns faced a well equipped group of men with swords...

All those bloody, dying men, would be wishing their country was taking part in this marvelous industrial revolution that puts explosives akin to magic into the hands of the common footsoldier. And one elf! Some little elf that is breaking in and burning papers and has no idea what is going on. Well why not set up some interesting problems for him too. Why not hire our own mages, we can sell them their own guns, then the mage can fire off his spells and pump a quarter inch ball into the gut of the

closest fighter. Come to think of it, that mage might just appreciate that nifty little gun. Furthermore, if we can just harness the damage capacity of these nifty little bullets, maybe we can get some casings on them... If you have the industrial revolution kiss your non industrial revolutioned butt good bye. Magic really isnt going to save you, not when the vast majority of people dont have it, and not when the production capacity of these gnomes will vastly outperform that of even a thousand mages. I can just see it, the gnomes, pumping up their machines to produce instruments of destruction that any person can use. Any peasant now has the capability of a low level fighter. And all those poor mages trying desperately and expensively to create wands and staves. But those mages know its already doomed because they and their comrades will be the only ones that can use them. "We cant just train the commoners to wield magical staves and wands me-lord. Its these damn guns! All the explosion of magic and any fool from the fields can shoot down one of my best troops! And that is after a single day of training!". The problems just go on and on and on. No one has considered retaliation from the states that have embraced the revolution. These are just some ideas...

TheBalor

Member

posted 04-04-2001 11:23 PM

Out-perform mages? Lessee...any number of mage spells can stop bullets, kill you instantly, destroy entire cities in a few hours, defy all laws of physics effortlessly, mend any item instantly, bring people BACK TO LIFE (wish or clone), need I go on? I REALLYLY doubt that guns are more destructive than say, cloudkill or Power word:kill. Let ALONE pre revelutionary war guns..

You have obviously exceeded your lowborn heritage and surged to the vanguard of goonery-Edwin Odeisseron

[This message has been edited by TheBalor (edited 04-04-2001).]

Victim

Member

posted 04-04-2001 11:24 PM

Protection from arrows works against guns.

The primary advantage of guns is ease of use. Ease of doesn't matter much in a DnD world as the HP, AC, and DR on many monsters are too much for normal weapons to defeat. A unit of men with primitive guns would probably be less effective than the same unit with cross bows. Guns, especially the inaccurate, unreliable and slow ones, aren't exactly the ultimate weapon. I can't see how getting shot with gun would be much worse than a bow. Look in the DMG, good firearms are rated at D12, not the magical kill anything/anyone weapons that you make them out to be.

Even if the guns were as effective as you believe, AoE spells and mass charm/suggestion would cause your army to explode or shoot each other. How many of those peasents with a day of training would make save against web, sleep or color spray, let alone powerful magics. Or simple illusion that wastes all your limited ammo.

How would the industrial society support itself? With druids around, not many people have worked out amazing farming techniques. Probably the only reason Faerun can support its current urban population is because of

druids. How many people in your cities starve when the crops aren't enhanced?

Of course, people make the assumption that an industrial revolution would be accepted. You believe that many nations would embrace technology because its advantages. I doubt it. It isn't needed and there is no pressure for it. The greeks could have begun an industrial revolution but didn't. If the greek's didn't want or need an industrial revolution, then why would a world rich in magic need one?

Not to mention the fact an industrial, consumer society faced with certain foes is completely helpless. After magic is abandoned, who can stop a mind flayer? Outsiders? Dragons? How could they even know what they face? Who would be prepared to resist these external threats?

TheBalor

Member

posted 04-04-2001 11:32 PM

takes deep breath Dragon scales are harder than reinforced steel, and more resistant according to type.

What do you do against ethereal opponents? And ONE DAY OF TRAINING? Don't make me laugh. A policeman can hit a moving target 1 out of 10 times, and that's with a modern day glock or magnum. Now, if I just hand a peasant a flint lock(at best) and tell him how to reload, fire, etc.,etc., he'll miss about a million times. If I were a level 2 mage, I could kill that guy with a magic missile, not to mention screw up his aim with illusions, go ethereal, or just use a stonewall, he'll be dead.dead.dead.

Abbas

Member

posted 04-04-2001 11:51 PM

Hmm, why is it stopped?

What we have are a number of Elves, mostly out of world and by the time most of them would recognize the facts and really do something the Gnomes would have had a few hundred years and Stealth Bombers, nuclear rockets...

But to come back to Gnomes nature, they wouldn't start to build great Railroads. They would have an 'Iron horse' around their village, be pleased and do something else.

Dwarves are Ingenieurs, Gnomes are Scientists.

They don't produce useful things, they produce things, because they want to know if they function.

Same with Gnomish Magic, Illusions are the most facinating kind of Magic.

Lannon

Member

posted 04-05-2001 12:00 AM

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magical kill anything/anyone weapons that you make them out to be.

< The reason is range and armor penetration my friend. If you have not considered teh effects of armor penetration in your argument then you are completely ignoring why these weapons immediatly outclassed heavily armored knights>

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How are they helpless. Build newer and better explosives. Build bigger guns. Shoot some cannons at the Dragon. Blow up the mind flayer. Have your own mages enchant your guns. Are you daft man there isnt any need to kill all the mages, only fools that are trying to hurt the revolution!

As for the fellow that talked about actually shooting someone with a gun. Its different hitting a moving target with one bullet when that person is moving all around. It is another story when taht same man is about ten feet away and closing fast. Any fool with a gun will shoot you flat in the chest at that range. Dont tell me it wouldnt happen.

TheBalor

Member

posted 04-05-2001 12:19 AM

salivates over the idea of a enchanted, +5 vorpal AK-47

You have obviously exceeded your lowborn heritage and surged to the vanguard of goonery-Edwin Odeisseron

Lannon

Member

posted 04-05-2001 12:20 AM

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I dont know why but part of my response was deleted.

You meention spells. Well why dont the industrial nations hire their own wizards to combat those of the other nations? Why not have their mages keep the other mages busy. In the meantime the foot soldiers with their nifty guns can shoot the armor off the poor fools with swords and make a mess out of archers with volleys of high powered shot. Why not let a wonderful arcane archer have fun empowering the shots for a musket? All the arguments you make about magic come to nothing. The industrial nation does not have to abandon magic. They simply will use it in a different way. Enchanted cannon and muskets, or gasp cartridge loaded weaponry would make short work of those dragons and illithids. Suddenly the fighter is gone, replaced by glorious altermity with joe shmoe firing shots from his hip and mowing down morons in plate armor with his machine gun.

As for the problem with druids. Why dont the gnomes have the druids taken out? Why not hire some kindly

adventurers to take out those nasty barbarians that are killing men out in the fields. Why these are hard working peasants that are simply trying to earn a good days labor. Something needs to be done!

Furthermore, who needs a druid when increased production due to the

incorporation of new technology is possible? dont forget that the industrial revolution inspired advances in farming as well. Those advances in farming were enough to feed the growing populations of an industrialized nation. Another side note, terrorist groups do not win wars.

TheBalor

Member

posted 04-05-2001 12:50 AM

Gah...I'm starting to lean towards the more magi-tech side (anyone here played FF3/6?) Umm...Lannon, why do you feel you need to kill the druids and barbs? I think that they could work with the new farming technology. Think about it; plant growth improved with technology, and then doubled with the spell plant growth. Ya just seem a bit extreme...

You have obviously exceeded your lowborn heritage and surged to the vanguard of goonery-Edwin Odeisseron

Lannon

Member

posted 04-05-2001 01:05 AM

Originally posted by TheBalor:

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They dont need to be killed. However druids are more concerned with the balance of nature. That being the case, stripping the land for resources and improving farming techniques by savaging the land would probably arouse their attention and force some confrontation. Now, if they want to cooperate and perhaps live within some designated "Wild Zones" maybe something could be worked out .

Gez

Member

posted 04-05-2001 04:59 AM

Edena, please, answer me...

Read my previous post (on page one) and tell me WHY there would be a war.

Yep, why ?

Because Elves and Druids are a bunch of genociding idiots that want to kill all gnomes at the slightest pretext ?

Because the OOC knowledge that pollutions kill animals and induce global warming is magically granted to just everyone (but not those silly self-claiming "True Good" Gnome) ?

Because it would be impossible to mix magic and technology to create clean and reliable machinery to everyone ?

Try to be consistant. A permanently Heated metal container can boil water without need for burning carbon.

A photoelectric cell can be forever alimented by a Continual Flame.

There's just so much ways of having a pollution-free industry in a magic

world.

And even if you create waste, you can destroy them forever (look at Bottomless Pit in R&R for a low-level way of disposing of garbage). With the appropriate precautions, a railroad is of strictly no harms for nature: have it pass on bridges (like a highway), so that animals pass below it without risks. No black smoke, because the vapor is produced by throwing water from an Endless Decanter in a Permanently Heated chamber. Lots of people on this thread acted like rampaging luddites, thirsty for gnome blood. Why so much hate ? (I have to start a thread called "Hey guys, why do u hate gnomes ?")

Use your Int score, and your Wis score. An industrimagical revolution is not a bad, evil thing.

For those who claim that it will raise Gond's power over those of other gods. Not entirely true. He will sure be raised in power, but as a god of invention and innovations, as soon as something becomes old-tech it's no more in his domain. Compare it with Mystra's grasp over all magic. Gond would be about as important as Mystra in power, but no greater. Don't forget several other gods have claim over craft and tools (particularly in the Dwarven and Gnome pantheon).

Furthermore, an industrial revolution would give more power to existing god. Akadi can become the

patroness of Planes and Zeppelins, for example. Shaundakul, or other travel-deity could also have claims over vehicles. War gods can take claim over guns and firearms: a Torm worshipping soldier will not convert to the cult of the Wonderbringer because he want to use a gun.

And other deity will emerge. Look at war: it's something that interest lots of people, so they are lots of war gods. Once industry interest lots of people, new industry gods will emerge.

Dareoon Dalandrove

Member

posted 04-05-2001 06:08 AM

Has anyone read the book The Jackal of Nar? I think if you wanted to add some of these advanced technologies but keep the medieval feel this is a good model. The most brilliant engineering and scientific mind is a short little guy too!

Hey...luck is just one of my many skills.

Rincewind

Member

posted 04-05-2001 06:54 AM

Go check out the Mondus Fumus setting in the Whereabouts boards... the technology there is a fusion of tech and magic (musket with an extradimensional space to store bullets). I'm bumping it now.

Edena_of_Neith

Member

posted 04-05-2001 07:36 AM

I've read the Posts.

Read them, and concluded that:

The Industrial Revolution of the Gnomes is not stopped, after all.

It has the backing of too many allied nations at this point to be easily stopped.

The gnomes start combining magic with technology (see the articles by Gez on this page and on page one.)

They invent clean technologies. The skies do not pollute over their cities.

They build with a minimum of destruction to their environment, using magic.

The gnomes attempt to deal with their neighbors peacefully, advertising their new technologies as beneficial, something to be desired.

The peaceful and beneficial use of combined technology and magic, with all it's new wonders, is advertised in every city that will listen, shown to the people in World Fair type exhibitions.

Unfortunately, the Zhentarim, Red Wizards, Lords of Calimshan, and the rulers of Mulhorand are not so reasonable.

These nations and wizards begin a mad production of magical firearms and magical cannon.

Great Red Wizard Ironbacks with hulls of enchanted steel and Cannons of Accuracy roar into the Sea of

Fallen Stars.

A similar situation occurs in the Moonsea.

There is no war. Yet.

The gnomes do not desire war. They will not, however, simply abandon their magical technology because someone asks them to.

The nations now involved in magical technological research aren't listening to anyone.

Gez

Member

posted 04-05-2001 08:19 AM

Thanks to have taken into account my (and also other, less vocal people's) objections on polluting gnomes.

Well, it's an interesting scenario. Maybe we should propose that to Greenwood (as you place this revolution in the Realms).

It could make it way in D&D 4e's Realms

What would be interesting is that the "Forgotten Folk" will suddenly be the center of much attentions. Maybe this was even the reason of their technocrusade, they were tired of being ignored...

Hum... With their innate knack for illusion, I think Gnomes could make excellent movie theaters, and fabulous films. I predict a great success of Gnomes in the leisure industry (once Dwarves will have taken over the heavy metalworking industry).

Estlor

Member

posted 04-05-2001 01:44 PM

Here's how you can figure that the industrial revolution would EVENTUALLY be stopped.

As people move more and more towards technology they invariably forget how to do things for themselves.

How many people here know how to ride horses? I'd wager that number is smaller than back in the medieval times. Or how many can start a fire with two sticks?

So people find easier ways to do things. Fighters die out because no one needs to spend all their time training when they can aim and fire. Wizards die out because no one needs to spend years studying light or produce fire when they can flip a switch, take train, irrigate by turning a knob, and so on. With the wonders of technology attainable, people stop looking to the gods to solve their problems and clerics and paladins go out. The barbarians are civilized and become warriors. Druids and elves retreat to the forests and protect themselves with wards. Rogues and bards flourish, as do experts, warriors, and commoners.

And this continues for 200 years until all the humanoids that knew about the wonders of the fantasy age are dead and buried.

Then the elves and druids come back, bringing something that no one has known about for years - magic.

Imagine if a wizard, a cleric, a druid, and a sorcerer dropped into the middle of your local city. Do you think the police, or even the army, could stop them? You get a lucky shot in on the wizard, the cleric raised him.

The sorcerer tears apart the riot squad with a single fireball. Tanks are swallowed whole and planes buffeted out of the sky by the druid.

So the gnomes would win for a while, yes. But the Coalition Against Gnomish Technology (CAGT) ultimately moves region by region, cleansing the land from the gnomish perversions, permitting only those limited things that do not upset the natural balance to survive. The druids become the Lords of the Land, acting as regional peace-keepers and overseers. The elves become the Lords of the Culture, acting as the ruling race until humanity can recover from the dark age CAGT sent them spiraling into.

And ultimately, hundreds of years farther into the future the forces of CAGT have succeeded in breeding a magical United Toril-Sphere Alliance (UTSA) that lives in unity with nature and provides for all the needs of the blended culture with clean, efficient magic.

Oh, the industrial revolution is stopped - this much you can be assured of. And the damage those pesky gnomes caused will be restored with patience and magical purity.

The Lighthouse Webmaster

"More conversions, less talk."

Abbas

Member

posted 04-05-2001 02:00 PM

That's complete nonsense. Nobody would stop to learn Magic, because Spellcasters would earn the big money.

There are thousand things we would need machines for millions of bucks, a single Wizard or Cleric can do with Magic.

Edena_of_Neith

Member

posted 04-05-2001 06:58 PM

So, if what I'm hearing (see above Posts) is true, the Gnomish Industrial Revolution gives way to the Supremacy of the Druids and Elves. They now rule all of Toril, and no technology is allowed at all that they do not permit.

In fact, they rule all of Realmspace. The United Toril-Sphere Alliance (UTSA) reigns supreme.

All you dwarves out there, take note!

TheBalor

Member

posted 04-09-2001 07:00 PM

In response to reprisal: Jesus, man. You make it sound like all the lords of the realm are evil and oppressive. And you think the average person would not align themselves with druids and elves? Think again, my friend, the farmers owe quite alot to the druids, and they would not like gigantic machines ripping up their forests and homelands. You also apparently have never heard of the peasant revolt where, for a while, they did win, but then the nobles retaliated, and they were easily crushed (many ended like that) and in a country like thay, or halruaa, where magic is the most common thing in the world, I don't think that peasant revolts would work, supposing they even happened. Realize that most peasants LIKE their lives. It's simple, and enjoyable (much better living conditions, I might add, than in olde Europe) and those who are unsatisfied? Why thats us, my friend. The adventurers.

If history is to change, let it change. If the world is to be destroyed, so be it. If it is my destiny to die, then I must simply laugh.-The Magus

Reprisal

Member

posted 04-09-2001 07:37 PM

Uh, if you read my post again, I'm assuming that everything is set up for an actual Industrial Revolution.

You say that farmers would rather align themselves with the elves and druids? I disagree, when a farmer realizes he can pull down more gold using even the cotton gin and other early advancements, guess what will take precedence?

A farmer would have more to gain for himself, his family and his progeny when he uses technological devices. For they are more concerned with their own survival and well-being that anything else, when they see an opportunity to gain for themselves, guess what's gonna happen? The druids might make it possible to stop plant disease and what-not from happening, but can they make it so the farmer can do the work in half the time? They could, but they'd have to live on the farm and pretty much do only that... A machine, be it a thresher, a cotton gin, or what-have-you, will be there as long as the farmer uses it. It's quite obvious that the farmers of the land would choose machinery over magic, for magic is erratic, and there aren't enough Druids to go around to be their personal farm-spellslinger. While Lords of the Realm might not be evil, they are still oppressive. No matter how well a Lord treats his subjects, they are still subjects. With

no power whatsoever. Shackles of gold are still shackles, you know what I mean?

What do you say about the other half of my post where I state that the only reason an IR would occur was if there was a Renaissance, a new focus on individualism (therefore, not the collectivism of your feudal conservatism), and the proliferation of capitalist ideals. I concede the fact that without either of these points, an IR is destined to be put down. But if the struggle is to continue (and I hope it does, this is one of the most intriguing threads on any D&D board I've had the privilege to be a part of) these things must happen.

Still, I think your throwing the idea of a peasant revolution aside quite arbitrarily. Still yet, who's to say that all magicians would be on the side of the aristocracy? How much could a mage-guild make in a capitalist system?

Once again, I'm off, this is quite enjoyable,
Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

[This message has been edited by Reprisal (edited 04-09-2001).]

Phasmus

Member

posted 04-09-2001 07:51 PM

It seems, Mr. Forrester, that I had some elven heritage ON my tentacles. Now, Mr. Balor...

I state my actions only according to the data I have on hand... which is found in this thread, the 3e core rulebooks and the 2e Illithid book.

What do the goblinoids & co. see? At best, more MindFlyer activity than usual. Do they regularly oppose the activities of the MindFlyers to any such degree? Not so far as I am aware. Are all the different

humanoid/goblinoid groups capable of working with each other on a global scale to shut down the underdark? With little or no apparent motive?

Incurring the wrath of the MindFlyers? When the Illithid are likely causing them even less grief than usual? When the surface world is broken and ripe for them to plunder? To what end, exactly? Such an orderly, concerted effort by groups which I had been led to understand weren't on the best of terms even under ideal circumstances seems rather unlikely. Of course, not having access to data on FR, I may be unaware of some sort of secret global goblinoid network... and the reason why such an institution has never been used to any effect before.

The MindFlyers have the element of surprise. By the time anyone discovered their activities it would be too late to prevent their forces from reaching the surface. Even assuming that is not the case, the dwarves and gnomes [who, I would guess, do not have a monopoly on the caverns leading to the deeper underdark.] would already be in crisis... granted perhaps not as severe as some other communities. It would be a simple matter to subtly influence their decision-making bodies and have them give minimum priority to the Illithid activities. The MindFlyers will avoid direct combat when they can... instead relying on subterfuge as much as possible.

Your claims against my activities are insufficient.

Regards,

Phasmus & Co.

"When in doubt, use duct tape."

Riot Gear

Member

posted 04-09-2001 08:18 PM

And again, you can keep a Mind Flayer from reaching anywhere. We can shift in to the ether and reappear in the middle of your homes, completely bypassing your traps. If four of us appear back to back, we can nail everything within 60 feet instantly. Your traps are irrelevant. I admit, however, that the levitation was foolish. So we won't do that. But tell me - How fast do you think ten illithids could charm 50 stunned Kobolds if we kept stunning them again? We'd have all the fodder we'd need....

Grap a mop, there's going to be blood on the ceiling!!
-My character.

buzzard

Member

posted 04-09-2001 08:26 PM

Originally posted by Phasmus:

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Regards,

Phasmus & Co.

Well I'n rather curious as to how the Illithids, buried deep underground will know when to meander up to the surface. OK the magic cuts off. Gee, time to move on up. Do you think a month is a long time for a logistical undertaking of this magnitude? I certainly don't think the Illithids will be teleporting to the surface en masse- since they've never been there that would be suicidal.

They could organize a mass migration, but that would be obvious to every other denizen in the Underdark, then you have to deal with the pesky humanoids. If the Illithids had even a portion of the capabilities you claim, they'd already own Faerun, having easily conquered the Underdark. Also I re-iterate the objections to a lack of magic trashing all the technology. The descriptions I had heard of magic/tech synergy consisted of things like heat sources and pollution control devices, not containment/pressure vessels. If these went bye bye, you just stoke up the fire with some coal, and you're back to the races.

"Oh well the smokestack is belching again. No big deal, the druids didn't like us anyway".

If the Elves were dumb enough to destroy magic in the face of technological advance, then you could almost forget them since one way or another they'll kill themselves through sheer stupidity.

Buzzard

Forrester

Member

posted 04-09-2001 08:39 PM

Originally posted by Phasmus:

-tosses away a red-stained napkin-

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Regards,

Phasmus & Co.

The elf, it is tasty. On that we have agreement.

We might even be able to come to more agreements, if you weren't a group of megalomaniacal totalitarian slave drivers.

Trust me -- if we spot a group of illithids on their way up to the surface, we're going to collapse tunnels, and we're going to do in quickly. It isn't as if the Technomancy hasn't filled us in on your little motives. Heck, even if they hadn't, it's not like we don't know you like enslaving/eating us. "A little more illithid activity" is not a trivial thing when we live friggin' next door to you.

And it's not as if Illithids generally cooperate with each other very readily, squid-face. If you're doing it, we get to do it as well.

And trust me -- there are PLENTY of us. We can kill elves and stop you at the same time. It's that 1000-to-1 outnumbering thing (with regard to your paltry forces, not with regard to the elves, of course. We merely outnumber them 10-to-1 or 20-to-1.)

And Riot Gear -- you still haven't explained to me precisely how you are going to FIND our lairs, and know where to materialize/teleport in. The Underdark is a 3-D kind of place. How quickly are your paltry forces going to search a few billion cubic MILES of rock and earth? And the Rambo-esque

tactics you describe typically aren't used by the cowardly squid-heads, but I'll let that go given the current situation we're playing with. You're just not in a good position to take advantage of the situation within a mere month. So either Edena's going to have to change it's duration, or you're going to have to take over the surface some other time.

We humanoids, on the other hand, can wreak havok and destruction on the foolish elves within a month, easy. EASY.

Forrester

No Title Required

Riot Gear

Member

posted 04-09-2001 08:41 PM

You know, maybe we should start this over, as a game...

We could take turns, each of us representing a specific organization.

Edena could serve as a DM, of sorts.

Every 'Round' or day, we would all explain what our group was doing. If a new guy wanted to play, he could only represent a single person, but he could eventually become an organization.

At the end of each day, Edena decides what has happened and how long that round lasted. For example, depending on how disrupting the actions we undertook were, the next round could take place from 5 days to 5 decades later.

In addition, she could tell us whether or not our actions were successful.

That said, the last poster has a hell of a point.... We might scry and see what was going on. And we'd certainly do SOMETHING with the Phaerimm.

Edena_of_Neith

Member

posted 04-09-2001 08:58 PM

War Update #4

The war has expanded into multiple sides:

The Faerie Folk (led by Estlor - they are trying to arrange another peace conference, but they are fighting fiercely against the illithid)

The Illithid (led by Phasmus, they have taken and destroyed Waterdeep, enslaved the phaerimm, and

destroyed a number of major drow cities - and there are a LOT more illithid on Toril than anyone realized - there are hundreds of thousands of them!!)

The Elves (led by Blood Jester, they are fighting a total war, with no quarter given and no quarter asked.

They are out to win at all costs. The Elven Imperial Navy of Wildspace (Spelljammer) has come in it's full strength to support them)

The Humanoids (led by Forrester, there are millions of these guys, and they are hell bent for glory, guts, and battle. Although they form the staple army of the Technomancy, they are not under it's control)

The Technomancy Alliance (led by several people, this coalition of industrializing countries is coming back from the brink of defeat, thanks to the humanoid hordes, and with new technomagic and their old magic back are fighting hard)

- - -

The ferocity of the Posts I have been reading, above, would tend to indicate that:

Everyone is ganging up on the illithid. The illithid are losing ground, because they cannot stand against the combined strength of everyone else, once the magic returns.

However, again, there are FAR more illithid than anyone thought - a secret of the illithid the world is now learning to it's cost. There are hundreds of thousands of these fell beings, and they have an agenda - and you and supertime are both on it.

For some reason, nobody is concentrating on the elves, who have caused serious and irreparable harm to the entire world with their magic. This means the elves are now making rapid strides towards total victory (I still need those 5 targets + 5 targets + 5 targets, Blood Jester.) Indeed, if they are not opposed, and opposed soon, Toril will once more see the Supremacy of the Elves, as it did for 10,000 years prior to the Crown Wars.

Estlor is the voice of reason here, bringing the Seelie Court into the situation, and the Faerie are flocking to his banner (the druids are no longer a power, having been decimated in the war, then wiped out during the Month of Terror)

Also, a number of wise old good aligned and neutrally aligned dragons, and a number of neutral nations (including devastated Luruar) are going over to his side.

Estlor now leads a formidable host, rapidly becoming equal in strength to the others.

The Technomancy has made a surprising recovery.

This is partially because the first fury of the Illithid fell on their enemies.

This is mostly because an enormous horde of humanoids is fighting for them, and behind this protective wall of humanoids they are rebuilding their cities, replanting their fields, and putting back up their infrastructure.

It should be worth noting that the Technomancy is ANGRY. They obviously do not like the Illithid, but they are FURIOUS at the elves, who have slaughtered hundreds of thousands of their people.

The humanoids have been big winners in this war.

The Month of Terror affected them hardly at all, except to make their opponents weak and easily beaten. They have run amok, sacking cities, dragging off enormous numbers of slaves, vast amounts of gold, huge amounts of raw material, supplies, and stored food.

The gnomes, while technically a part of the Technomancy, have retreated to their underground cities (those that are left), and put all their defenses they could up to protect them.

The gnomes rightfully see that the surface world is no place for them right now, not with armies marching this way and that way across it.

Estlor continues his arguments for peace. However, it seems nobody is listening. This is too bad, because at this point much of Faerun looks like Eastern Europe after the War (or Georgia after Sherman's March to the Sea.)

Cities are reduced to bleak ruins, pieces of buildings sticking into the air like abstract artwork.

Vast areas of blackened sticks, tapering to shattered tops, branches burned away, represent the remains of great forests.

Croplands lay fallow, slowly going back to the wild. Other croplands lay recently destroyed, the crops hacked and burned, the ground torn up by magic or marauding monsters unleashed by the warring sides.

All remaining cities are now on their highest alert, new walls and other defenses are built, and more defenses are being built.

All roads are blocked with felled trees, and trapped with caltrops, pits,

and worse.
Sentinels watch everywhere. Paranoia is the rule. People shoot then ask questions afterwards.
All trade has ended. All commerce has stopped. Cities and countries relying on it, have seen their ways of life simply stop.
Not that it would have mattered anyways.
All able-bodied people, men and women, have been pressed into the military.
All shops, all factories, have been pressed into or converted over to wartime use.

On the side of the Faerie Folk League
--- Estlor

On the side of the Elves
--- The Balor (the reward on The Balor's head has grown. The Technomancy wants this defector badly.)
--- Blood Jester
--- Victim

On the side of the Illithid
--- Phasmus
--- Riot Gear

On the side of the Technomancy Confederation
--- Buzzard
--- Darwin of Mind
--- Dr Skull
--- Elfric
--- Gez
--- Icarus
--- Lannon
--- Reprisal

On the side of the Humanoids
--- Forrester

Neutral
--- Enkhidu
--- Naya (he got away with his treasure hoard, after all)
--- Paperboy
--- Zouron (although he's pretending to be with the Technomancy)

Edena_of_Neith

Member
posted 04-09-2001 09:17 PM

Riot Gear, that sounds like a good idea (see Riot Gear's Post about 3 posts up)

Forrester

Member

posted 04-09-2001 09:22 PM

Edena -- I mentioned in more than one post that while we're making sure to collapse the tunnels to slow/stop the Illithids, we're dividing up our Millions to do massive amounts of elf-slaying.

As in "We humanoids, on the other hand, can wreak havok and destruction on the foolish elves within a month, easy. EASY." from a couple posts back, and "Elves die first, second, and third. We'll work from there. And get some kobolds to start tinkering with those machines . . .".

So are the elves REALLY that close to taking everything over?

I can accept if if you say that we didn't find the Spelljamming ships within that month. But the elves should have taken HEAVY casualties during the month that they were de-magicked.

Forrester

I also said this:

"Oh -- if any of those artifact-ridden places had HUMANOIDS working as lackeys (as they usually do!), count on my people being able to loot the places far, FAR more quickly than the dumb humans or elves or illithids can. Heh heh heh. "

How are all sides doing on artifact collection?

TheBalor

Member

posted 04-09-2001 09:49 PM

I have a large bounty on my head? and it's growing? K3W| d00d!@!??223!! I KNEW killing the lords of waterdeep, the council of six, the 4 lords of baldur's gate, and by doing thus sending the technos into chaos would bring me a tad of fame.

Phasmus

Member

posted 04-09-2001 09:49 PM

Issue #1: The MindFlayers had started preparations for their ascent before the spell of Krasus had been cast... The temporary removal of magic from the picture was just the icing on the proverbial cake. [Illithid have a metaphor that means approximately the same thing... but you don't want to hear it.] Their goals were set somewhat higher as a result.

Issue #2: Their preparations for battle with a still magic-intensive surface world had included the production of psionic-technology hybrids that, unlike the surface's technomagic, will function perfectly despite the effects of the spell of Krasus. A very distinct advantage.

Issue #3: There is a definite precedent regarding the Illithid's working together. The interspersed Illithid colonies center around elder brains and though the Illithid can not be in direct contact with each other without some rather expensive psionic equipment, the elder brains can link to each other directly via a psionic shunt through the ethereal plane [see the 2e Illithid book]. Thus, with a great deal of effort, the elder-brains can

coordinate the world's entire Illithid population. This is not a bunch of ragtag semi-sentient humanoids suddenly developing a world-wide concordance. The MindFlayers once shared a plane-spanning empire... and

they want it back.

Issue #4: Regarding the [apparently] larger than expected numbers of Illithid on Toril, the elder brains can coordinate the psionic transfer of MindFlayers from other primes. The effort required for such activities, and the fact that Illithid from other worlds might not be particularly interested in helping anyway, is why Toril hasn't been overrun by the sheer number of MindFlayers before... and won't be now. Nevertheless, the time to strike has come, so there will be far more cooperation with each other than has been seen by anyone living... and all but the oldest undead for that matter.

Issue #5: We do not see our activities as atrocities of war... but as the losses inherent in any major shift in power. A shift, we might add, which is in the long run for the good of all races... except perhaps the ones we eliminate entirely. If we could claim this world as our own without the needless destruction of a single wayward thrall... know what we would do so.

Regards,
Phasmus T. Tapefiend
aka Don'Calamari

Lannon

Member

posted 04-09-2001 10:13 PM

EDENA I URGE YOU TO READ THIS, for that matter everyone else should reread what follows. Posted from Buzzards comments:

Originally posted by buzzard:

I've made no claims that magic was necessary for technological progress.

My arguments are based on the given premise that:

Technology is advanced enough for steam power and railroads.

This implies a good deal you know. It doesn't just imply that you know that steam expands and can drive an engine. It implies that you have the machining abilities to make such an engine. It also implies that you are going to make machine tools capable of making more than one of those engines. (and rails, etc) That was one of the most immediate consequences of the industrial revolution. The mechanization of machine tools is crucial to everything. It enables rifles to be mass produced, rather than hand crafted. Also the general level of mechanical sophistication is going to be pretty high. A railroad is not a simple thing.

Also if we're talking railroads, a certain amount of metallurgy must have been accomplished.

This means higher quality steel, or you could not make steel rails (you can't roll cast iron into the shape). Once you have this better steel, you can make better and cheaper cannons. (Sweden was a great power for a while based on tin deposits which allowed them to make bronze cannons, since the steel technology in the era was so poor- this was well before railroads). I've yet to see what a wizzard is going to do in the face of a cannon shot.

If I can make really good steel, I can make really good breastplates which will likely stop arrows (but not bullets).

Also, whoever thinks that civil war era rifles were worse than bows, has a lot of convincing to do to make me buy it. I will certainly grant that early firearms were inferior, but by the civil war muzzle loading weapons had reached their pinnacle. They shot 50 caliber conical bullets at

substantial velocities to effective ranges of 700 yards or so. No such bow exists. Rifles are also easier to use. Ammo is easier to make, and more lethal (soft lead bullets of the era would remove limbs, at best- for the target, or simply kill you).

Also Edena just jumped the gun and implied that nitroglycerin was invented. This implies smokeless powder, and thus the possibility of cased ammunition and repeating breachloading rifles. Once those hit the scene, there is not a chance that bows are comparable. This will also increase effective range and lethality.

As for what my character would be doing the whole time, is learning the technology, and improving it. You don't need a wizard to do technology (well actually my last character in Faerun was a custom class called a Tinker, who was sort of a medieval engineer- he never liked magic much anyway- too illogical). Though the influx of fiends would have him concentrating on wiping them out. A nice 8 gauge shotgun with either silver or cold iron shot would likely do wonders. Also I'd make sure I'd have a priest of Gond on hand to cast magic weapon where necessary. For a reach out and touch someone exercise I'd make the old heavy barreled Sharps rifle- and become the first sharpshooter. That will outrange any spell.

Buzzard

This was so well put from buzzard that it really needs to be posted again. I request that Edena read this carefully and fully understand what he is suggesting. We were granted several things in Edena's scenerio. Magic was not added to "make" the technology. It was simply suggested that it could be used with the technology. In no way is it necessary to have magic. All we need are good minds and arms to carry the weapons.

Edena_of_Neith

Member

posted 04-09-2001 10:14 PM

I SHOULD have made it a year, not a month (this person grouses a bit)
Can't change history now. (more grouching)

The elves are not as close to victory, after all.

They should have been.

They WOULD have been, had they just been facing the weakened Technomancy alone.

They would have won against both the Technomancy and the Illithid.

However, several million humanoids came up onto the surface, you see.

Came up, and swarmed over the Elven Spelljammers like ants whenever they set down.

Came up, and slaughtered the elves whenever and wherever they found them.

Furthermore, the elves now have to contend with dragons and faerie who are opposed to what they are doing. That isn't helping either.

The elves are powerful, and throwing that spell gave them the edge, but now they are having to take on EVERYONE at once, and they simply can't do that, not even with the Elven Imperial Navy.

The elves are driven back. I assume the elves destroy the 5 targets in question (Blood Jester, name your targets).

But after that, they are driven back.

Unless the elves can find an ally among the other powers, they aren't going to win this war anytime soon.

The illithids made great progress during the Month of Terror, and sacked and pillaged many surface dwellings, and destroyed many underdark areas.

However, the illithid are now facing a massive counterattack from the faerie folk, from the technomancy, from the elves they encounter, and from several million very angry humanoids.

The illithids, also, are driven back.

The phaerimm, however, make a big difference here.

Since the illithid were wise enough to snatch them while the snatching was good, these immensely powerful beings are now serving the illithid.

And the phaerimm truly ARE terrible foes to face.

So, although the illithid are halted, they are standing their ground, and giving as badly as they are getting.

The phaerimm are making the difference, for they now serve the illithid.

TheBalor

Member

posted 04-09-2001 10:15 PM

But you are STILL not a numerous race. I am convinced that, if as you say, the illithids from other planes don't help you, then there can only be about, if you bring ALL of the illithids from ALL over Aber-Toril, then you will still only have about 100,000 illithids. First you have to get past the dwarves and svirfnebli. Even if the goblinoids don't set up traps and collapse tunnels, the dwarves will. By the time you come up with your psychic technology, magic will have returned. And simply scrying? I really doubt that the illithids know enough people on the surface or have items that they possessed to start a mass invasion.

This is taken from the 3E phb:

Scrying

Divination

Lvl:Brd 3, Clr 5, Drd 4, Sor/Wiz 4

Components:V,S,M/DF,F

Casting Time: 1 hour

Range:See text

Effect: Magical Sensor

Duration:1 minute/level

Saving Throw: None

Spell Resistance:No

You can see and hear some creature, who may be at any distance. You must succeed at a scry check to do so. The difficulty of the task depends on how well you know the subject and what sort of physical connection(if any) you have to that creature. Furthermore, if the subject is on another plane, you get a -5 penalty to the scry check.

Knowledge Dc

None 20(you must have some sort of physical connection to a creature you have no knowledge of)

Secondhand(you have heard of the subject) 15

Firsthand(you have met him/her) 10

Familiar(you know the subject well) 5

Connection: Scry check bonus

Likeness or picture +5

Possesion or garment +8

Body part, lock of hair +10

nail clippings, etc.

This spell creates a magical sensor located near the subject. Any creature with an intelligence score of 12 or higher can notice the sensor by making a scry check(or an intelligence check) against DC 20.

The following spells can be cast through a scrying spell: comprehend languages, read magic, tongues, and darkvision. The following spells have

a 5% chance per caster level of operating correctly: detect magic, detect chaos, detect evil, detect good, detect law, and message.

Arcane material Components: The eye of a hawk, an eagle, or even a roc, and nitric acid, copper, and zinc.

Wiz/sor/brd focus: a mirror of finely wrought and highly polished silver costing not less than 1000 gp. The mirror must be at least 2 by 4 feet.

Cleric Focus: A holy water font costing not less than 1000 gp.

Druid focus: A natural pool of water

And by the time I finish typing this, the subject will have moved on...

If history is to change, let it change. If the world is to be destroyed, so be it. If it is my destiny to die, then I must simply laugh.-The Magus

Edena_of_Neith

Member

posted 04-09-2001 10:17 PM

Lannon, this is well noted.

And the Technomancy is making a very rapid and surprising recovery.

The Technomancy is back in the war as a major power, once more achieving victory and driving both the elves and the illithid back.

Forrester

Member

posted 04-09-2001 10:19 PM

quivers with joy

Could you talk more about the elves being slaughtered? Please?

Oh -- what's a Phaerimm? The "ae" is scaring me. It sounds cheaty.

Finally -- I think it's fair to say, Leaders of the Technomancers, that we humanoids have earned a little technological support. You think? (Edena -- no doubt our kobold engineers have managed to get our hands on some of the technology for closer inspection. We like the technomancy, but we aren't quite ready to put our full trust in *any* surface dwellers. So while we'll ask for technological support and such, we'll make sure to check it out to make sure there's no backstabbing going on. And perhaps work on creating our OWN little factories.)

On the other hand, while we don't have to put full trust in the technomancers, I think it's safe to say that they need to put full trust in *us*.

We're willing to play nice if they are. Although it wouldn't hurt to address me as "Lord Forrester", Lannon & Company .

[This message has been edited by Forrester (edited 04-09-2001).]

TheBalor

Member

posted 04-09-2001 10:21 PM

DAMMIT!! I JUST MISSED ABOUT A WEEK OF THE WAR WHEN TYPING THAT DAMN SPELL DESCRIPTION!!!

If history is to change, let it change. If the world is to be destroyed, so be it. If it is my destiny to die, then I must simply laugh.-The Magus

Edena_of_Neith

Member

posted 04-09-2001 10:27 PM

Well, Forrester, the humanoids have discovered that elven Spelljammers don't burn well - they are partially alive, you see.

But they make great kindling, once chopped up.

For that matter, elves make great kindling too, when they are chopped up.

A phaerimm: think of a tornado.

At the wide top of the tornado is a head with four arms sticking out around it, and one heck of a big mouth.

If you can see it, there is a body that becomes steadily more slender as it goes back from the head, until it tapers to a point.

The phaerimm are, in 3E, sorcerers of levels 15 - 20.

But in 2E, they are wizards of levels 30 to 45 (that is directly from the Ruins of Myth Drannor boxed set)

Phaerimm have tremendous spell immunity, in addition to that, being able to bounce spells thrown at them straight back at you.

Did I mention they also have great bite attacks, tail (sting) attacks, and claw attacks?

A single phaerimm could take on a Chosen of Mystra, and have some chance of winning.

Three phaerimm could take on a Chosen, and win.

There are several hundred phaerimm that were under the desert of Anauroch, but the illithid (wisely) went after them and captured them.

This was possible because the elves (bless their hearts) ended ALL magic on Toril for a time, and the phaerimm were briefly vulnerable, and Phasmus was smart.

That is why you have not overwhelmed the illithid and driven them back into the Underdark.

With the (now fully powered again) phaerimm under their command, the illithid are a force to be reckoned with.

Even if there are only a few hundred phaerimm, a few hundred are enough (my greatest character is scared to death of these monsters)

((By the way, the phaerimm are going to be VERY, VERY ANGRY when they are freed of the psionic compulsion.

How would you feel if the elves took away your magic, then the illithid enslaved you, and then you were forced up onto the surface to fight assorted gnomes, technomancers, humanoids, and Mystra knows what else, when all you really wanted to do was study spells??

There is going to be HADES to pay when the phaerimm break free of their compulsion!!))

Forrester

Member

posted 04-09-2001 10:33 PM

Edena -- Can these Phaerimm teleport? If so, can they fit into 5' tall passages/rooms? It sounds like that's unlikely . . .

In which case, moving production of technomagical weaponry to the Underdark might be a strong call. (Hey, it's going to happen anyway, as during the month we were able to examine the technology, and do a little looting. But we can speed things up a great deal if we call cooperate, here . . .)

Forrester

Technomancy's Best Friend

Edena_of_Neith

Member

posted 04-09-2001 10:47 PM

The phaerimm can teleport.

The phaerimm can Shapechange also.

Would they care to fit themselves into 5 foot tall passages?

Not likely.

The elven nation of Evereska is now surrounded and besieged.

If two or more of the other powers declare they are cooperating in attacking it (that is, if the Faerie and Technomancy, or the Humanoids and the Technomancy, or the Illithid and the Gnomes, and so on), it is taken and destroyed and/or occupied.

Phasmus

Member

posted 04-09-2001 10:48 PM

With the passing of the month of terror, despite their enemies reclamation of magic, the attacks of the Illithid only seem to intensify in strength and number, particularly in the areas of Myth Dranor, CandleKeep, Nimbral and Halruaa... Then, more quickly than would seem possible, the MindFlayers withdraw from combat. Only a few scattered groups of thralls remain... just enough to mask their master's retreat. They leave only destruction and woe in their wake. The ransacked centers of population and magical power are decimated beyond recognition, and the remains of the original inhabitants are scarce indeed... almost as scarce as the items of knowledge and power that were once present.

For a short time Illithid activity continues in Halruaa, and then nothing.

The MindFlayers have withdrawn to the deepest deeps of the underdark...

and sealed the way behind them. With them, they have taken the most

powerful artifacts and arcane knowledge to be had in Toril, not to mention

a great many of the arcane spellcasters themselves. There are some who

speculate, and rightly so, that they found what they were looking for...

The way to the underdark is now closed by tons of solid rock and the

enclosed area is warded by the full attention of the elder brains. None

shall enter, and none shall leave... for a time. The drow cities decimated

have been sealed as well, along with their enslaved populations. The

surface dwellers are free to continue their petty squabble... for now the

MindFlayers have the phaerimm, they have arcane power unrivaled... and

they have all the time in the world.

Regards,

Phasmus & Co.

Edena_of_Neith

Member

posted 04-09-2001 10:57 PM

The following nations are out of the war, permanently (and pretty much out of it, period):

Halruaa (devastated)

Luruar (devastated)

Thay (wiped out)

Waterdeep (devastated)

Nimbral is demanding an immediate ALL OUT attack by EVERYONE against the Illithid, even if they have to chase them to the center of the planet.

Nimbral cites the threat of the phaerimm, the threat from captured spellcasters, and the threat from stolen artifacts as reasons (not to mention they are angry at having been attacked themselves.)

Nimbral is calling on EVERYONE to ally against the Illithid.

However, unless the Posts indicate it, this does not happen.

The dwarves have been trying to stay out of the war (the only race to do so.)

However, the dwarves have had enough. Trade is out, food supplies are short, they are attacked whenever they set foot outside their mountain homes.

The dwarves are ready to enter the war. Anyone offering them alliance? And what incentives, if any?

Forrester

Member

posted 04-09-2001 10:59 PM

See ya, wouldn't want to be ya, Evereska.

Them elves are good eatin'.

TheBalor

Member

posted 04-09-2001 11:00 PM

Good. I was thinking you guys would never leave.

If history is to change, let it change. If the world is to be destroyed, so be it. If it is my destiny to die, then I must simply laugh.-The Magus

Edena_of_Neith

Member

posted 04-09-2001 11:02 PM

The humanoids are launching an all out assault on Evereska.

Does anyone else join them?

Forrester

Member

posted 04-09-2001 11:04 PM

What's a Nimbral?

I'll lead my legions against the Illithids after one little pointy-eared problem is taken care of. Once and for all.

How do the dwarves feel about spanking their long-hated fellow demi-humans? We humanoids are a practical folk, and have always hated elves more than dwarves.

TheBalor

Member

posted 04-09-2001 11:05 PM

I myself go as emissary to the dwarven kingdoms. I tell them that the illithids have gone too far. The dwarves already have full access to the underdark, and they could be a humongous help. The illithids have our best mages, probably a few great engineers, and our greatest magiks. It's time we strike back. COME TO ARMS, MY BRETHERN!! TOO LONG HAVE WE LET THE ILLITHIDS DWELL BENEATH THE EARTH, PLOTTING AND SCHEMING!! They think they are secure in their victory, and this is the perfect time to strike. I say we travel to the vaunted underdark and wipe these squid-faced vermin out ONCE, and for all.....

If history is to change,let it change. If the world is to be destroyed, so be it. If it is my destiny to die, then I must simply laugh.-The Magus

Forrester

Member

posted 04-09-2001 11:07 PM

Whoa whoa whoa!!!
Let me get confirmation that the Technomancy is coming along with us. We aren't the damn Kurds.

TheBalor

Member

posted 04-09-2001 11:08 PM

Dwarves would not.under any circumstances. EVER IN A QUADRILLION YEARS ALIGN THEMSELVES WITH GOBLINOIDS!! They would kill any who came near them. There is no way they would ally with goblinoids.

If history is to change,let it change. If the world is to be destroyed, so be it. If it is my destiny to die, then I must simply laugh.-The Magus

Edena_of_Neith

Member

posted 04-09-2001 11:09 PM

Nimbral is an island.
Home of a powerful, if small, magic-using nation.
A very wise, and very mysterious (and very powerful) group of mages.
The assault on Evereska continues, but the humanoids alone cannot take it.

Although thousands of humanoids die valiant deaths for the cause, those stubborn elves behind their hill fortresses and trees just can't be dislodged!
The dwarves are willing to announce a Truce (not an alliance!) with the humanoids IF it means achieving one of the following:
Bringing peace
Bringing to justice the elves who cast the spell that brought down magic, and caused the Month of Terror
Going after the illithid.

Balor, the dwarves agree. The dwarves are willing to go after the illithid
...

IF, first ...

All elves (you speak for them, remember, Balor) who were involved in casting that spell (the one that brought down magic) are turned over to the dwarves, to be tried for Crimes Against the Dwarves. They will be tried, found guilty, and then drawn and quartered. And YES, Queen Amlaruil of Evermeet is ONE of those the dwarves are demanding be turned over.

Bran Blackbyrd

Member

posted 04-09-2001 11:22 PM

Room for one more? I'm just a humble priest of Bacchus, but if I see one more grove trampled, or one more vinyard burned by the wicked... I want to join Estlor and the Faerie Folk League in the fight for peace. I am fully prepared to help the Faerie Folk and the earth spirits restore balance to nature and organize against the desecrators.

At the risk of involving Outsiders again I could even pull in the help of the Bacchae, Maenads and nature folk on the planes.

Jason "Warlocke" Lewis

DM: You see there are orcs camped out in the chasm ahead of you.

Me: Do they have multiple Orc-Chasms?

Warlocke's Realm

TheBalor

Member

posted 04-09-2001 11:28 PM

Aw, goddamnit, ya got me in a fix here. My whole angle with this was to unite the races against the illithids, and if we win that part, then everyone will be too exhausted to fight each other anymore, so it'd have been a forced truce...DAMMIT, WHY ARE THE DWARVES SO GODDAMNED STUBBORN?!HUH?HUH?!

If history is to change, let it change. If the world is to be destroyed, so be it. If it is my destiny to die, then I must simply laugh.-The Magus

Edena_of_Neith

Member

posted 04-09-2001 11:29 PM

Bran, I assure you one more druid grove now gets trampled and destroyed. What do you think orcs do for a living?

You do the summoning you mention. And those you summon, summon others, and thus:

The Outsiders are back in the War! On the side of the Faerie Folk.

The dwarves ARE stubborn. That's a dwarven trait!

Besides, they aren't too happy about the elves shutting off the lights.

The dwarven ability to see in the dark is semi-magical, and it ended with the magic.

TheBalor

Member

posted 04-09-2001 11:31 PM

sigh you win. I agree to the dwarven terms, and after having several dozen permanent spell protections placed upon myself, I head into the techno lands to negotiate a temporary alliance until the illithids are beaten...*sigh*

If history is to change, let it change. If the world is to be destroyed, so be it. If it is my destiny to die, then I must simply laugh.-The Magus

TheBalor

Member

posted 04-09-2001 11:33 PM

Wait a sec...you faeries aren't summoning tana'ri, right?

If history is to change, let it change. If the world is to be destroyed, so be it. If it is my destiny to die, then I must simply laugh.-The Magus

Forrester

Member

posted 04-09-2001 11:36 PM

Edena! Slow it down, until we get a representative of the Technomancy here. I'm sure they would have helped me against the damn elves.

Edena_of_Neith

Member

posted 04-09-2001 11:39 PM

Ok.

Queen Amlaruil of Evermeet, her chief advisors, the Head of the Elven Imperial Navy, and various other important elven figures are turned over to the dwarves (forcibly, I might add - they would not go willingly!) by their own people.

The dwarves put all of them on trial, find them guilty of Crimes Against the Dwarves, and imprison them in deep prisons, under heavy magical wards.

This done, the dwarves march out in their full strength. Untouched by the war so far, they come with all their armor, weapons, magic, and the famous fury of their kind.

By the tens of thousands, the dwarves march to war, to stand beside the elves against the illithid.

The very ground of Faerun trembles to the thunder of dwarven feet, and the air trembles to the sounds of their mighty war chants.

Because of the devastation of Waterdeep, the Lord's Alliance is also demanding an assault on the illithid.

TheBalor

Member

posted 04-09-2001 11:42 PM

Get a technomancer in here. I wanna know how negotiations with them go.

If history is to change, let it change. If the world is to be destroyed, so be it. If it is my destiny to die, then I must simply laugh.-The Magus

Bran Blackbyrd

Member

posted 04-09-2001 11:42 PM

No tana'ri, mostly the wild and wooly nature folk, the rabid followers of Bacchus, and maybe the odd celestial. Not to mention any druidic types that are planeside and willing to lend a hand.

Jason "Warlocke" Lewis

DM: You see there are orcs camped out in the chasm ahead of you.

Me: Do they have multiple Orc-Chasms?

Warlocke's Realm

Phasmus

Member

posted 04-09-2001 11:43 PM

Blast it all, why can't you vile light-mongers just leave us alone long enough to bring about your utter destruction?! Is that too much to ask? -sigh-

Well, now I guess I have to mention what we're up to... but we had really wanted it to be a surprise.

Currently, the MindFlayers are using the combined magical strength of the phaerimm and the some of choicest magical tomes, artifacts and minds from CandleKeep, MythDronor, Halruaa and Nimbral to achieve the following goals, given in order of precedence:

1: Protect themselves from the surface forces and any outsiders and deities who may be foolish enough as to attempt to oppose their fiendish schemes... not to mention from any possibly dangerous items or beings that they may have brought with them. Safety first and all that. This goal includes small forces being sent to the surface if possible to do so safely... to spread havoc and mistrust among the surface dwellers.

2: Blot out [at least the light of] the sun on a permanent basis, making magic and geothermal heat the sole source of life... And wiping out a large portion of their opposition. This happens to be a major component of their next goal...

3: Secure utter domination over every living being, sentient or otherwise, on, in or around the world... and destroy any and all undead that may be present.

Their resources are now spread more or less evenly between the three goals... but should there be a shortfall [unlikely] or should it be necessary to divert attention to any one, protection will come first, followed by darkness... and finally their ultimate goal of world domination. They are being very cautious. They are so close to ultimate

victory that they can almost taste it... and they do not want any mistakes.

I do not have the administrative capacity to determine what comes of their efforts. Edena, I will leave that in your hands for the time being. Please note that... aside from the possibility mages looking forward in time and noting that things look rather dark... no one has this information except the MindFlayers themselves.

Regards,

Phasmus & Co.

"DuctTape: It's almost all you need sometimes."

Blood Jester

Member

posted 04-09-2001 11:44 PM

[OOC - Damn! Work has put me way behind here!]

O.K. I disagree with a few results/calls here (especially the overlooking of the fact that Psionics would be just as crippled as magic for one month) but, oh well.

The recovery of the techs is overrated, it is not that they couldn't eventually have built these things better, it is that they didn't because they started to rely on magic instead of developing their technology along the proper lines. The irony is that the Technos downfall was their dependence on magic, and lack of faith in the superiority of their technology.

Here are my attack choices; in situations where the Illithids took over other Cities, our goals are elimination of the Illithids, are freeing the cities in question (the acceptable cost varies, but usually the goal is to preserve the conquered)

1st group

1-The Drow of the Underdark

2-The Phaerimm of Anauroch

3-The Illithid Nation

4&5-The top two nations supporting the Technomancy army

2nd group

1-Zhentil Keep

2345-The next four nations supporting the Technomancy army

3rd group

1-Halruaa

2-Candlekeep

3-Nimbral

4-Myth Drannor

5-(Held in reserve to support efforts where needed.)

Still a slave to work, will comment as able.

Blood Jester

P.S. - Elven skill with a bow, and ability to sneak in and out of places is not affected by the loss of magic.

Skills are like that.

Forrester

Member

posted 04-09-2001 11:44 PM

Um, in case you couldn't tell, the humanoids are holding back until a Technomancy representative logs in . . . Shees!

TheBalor

Member

posted 04-09-2001 11:46 PM

Damnit, where are they all?

Edena_of_Neith

Member

posted 04-09-2001 11:47 PM

Now wait a minute.

A grand alliance of the Technomancers, humanoids, elves, and dwarves against the illithid is not possible when:

The humanoids are currently (and frantically) trying to destroy elven Evereska.

johnbrown

Member

posted 04-09-2001 11:59 PM

Sorry for the interruption, but I would just like to say that this one great thread. If you put this all in a novel I sure would buy it.

Forrester

Member

posted 04-09-2001 11:59 PM

I don't know how much time has passed since the Month of Terror, Edena, but I want to point out that I did say we took their technology and have been working on it ourselves (our kobold sorcerer/engineers, that is). So to be honest, while the technomancers would be very helpful, I'm not sure that (given our numbers) we absolutely need them to take Evereska or whatever the hell elf-land that was.

Not that we won't wait for help if we need it, of course -- just want to point out that WE are no longer a bunch of dumb humanoids with pointy sticks. We've got the tech and we've got the manpower.

Picture China with U.S. technology. A Billion strong. Hell yeah.

Edena_of_Neith

Member

posted 04-10-2001 12:04 AM

(To John Brown)

Thank you.

Although heaven knows where this will end up!

I repeat: the elves will NOT ally with the humanoids when the humanoids are trying to destroy their MILLENNIA old civilization of Evereska.

Not ally with them against the illithid, or anyone else.

Blood Jester

Member

posted 04-10-2001 12:04 AM

Whoa! Way too much changed while I was typing!

Edena:

-The Dwaves were (attempted to be) recruited quite a while ago.

-Everyone involved in casting the spell gave their lives doing it (stated at the time of casting).

-They will not get the Queen, nor military commanders not even involved in the decision to cast the spell, if the Dwarves have any honor, they would not even ask this, and if they do the Elves refuse. The mage council will take the blame for The Queen, and those few who live will stand trial if necessary. But the Queen is off limits.

-Had the Dwarves had the courage to come stand with us in the fray instead of hiding in their burrows, this could have all been avoided, so...

-If they insist on holding trials, we demand their cowardly military leaders stand trial in our courts for their crimes against the Elves. Their failure having caused the needless deaths of thousands of our people.

Blood Jester

Forrester

Member

posted 04-10-2001 12:09 AM

That's MUCH more like what I'd think would happen . . .

Now, then. The dwarves have been spurned. And they hate the elves. And the humanoids didn't target them one BIT.

So how about it, dwarves? A single-time cooperative attack on Evereska?

Edena_of_Neith

Member

posted 04-10-2001 02:33 AM

The reason it is like Europe after the war is because early in the game someone invited all the dragons into the war! A single ancient dragon is a match for a large town, and two or three of them a small city. There were hundreds of dragons involved, and their specific instructions were to: attack cities and industrial areas. In other words, to attack densely populated areas. As I previously stated quite a while back, tens of thousands of civilians were killed, and entire regions terrorized. Flights of dragons are no joke. Now the dragons are all allied with the Faerie Folk. Better pay attention when their leader talks ...

- - -

To answer your question, Forrester, you are nowhere close to taking all of Faerun, for the simple reason that Estlor and his Faerie Folk and their

Dragons and their new allies the dwarves are opposing you. The elves and their allied nations are still fighting desperately, too. But Estlor has MASSIVE force backing him, force almost equalling yours.

Forrester

Member

posted 04-10-2001 02:37 AM

Edena -- oh, most of that happened early in the war. Okay. I thought you were implying that my humanoid forces had taken heavy losses, which I don't think should be the case. Some losses, yes, but not disproportionate ones. Combine that with our greater numbers, and we're kicking ass. (We lose 200,000 forces, no big deal. The elves lose 200,000, there's not many of them left. And we should lose FEWER than the others due to our vastly better technology -- so maybe only 50,000.) Forrester Happy to be eatin' elf ears

Forrester

Member

posted 04-10-2001 02:38 AM

Eek! The DRAGONS are now opposing us?! You didn't tell me THAT before. Hmhmhmhm. That's not good. I'll sign off for the night . . . but if the Dragons are entering, we'll concentrate far more on entrenching and holding the areas we've taken, as opposed to conquering new areas. Which certainly might be interpreted as a move for "peace". But we're not budging. Meanwhile, the kobold factories of the Underdark (ever vigilant against possible Illithid movements and hopefully aided with information by their new allies the Gith, led by Gruffmug), continue to churn and develop, churn and develop, churn and develop . . .

Forrester the Worried

Edit: EDENA, question: What (likely elven) areas other than Evereska did my hordes manage to raze during the 5-year period before the Dragons entered the war?

Reprisal

Member

posted 04-10-2001 02:49 AM

Are all of the Dragon's allied with the Faery folk? If so, I would like to know how the evil ones get along with the good ones. I always thought that chromatics and metallics (and others) were more akin to Celestials and Fiends, and less like mere racial competitors.

Just a thought, Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." - Albert Camus

DarwinofMind

Member

posted 04-10-2001 02:54 AM

Ok, Toril is (was) a place of very powerful people. Many of these people had moved away to far off planes but upon hearing their homeland was in danger of total destruction returned home with me. At this point my group is mostly interested in stopping this whole thing, We are not opposing the Fairy folk because they have the same goal but they are trying diplomacy.

We don't believe it will work. The Technomacy never began the war and truly has never made a serious offensive. The remaining forces that are truly loyal to the Technomancy, (And I don't see much) we will leave and negotiate with further after things settle down. The elves started this and in fact have caused more damage than anything else. But they have also taken large amounts of damage. At this point I believe the Elves are no longer a threat. Whether this is true remains to be seen. Forrester's humanoids are a serious threat to the idea of stopping this war but it is hoped that we can negotiate with them. We will try to get them to recognize the amount of damage this war has done to the world, and that if it keeps up no one wins. And of course there is always bribery if that fails. If we can get them to stop their attacks on the elves, But keep "on guard." That way the elves are no longer a threat. The only force that simply cannot be negotiated with is the Mind-Flayers, We will have to destroy them. This action is currently being planned. Hopefully to be executed by my PlaneWalkers, with the help of the Technomacy. -edit- Ok this game is additive. But I'm going to sleep have to be up early tomorrow don't destroy the multiverse while I'm gone.
[This message has been edited by DarwinofMind (edited 04-10-2001).]

Forrester

Member

posted 04-10-2001 03:11 AM

Darwin -- we'll see . . . perhaps a short peace, er, I mean, a peace of indeterminate length is called for. I want a few more details on how much of the surface we now control. Hey. Weren't the dragons incredibly p.o.'d at the elves? They're going to join the elves' side just because some humanoids are wreaking a little vengeance? We humanoids never did nothin' to THEM. We don't get no respect.
Forrester Dangerfield

Reprisal

Member

posted 04-10-2001 03:22 AM

Aye, Darwin speaks the truth, though the fires of battle were high at the beginning of the war, I would believe that now that the great enemy (the Elves) have been battled back. Whether they recognize that they have no place in interfering with the sovereignty of any other state remains to be seen. If they yield and return to their own devices (and only their own devices), I will also throw my hat into the arena of negotiations. The problem, now, is whether or not the Humanoids will go along with this... I believe I will send a letter straight to Forrester and ask that he attend the negotiations. I would also ask the dwarves to mediate, since they claim neutrality. Also, I would have a few proposals:

- (1a) The outer rim of the elven lands who took part in the war would be annexed by the humanoids as a buffer zone between the Technocracy and the elven nations.
- (1b) The specific races involved should be those that are suited to above ground battling: Ogres, Trolls, Hobgoblins and Orcs. Others would be charged with helping out in the battle against the new enemy in the Illithids in a defensive formation. We do not attack until we have hammered out an agreement.
- (2a) Those who have been concerned with the defeat of the Illithids will be called to the table as well. As a result, there should be an emphasis on the pacification of the Illithid-conquered territories.

(2b) The Technocracy would be able to send troops and other personell to aide the battle against the Illithids since the humanoids should be able to hold back the elves if they believe they can break out.

(3a) I would still believe that the primary enemy of the Technomantic forces is still the elves, until they capitulate, they will forever remain enemies. I think that's it for now, plus, I think I should stop posting until at least tomorrow afternoon, we hardcores are leaving those who work in a disadvantage.

Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

Edena_of_Neith

Member

posted 04-10-2001 03:43 AM

WAR UPDATE #5

- - - The Elven Alliance (Total Power Level 5)

Spokesman: Blood Jester

Goal: World Domination

Nations: Aglarond (civilization center, severe damage)

The Akanal (nation, moderate damage)

Candlekeep (city, heavy damage)

Chondath (nation, heavy damage)

All the elves of Cormanthyr (small settlements, severe damage to region)

Cormyr (civilization center, severe damage)

The Dalelands (small nations, severe damage)

Evereska (elven civilization center, destroyed, out of the war)

Evermeet (homeland of all the elves, light damage)

Halruaa (civilization center, destroyed, out of the war)

The Great Dale (nation, heavy damage)

The Elves of the High Forest (small countries, light damage)

Luruar (civilization center, severe damage, out of the war)

Lantan (island nation, light damage)

Lapaliiya (nation, light damage)

Luiren (halfling homeland, undamaged)

The Moonshaes (series of islands and nations, moderate damage)

Neverwinter (elven nation, heavy damage)

Rashemen (nation, severe damage)

Sespech (nation, light damage)

Shadowdale (civilization center, severe damage)

Unther (nation, moderate damage)

Westgate (city, heavy damage)

- Allies of the Elven Alliance

The Elven Imperial Navy of Wildspace (a vast armada of spelljammers, with many allies) (light to moderate damage) Goal (of the Elven Imperial Navy): World Domination and Domination of Realmspace

- - - The Technomancer Confederation (Total Power Level 7)

Spokesmen: Lannon, Reprisal

Goal: Creating a dominant position in Faerun, Security, Freedom to continue their research

Nations: Amn (nation, moderate damage)

Calimshan (civilization center, light damage)

Chessenta (nation, moderate damage)

Damara (humanoid nation, severe damage)

Dambrath (nation, light damage)
 Estagund (nation, undamaged)
 Impiltur (nation, heavy damage)
 Luskan (seaport city, severe damage)
 Mulhorand (civilization center, heavy damage)
 Mulmaster (city state, moderate damage)
 Murghorn (nation, moderate damage)
 Narfell (humanoid nation, severe damage)
 Nimbral (island mage nation, moderate damage)
 Ruathym (island nation, undamaged)
 Samorach (nation, light damage)
 Tashalar (nation, undamaged)
 Thar (humanoid nation, heavy damage)
 Thazalhar (nation, heavy damage)
 Thesk (nation, severe damage)
 Thindol (nation, light damage)
 Threskel (nation, moderate damage)
 Turmish (nation, light damage)
 Sembia (civilization center, light damage)
 Var the Golden (civilization center, undamaged)
 Ulgarth (nation, undamaged)
 Zhentil Keep (city and confederation, light damage)
 Allies of the Technomancer Confederation:
 The humanoid hordes of the Underdark, and many surface lands: estimated at several million strong.
 Primary types: kobolds, orcs, goblins, hobgoblins, gnolls, bugbears
 Goal (of the Humanoid Forces): Annihilation of the elves, territory for themselves
 Spokesman for the Humanoids: Forrester
 The Legions of the Githyanki The Legions of the Githzerai
 Spokesman for the Githyanki and allies: Gruffmug
 Goal (of the Githyanki): To aid the humanoids against the Elven Alliance
 Several vast fleets of ships, and hosts of mages and men from: The continent of Zakhara, and many of the Nations therein.
 Goal (of the Nations of Zakhara): Access to new technologies, profit

- - - The Faerie Folk (Total Power Level 7)
 Spokesman: Estlor
 Goal: Peace (except for the Illithid - the goal there is annihilation)
 Nations: The Seelie Court, and the Hosts of Faerie Allies of the Faerie Folk
 A vast force of Outsiders from the Upper Planes, especially from Arborea
 A vast force of animals and intelligent plants across all of Faerun
 Almost all of the good dragons of Faerun (and some from other continents)
 A greater number of the neutral dragons of Faerun (and some from other continents)
 A few of the evil dragons of Faerun (and a couple from other continents)
 ((The remaining dragons are Neutral, or they attack all sides))
 A large force from the Trackless Sea, consisting heavily of merfolk, dolphins, and other good or neutral aligned sea creatures that desire peace.
 A smaller force from the Inner Sea, consisting of the same elements.
 ((The sahuagin and other evil sea creatures have not taken sides))
 Most of the dwarven nations of Faerun.
 All of the surviving gnomish nations of Faerun. (That's right, they have defected. Fed up with the Technomancy and what they call it's ruthless tactics, they've opted to join with the Faerie, even if that means giving

up their technology!)

Nearly all of the halflings of Faerun.

All the Allies of the Faerie Folk have the same goals as the Faerie Folk.

- - - The Illithid (total power level 8)

Spokesmen: Phasmus

Goal: Annihilation or total subjugation of all other races, elimination of the sun

Nations: All the illithid nations of Faerun, joined by all the illithid nations of the entire world of Toril Allies of the Illithid

The enslaved phaerimm (an awesome power for destruction)

The enslaved wizards taken Below (thousands of them)

The enslaved humans, demi-humans, and humanoids taken Below (tens of thousands of them)

The artifacts taken from Myth Drannor (these are not sentient per se, but they are of awesome power)

The artifacts and knowledge taken from Candlekeep (again, not sentient, but of awesome power)

The artifacts and knowledge taken from Silverymoon (some of these of very extreme power)

- - - The Planeswalkers Spokesmen: Darwin of Mind, Riot Gear (Total Power Level 1)

Goal: Peace (and like the Faerie, the annihilation of the Illithid) This is a large force of adventurers, opportunists, clerics hoping to convert a new world, mages seeking spells, Outsiders either summoned or freely joining, and others come to the World of Toril from other Spheres and other Realms.

It is the end of the 5th year of the War.

Forrester

Member

posted 04-10-2001 04:01 AM

Edena -- earlier you said that Mystra was currently too weak to get revenge against the elves, and that what they wreaked would last for millenia. Given this fact, would it make sense that the Chosen of Mystra are allied with the elves? Damn elves. I suggest to my allies that it seems likely that most of the elves' allies are there ONLY because we're doing so amazingly well -- and that if we move for peace, most of those allies will retreat back into the netherspace or higher planes or whatnot. Back to wherever they came from. After all, we did nothing to piss off Mystra -- the elves did. We didn't screw with the dwarves -- the elves did. We didn't suck away the dragons' powers, or make it so that outsiders coming to this plane would die -- the elves did. Peace for now, I *suggest*. (But I'll make an official decision after reading all your posts tomorrow . . .)

Oh -- I noted in a post on page 6 or 7 that we humanoids wanted to go artifact-collecting as well -- and I'm guessing we could get to some of those places faster than the Illithids. Did we get anything tasty? (Finally -- power level 7?! That's the Technocracy AND the Humanoid Hordes? Don't we outnumber the elves and their allies at least 10 to 1, and outgun them as well? I had the sense that were it not for the Faere, we could have taken the elves *easily*. I don't even know that they outmagic us by very much now that we have those folks from Nimbral and the Gith on our side. I ask that you reconsider the power ratings given these facts -- or assign different power ratings for the Technocracy and the

Humanoids/Gith. Your call, of course -- you are the DM! This whole thing is very cool, by the way.)
Forrester Diplomat Extraordinaire
Noter of Fact that Elves from Evereska are Spicier Than Normal
[This message has been edited by Forrester (edited 04-10-2001).]

Forrester

Member

posted 04-10-2001 04:14 AM

ACK! I am shocked, Edena, SHOCKED. The goal of the humanoid hordes is hardly WORLD DOMINATION. I'm surprised at you.
No . . . our immediate goal is far simpler. Elimination of the Elvish Race. Once and for all. We might be able to live peaceably with other races, once that blemish has been erased from the multiverse. Especially the good humans of the Technomancy. We don't trust them completely, of course, but that's not the same thing as saying we want to enslave them. The whole World Domination thing is more Elven.
Forrester
(Oh -- if you didn't already, note my comments above about the power levels . . .)

Edena_of_Neith

Member

posted 04-10-2001 04:15 AM

Excuse me. My mistake. The Chosen do not take sides. The Chosen DO try to save everything that can be saved from the ravages of this awful war (a war that beggars even the Greyhawk War in terms of total destruction) I will change the Goal of the Humanoids, as requested (chuckle)

Edena_of_Neith

Member

posted 04-10-2001 04:32 AM

(((solemn look) Early this evening, this Thread stood at 109 Posts. Now it is at 210. A gain of over 100 Posts in less than 6 hours. In all my history online, I have never witnessed the like, and I am betting I will never witness it again. I think this Thread has the potential to go for 1,000 Posts. People love a good romp.
- - -

I wish to plead with the Moderators to leave this Thread open, and not lock it. I wish to plead that it be left here on this forum (general RPG discussion,) where people will see it and post to it. Let us continue, and see where it goes. That is my plea.
Yours Sincerely Edena_of_Neith))

Blood Jester

Member

posted 04-10-2001 04:46 AM

World Domination? Somewhat of a paraphrase. *sigh* Oh well...

[OOC - Folks, work is a harsh mistress, I will be out of action until tonight. Try not to run away with the world.]

Edena, the Elven forces consolidate. Those areas too savaged to be defensible are abandoned, all peoples (not just Elves) are offered evacuation via Spelljammer, or Teleport w/o Error. The military's only duty during these evacuations will be to protect the evacuees. Those areas that, by nature of the terrain/architecture are strategically sound are reinforced (physically and magically, as well as with troops). All non-essential Elven civilians are withdrawn to Evermeet.

A dedicated campaign of rebuilding lost forces is begun. Since the negotiations for 'trials' has broken down, we still have a few members of our High Mage Council left. They begin to train replacements, and to research new magic. (Mystra may be upset with us, but Azuth is the god of Magical Knowledge, our research and development of new spells, even the Big One, should sit well with him.)

To counter the strenuous efforts to build our forces, large celebrations are thrown weekly, courtship is made especially...easy. (Elves have always been casual about breeding, we now try a little harder.)

If the Dwarves have truly decided to turn their backs on their oldest allies (even if there has been disagreement, when all is said and done the Elves and Dwarves have always stood together), and are willing to let another elder race fall to humans and orcs/goblinoids...That is their choice, their honor is washed away with the blood of our people. They stood back from the beginning, little else is expected of them.

The Elves also turn (in secret) to an ignored race in the realms to request an alliance. A race that, historically, only the elves treated with respect, and guardianship. A race that actually enjoyed a great victory as a result of the Elven actions. . . . Halflings.

[More to come, but I really do lack time due to work.]

Blood Jester

zouron

Member

posted 04-10-2001 05:25 AM

Now my assault to eliminate the powerful spellcasters seem to have failed, now the time to gain a stronghold of power for the magic forces, I call all those who wishes to preserver magic and strengthing themselves and others under my banner, technomancy, elves fairie folks?

now it is time to unleash the hordes of undead I have gathered, educate more necromancers to fill out the ranks of undead (remember there are animate spells in necromancers handbook below level 5), the goal is to secure a whole nation for our research no more no less, this include the underdark directly below, I will even try ally myself with the drows for them to keep peace in the underdark.

I will attempt to recruit more spell casters from all sides that might wish to do so, offering spells that will gain the edge for them as trade item. Perhaps you say undead are not a force to take as serious? remember I am my allies can control even the most powerful undead to do our bidding and my strong hold on the face and the demiplane created for this is specifically devoted to amges and and commoners, yes we do have fields magically enhanced to provide more resources, I have been trading

resources for a some time. Now let us use it, using the best techniques availbel, combining magic technomancy and the old ways of swords and magic weapons, the powers of the rest less undead.

we do not seek to win the war just secure our own.

Dragons come join us and we will give spoils of gold and magic for your hordes, destroy lour enemies with us and we will pay taxes to you.

Humanoids, we never liked you, but shamns and witchdocors come join our ranks we have the power, devote yourself to the ways of power and magic and grasp the land for yourself, take revenge over the hyordes tha banished you to the udnerdark so long ago.

the time for drawing the line in the sand is now, no longer will the I nor my allies have to live in uncertainty of a silly war, having our fields libraries, caves and dwellings destroy, the dead will walk and take land for us. beware world take your silly war elsewhere

Signed zouron

buzzard

Member

posted 04-10-2001 08:16 AM

Geez, I just stop reading the net for a few hours and I'm 3 pages behind. What's a carrion eater to do?

OK as one of the Techies, I'll have to add my opinion as to direction.

First off, it looks to me like the Elves have paid enough for now. Their presence and influence outside of Evermeet is essentially gone. They have paid pretty dearly for the damage they have done. We can allow a truce for the moment in the interest of deflecting the Faeries wrath (and give us time to make a fleet of Ironclads to really teach those pointy eared bozos a lesson). Once a fleet is built, we can decide if we wish to wipe them out. Elvish war galleys will be a joke in the face of a broadside volley of cannon.

The Illithid scare me, and I beseech all right thinking races to at least investigate where they went. I can't imagine that they're up to any good given the resources they acquired. An expedition must be sent down to find out what we can.

I say we ask for a truce with the Faerie, and start an expeditionary force of humans (combat engineers, artillery, and snipers), Humanoids (cannon fodder), dwarves (sappers, and other combat engineers), Githyanki (psionic support), and some small fairies for scouting. We have to find out what the Illithids are up to. They would not have given up their foothold on the surface for no reason.

Militarily, I'd be concentrating on finding some of the best thieves and rangers in the land and training them to be Sharpshooters. I don't imagine even Illithids will be too perky with a 50 cal piece of lead popping them in the head, and the ranges are much greater than those of psionics. A well hidden group of snipers at 500 yards can wreak some serious havok. For close quarters work people are issues 8 and 10 gague shotguns (double barrel breechloaders)

As for the Humanoids, I do value these allies. I also hope some of our ideas beyond technology have taken root (the individual freedom, and capitalist notions). If not, we'll have to be cautious. In any case I don't see how they can manage technical parity. The key points to a technical society are the engineers and technicians, and they don't have them. Also, even if they did enslave some of these people, (which wouldn't have made the alliance very happy) slaves don't work very well and certainly don't innovate. All of the details of even railroad era technology are pretty complicated. Why do you think the Europeans

dominated the world for so long? Orneriness? Nope, it was superior logistics, technology, and organization. None of which are hallmarks of the humanoids. As long as they cooperate with us we will provide arms and support.

We will not, however, be willing to establish factories for them, nor will we train them in all of the technology. We mean no disrespect, but we've seen what has happened to us when we demonstrated our technology in the past.

Buzzard

Gruffmug

Member

posted 04-10-2001 09:04 AM

Already being done buzzard of the technocracy. However, We ask for improved rifles for our intelligence as we need better weapons to make our raid more effective. We the Gith and scro alliance begin a ruthless assault on elven communities. Revenge for our defeat in the Unhuman War. We unleash our most terrible weapon ,astral dragons. The skys are filled with spelljammers. Landing parties of spellcasting Scro land and reinforce the humanoids and hope to receive better Technology. We ask no quarter and give none.

We contact the "shou-long" kara-tur ministry.

The Gith begin raids into the underdark. Upon seeing the danger, all gith every where rally for fear of an new illithiad empire. Gith are recalled from gasp "darksun" if possible. We will begin summoning outsiders to fight for us. We try and free or kill the phaerimm and the mages during raids to weaken the illithiad position. Astral hopping gith attempt to steal magic items from illithiads. We know what it is like to be under the yoke of the illithiad. Anything would be better than that.

We also contact both the planeswalkers through Darwinofmind and the mages in seclusion through Zouron to negotiate an nonaggression pack and possible alliance against the illithiad.

Off to class

Nok

"who is the master"

"Shunuff"

[This message has been edited by Gruffmug (edited 04-10-2001).]

DarwinofMind

Member

posted 04-10-2001 09:24 AM

(Sorry, can't summon from DarkSun, Nothing enters or leaves Athis, it's sealed from the multiverse. Otherwise I would have brought back some really good psionics.)

We are willing to ally ourselves with the gith for the destruction of the Mind-Flayers, if there can be an agreement that the Elves keep Evermeet, It's all they seem to have left, and we look down on there complete extermination. They will be monitored much like Germany after WW2, After that big blow they are not to be trusted anymore.

Forrester. I read above that you have dug in, entrenched and moved to a defensive stance on your own. This is exactly what the Planewalkers wished from you all along. We are quite willing to let you keep all lands that you concured from the elves and we will work with the Technomancy to help you support yourselves.

Estlor

Member

posted 04-10-2001 09:39 AM

Ah, during my absence I was busy My orders to the Fair Folk and their allies was to continue to push against the illithids and, in the meantime, take no sides. Any that causes a serious threat to another faces combined guerilla tactics of the races. And then we bring the Celestials in on our side, beseeching the gods of goodness and order to grant us strength to overcome. And, with the combined aid of the sages of the fairies, celestials, dragons, undersea folk, dwarves, halflings, and the remaining druids that are not totally killed, I uncover the weapon that illithids truly fear. The Annus.

This artifact (found in the PsiHB) is capable of destroying specific psionic targets (in addition to disrupting psionics around the holder of the artifact). I can direct it to target the entire illithid race. This will, of course, destroy the artifact, but it will remove the illithid. Thus, I teleport them a message.

It reads: Leaders of the Illithid, hear my words. I, Estlor, leader of the Fair, do command you to return to the Underdark immediately, surrendering all land and people you have captured along the way. Failure to do so will force me to obliterate your entire race instantly. In the interest of balance I do not wish to do this, but refusal to heed my order will leave me no choice. Mark that I do have the Annus, an artifact of power. I will not hesitate to use it. You have been warned. Should any illithid or illithid allies make an attempt at me directly, even if I'm not on the board to post as a response, I will immediately use the Annus to vaporize the entire illithid race (as I keep it with me at all times). In the meantime, I see to it that the leaders of all the sides are made aware that the Fair have the power to obliterate an entire faction in the span of a thought, once again requesting a peaceful meeting between diplomats to come to some middle terms and end this senseless war. To further back myself up, I attempt to send envoys to the elemental planes to gain the backing of the elementals should any side directly assault my own.

The Lighthouse Webmaster

"More conversions, less talk."

[This message has been edited by Estlor (edited 04-10-2001).]

DarwinofMind

Member

posted 04-10-2001 10:05 AM

Well, I am going to be leaving again. So don't anyone destroy all of Fearun while I'm gone.

Gruffmug

Member

posted 04-10-2001 10:31 AM

We do have access to Darksun. We control access to its crystal sphere ala spelljammer and repeated in dragon crown or blackspine adventures I think. We always have. We accept your condition as long as the elves never again enter wildspace. We destroy all elven communities except Evermeet. We secretly begin organization of the humanoid armies with Scro tactics. We also begin building a true infrastructure for the humanoids with kobold

assistance. We enter into secret negotiations with the Thri-keen for military support. The gith continue raiding but now they have rifles, demons, cannons and elementals supporting them. We ask the fair to eliminate the illithiad once and for all. We may even secretly force thier hand by mindcontrolling several illithiad and making them attack the leader of the Fair Races. If the Fair Folk fail in their task we secretly prepare the Witchlight Marauders for deployment.

We don't live in the realms(grins)

There goes the neiborhood. We also try to woo control of the gem dragons. I repeat we will destroy the illithiad threat.

Nok

"who is the master"

"ShoNuff"

Phasmus

Member

posted 04-10-2001 10:44 AM

Estlor, we withdrew from the surface quite some time ago. The Illithid military threat has appearantly vanished from the face of Toril. Aside from some isolated spies and contacts, no one has seen or heard an Illithid on the surface since a few weeks after the Month of Terror. The passages behind us were deliberately blasted closed. I posted more detailed descriptions of where we are, what we have and what we're doing yesterday, suffice to say we have been keeping ourselves busy during the remainder of this conflict. Ideally, by now, our strongholds are warded against any such unpleasant outside influence, although I can not be sure on that point. Anyone who attempts to confront us on our home turf will be doing so on our terms... Exactly on our own terms...

Additionally: The native leaders of the Githyanki forces are surprised to find an untrapped anonymous package delivered to their camp. It contains several scrying-focuses and a hastily written note that reads simply "It wasn't us." Some simple scrying procedures on the material provided reveal true perpetrator of the lich-queen's murder [Mr. Gruffmug]. The validity of the information is easily verified. Presumably, the Githyanki are not amused.

Regards, Phasmus & Co.

"When in doubt, use duct tape."

Edena_of_Neith

Member

posted 04-10-2001 10:55 AM

That is correct. The illithid have completely vanished from the surface of Faerun! They've vanished even from the Underdark, going down so deep even the deep dwarves have lost track of them!

However, they have (as noted above) taken the captured phaerimm with them, along with captured mages, and a lot of other beings.

The elves and their allied nations are in full scale retreat. Behind a front line of defenders, and behind the cover of the Elven Imperial Navy, which protects the skies, the following happens:

All the civilian population of the countries allied with the elves are evacuated to either Evermeet, Waterdeep, Undermountain or to deeply hidden strategic places in the northwest part of Faerun, west of Anauroch and north of the Inner Sea (where the Elven Alliance still dominates)

Of the fighting population that remains:

Aglarond consolidates it's remaining power in it's woodlands. Backing by

the awesome power of the Simbul, they refuse to budge. The fighters of the Akanal retreat into the Chondalwood, making common cause with the elves there. Candlekeep, along with all of its remaining treasures, artifacts, and knowledge, is evacuated (and its artifacts go to Evermeet) Chondath evacuates also into the Chondalwood, and makes common cause with the Akanal who fled there. The elves of Cormanthyr flee to Evermeet. The war wizards of Cormyr evacuate to Waterdeep, which is rebuilt as a massive fortress city. Undermountain is occupied, and Halaster either kicked out or forced to join up. Undermountain is made into a vast refuge/fortress for the Elven Alliance. The people of the Dalelands flee to Shadowdale, which is defended by Elminster, Storm, and Sylune. There, they build Shadowdale up until it is bristling with defenses pointed in every direction. Evermeet is massively fortified, both above and below ground. A massive defense is on standby 24 hours a day, in the sky over Evermeet, and another in the Underdark, below Evermeet, and another in the ocean, around Evermeet, and another in the Ethereal and Astral Plane, where they touch Evermeet. All the people of the Great Dale that can flee, do flee, west. To Shadowdale. Or south, to Aglarond. Those that remain, hide. The elves of the High Forest flee to Evermeet, but they leave terrible traps throughout the forest for enemies. Their friends in the forest, who stay, keep watch. Luruar concentrates its surviving strength around Silverymoon, Mithral Hall, and Citadel Adbar (this is a case where the dwarves are fighting for the Elven Alliance) Lantan fortifies, and the Elven Imperial Navy sends ships to protect this island. Lapaliiya fortifies. Luiren, the halfling nations, has stood with the elves from the beginning, and isn't budging now. They already occupy part of Dambrath, and now they fortify to the teeth. The Moonshaes are a strategic set of islands, and the Elven Alliance fortifies them. Their people take cover in the mountains of those islands. Neverwinter, the other major elven settlement, is evacuated. Death traps of awesome power are left for any who'd trespass into that region. The Witches of Rashemen and their male barbarian allies aren't going anywhere, but they entrench into the woods and underground. Sespech is too far east to be evacuated, nor do they fully comprehend the threat. They ready themselves for another dragon attack, and prepare to take as many of the enemy with them as possible. Unther fortifies itself to the utmost degree, most of its population heading into underground fortresses or its great, massively fortified cities. Westgate is evacuated. Its people go to the haven of Waterdeep. Across Faerun, elves flee from the various forests (such as the Forest of Tethyr) and small woodlands. NOTE - The Chosen of Mystra make it clear that if Waterdeep, Undermountain, Shadowdale, Silverymoon, or Aglarond (or ANY civilian refuge) are attacked again, they WILL fight. (If that happens, the Elven Alliance goes up to Power Level 6, from Power Level 5) There is a new development. The peoples of the Hordelands (think of the scythians and Mongols, with all the attitude but with powerful magic to boot) have united. They are gathering in great force in strategic places just east of Faerun, and it appears they are coming in. (Before you

underestimate them, remember the Mongol invasion wiped out everything from China to Hungary to Persia, and they assailed clear to Constantinople, Egypt, India, and Japan.)

Estlor, the Annus will NOT destroy the illithid. For the very good reason that the illithid, when they sacked Myth Drannor, Candlekeep, and Silverymoon, found artifacts of their own that would counter such an attack. Likewise, the illithid (and all other powers, for that matter) lack a single superweapon that will totally destroy the other side.

EXCEPTION: The elves have Wrath of the Just. Fortunately, they haven't thrown it yet. (It would destroy them as well as their enemies.)

Edena_of_Neith

Member

posted 04-10-2001 11:40 AM

Zouron is able to muster a massive host of the Undead, along with the ruthless among the humanoids. He gets a big boost when a large force of the Unseelie (evil Faerie) come to join him.

His force should now be considered Power Level One.

There is now all out war in RealmSpace, between the Elven Imperial Navy and the incoming Scro and Githzerai Spelljamming Fleets. It goes without saying that Selune and Luna are now involved in the war (the moons of Toril.) The inhabitants of those moons take the side of the elves!! (they do not like the scro)

The illithid on the other worlds of RealmSpace have heard the call of their brethren on Toril. Although they lost many ships and many lives (because of the cessation of magic during the Month of Terror) they still have formidable powers, and they send up all the spelljammers they can, and these (at the least) maintain a watch in wildspace. But vast numbers of illithid from the other worlds of RealmSpace secretly psionically teleport to the deeps of Toril, to join their kindred there.

This fact is NOT known to anyone but the illithid. It boosts them to Power Level 10.

The Nations of Kara-Tur are divided. Most announce their emnity to the elves, because the elves brought down the Month of Terror. ALL of them announce their emnity to the Technomancy (they do not want that HERE, thank you.) All of them announce their emnity to the humanoids. They are terrified to hear that vast quantities of Outsiders (Celestials, Faerie, Githyanki, and Mystra knows what else) have descended on the world.

Every nation in Kara-Tur begins massive war preparations.

The elves release a statement: If a Witchlight is released on the surface of Toril: They will awaken the Tarrasque. (The elves, being an ancient race, have discovered where it is sleeping)

- - - There are new developments. The elves of Kara-Tur use their magic to transport, in mass, to the major elven bases in Faerun. The elves of Kara-Tur make it clear THEY are standing with their brethren. The elves of the other continents of Toril also jump in magically, massively reinforcing the Elven Alliance. With them come a hoard of halflings, good aligned fey, and historical elf allies from those other continents. This boosts the Elven Alliance to Power Level 6.

Kara-Tur is cold to the Technomancy, refuses to help them, and refuses to allow the Githzerai into their lands.

Conversely ... The elves of Zakhara REFUSE to help the elves in the north! They say that the savage elves are just that, savages, and no problem of theirs. Likewise, the halflings of Zakhara refuse to help. But Zakhara, in general, eagerly allies with the Technomancy, and shares it's

magic with them in return for technological know-how. Magical gates and teleportation ensure that massive amounts of aid come to the Technomancy from Zakhara, and many formal treaties of alliance are signed. The Githzerai (and even the Githyanki) are freely welcomed in Zakhara (although there is awe of the Githyanki) The Scro are also welcomed in Zakhara, so long as they behave themselves. Many of the nations of Zakhara are willing to sign treaties of alliance with the Githzerai/Githyanki and the Scro. In return, they want spelljamming technology. And they want it now. The aid from Zakhara boosts the Technomancy to Power Level 8.

- - - Zouron, the elves send an ambassador to your host, offering alliance. So does the Technomancy. The Faerie do not, however. Do you take sides? The Githzerai find their unaided attacks against the elves fruitless. The problem is: The Technomancy is currently retrenching and rebuilding, and avoiding (immediate) further war with the elves (if what I've read in the posts above I've read accurately) Although the githyanki, githzerai, and scro are pretty powerful (Up to Power Level 2), they are still no match for the entire Elven Alliance (which is Power Level 6 now.) The gith attacks into the Underdark are also fruitless. The illithid are too deeply buried, too well hidden. It will take the entire might of the Technomancy and Gith and Humanoids combined, to have any chance against the illithid. If the Faerie Folk join in, they would have the edge. If everyone (theoretically) joined in against the illithid, they'd have a big edge. Even then, the war is going to rage for many years, and the destruction is going to be truly awful.

Estlor

Member

posted 04-10-2001 12:18 PM

Well, okay, I missed the withdraw Fine, I'll keep the Annus as a defense should any of my troops be attacked by illithids. And, as per the PsiHB, the Annus could wipe out the entire illithid race, Edena. Turn them to dust where they stand. That would fall under the large-scale target that destroys the artifact (it's a Greater Artifact, not a lesser one). The point is moot, though, so I'll drop it. But I'll confess, all I'd use it for would be to spot clean towns, mainly because that way I wouldn't wipe the Annus out as well.

At this point I think the most logical thing for my side to do is contact the elves directly (as, well, I AM an elf) and attempt to dissuade them from doing any major world-destructive matters. We'd all like to have a world to RETURN to when this senseless battle is over with. Essentially I make a plea to anyone on that side that will listen that if they admit the Month of Terror was an overreaction and commit themselves to rebuilding the damage they do, they could easily join the side of peace and the Fair forces and force a truce. That said, since the illithid are underground again, I'll turn to the rulers of the elementals in an attempt to persuade them to use their powers to try and stall, stymie, and generally befuddle all the combatant forces. Without access to spell-jamming ships, I'm pretty tapped out.

HOWEVER, since the gnomes did defect to my side, I instruct them on ways to use their technology to build enviro-friendly devices for protection, helping to outfit the troops with better armor and shields necessary to withstand all the forces. Another drastic step the side takes is to use its wizards to open a temporary portal to Krynn, allowing me to make diplomatic contact with the Kender and Tinker Gnomes there (yes, this war is just about to take a turn for the worse). I may not have any drastic

world-altering powers at my side, but I make a few offers.

1. I'll set the Kender loose in the technomancer cities. Imagine the damage that would be done by a horde of handlers in those techno-cities.

2. I'll import tinker gnomes to work incognito, pretending to be gnomes that are once again loyal to the technomancer ways. However, since all their stuff malfunctions (at best) or blows up (at worst), well, that should cripple the technomancers. I also direct my forces to stave the humanoid advances off as a show of good faith to the elves should they decide to work for global peace on Toril.

My last action is to have the wizards of the gnomes, halflings, dwarves, and metallic dragons (taking other forms) teleport around the globe, spreading propaganda among the downtrodden sick of the fighting and senseless wars, telling them to support the Fair and to call for their leaders to put aside their weapons and work for peace. My ultimate hope is to sway as much of the population against the war as possible.

The Lighthouse Webmaster

"More conversions, less talk."

maddman75

Member

posted 04-10-2001 12:24 PM

From the Anauroch wastes, a horde of Demons reappear! During the Month of Terror, the demons trapped in Myth Drannor and kept from summoning more of thier kind were freed. They fled into the deserts and started summoning more and more of thier kind. Graz'lorath, a powerful Balor sorcerer, has opened a permanent gate, allowing him to conscript more troops from the Abyss. They approach both the Technocracy and the humanoids, offering to side with whoever will teach them to make the weapons. They attack the faeires on sight though, seeking to slay any celestial that they can. Thier goals are to aquire the weaponry of the technologists. They currently have a hold in an abandoned Netherese keep deep in the desert. They have also prepared several other holds in remote locations should this place be beseiged (remember, we can teleport at will) Any takers?

"If I ever get a tumor I'm gonna name it Marla."

Estlor

Member

posted 04-10-2001 01:47 PM

Ah, but Forrester, Edena's comments don't apply to a group of gnomes, dwarves, AND elves.

Gnomes supply the brains.

Dwarves supply the know-how.

Elves supply the magic.

That, my friend, is a dangerous combination.

As for the Dragon Overlords, if you want to abandon your armies to come to Krynn with me to talk to them, so be it - but who will lead in your stead?

I'd be more than willing to delay the meeting with the Overlords for some one-on-one humanoid to elven bard/bladesinger competition

evil grin

The Lighthouse Webmaster

"More conversions, less talk."

Forrester

Member

posted 04-10-2001 01:52 PM

Dregeth (The Burned Man) -- we welcome you! Will you help us beat back the elven and faerae menace?!

If you don't mind, we'd like to see what we can do with your Defiler Magic, when combined with our technology.

Edena -- let me know when we've got poison gas, germ warfare, and/or the A-bomb .

Forrester

Enjoying The Moment (While It Lasts?)

You know, it occurs to me that there's only two people on the side of the stupid elves/fae, and a bunch on the side of the technomancy. That should count for somethin'.

Edit: ESTLOR: Last time I checked, the elves didn't LIKE technomagic. Remember the big war and stuff they started? And now they're going to be eager participants? And I can send a rep to talk to the Dragonlords. I wouldn't be surprised if they took the heads of those they disagreed with.

So you're going in person, eh? Hmmm.

Estlor

Member

posted 04-10-2001 01:58 PM

If you check back, the issues the elves had were about it defiling nature. If the oversee it, as was the PC Estlor's ultimate goal, a common ground could be found such that environmentally-friendly non-defiling technology could be created. Besides, if you check a few posts back, I stated the gnomes and dwarves, while under my command, went about creating techno-defenses that were fer more advanced than anything yet built. Your puny guns can't hurt what they can't hit.

The Lighthouse Webmaster
"More conversions, less talk."

Forrester

Member

posted 04-10-2001 02:05 PM

Hah! I read your post that said the gnomes/dwarves would TRY to build better techno-defenses than anything ever built. How they could do that so quickly and easily is another question, as both sides *just* entered the war.

So you're working on techno-defenses, though? Great. Because right now your minions are on the *attack*.

Build all of the wonderful fortifications you want (though I still think it'll take a little while for you to match us -- we have a big jump on you, *and* greater numbers). That's not going to help you retake elven lost ground.

And you don't speak for the elves or dwarves (or gnomes?) anyway, Estlor. You speak for the Faerie folk.

Gettin' too big for your britches, Mister Man .

[This message has been edited by Forrester (edited 04-10-2001).]

Estlor

Member

posted 04-10-2001 02:12 PM

Never said I was speaking for anyone (yet)
The only person I speak for is myself. And you know something, isn't it
always the lone party of PCs that defies the odds and wins the war?
Assuming I survive my confrontation with the Dragon Overlords, I fully
know where I'll go and who I'll seek to bring some order to the chaos.

The Lighthouse Webmaster
"More conversions, less talk."

Bran Blackbyrd

Member

posted 04-10-2001 02:16 PM

I'll gladly join my Druidic forces with that of Estlor and the Faerie
Folk, in truth we have always been one force working for the same cause.
I'm just another footsoldier for Nature and peace.

-----Jason "Warlocke" Lewis-----
DM: You see there are orcs camped out in the chasm ahead of you.
Me: Do they have multiple Orc-Chasms?
Warlocke's Realm

The Burned Man

Member

posted 04-10-2001 02:19 PM

Yes. I and my minions will aid you, Forrester...
Allow me to assume controll of one of your mayor strongholds and I will
start working on it. We should recreate a better Planar Gate from Toril.
The Athasians will flock at the chance to enter this world. You will find
our magic much easier to learn, and it has only slight side-effects.

Estlor

Member

posted 04-10-2001 02:19 PM

Well Bran, my plan is this - it's called, "Lesser of Two evils." I'd say
the humanoids and their devil allies are the greater threat, meaning a
temporary alliance with the elves is at hand while I try to stop the
Dragon Overlords.
After that, well, if I'm still alive in this game I'm going to try and
bring back some big help.

The Lighthouse Webmaster
"More conversions, less talk."

Forrester

Member

posted 04-10-2001 02:26 PM

Accursed druids. We'll dance on your groves.
Forrester signing off until at least 7PM EST. That's a little less than 4 hours from now.
As has been said before, don't destroy the multiverse while I'm gone.
Edena -- I confess I don't know enough about FR or Greyhawk to know who to go to for help. But with all of my resources (especially the devils), my character would.
Somebody said something about Iuz's humanoid minions before, from Oerth (correct?) . . . perhaps he'd be interested in giving us a hand.
Oh. The Evil Giants haven't been invited into the fray yet -- nor the Beholders or other underworldly aberrations. While they aren't exactly going to be forward troops, I will certainly invite them to be on my side. Some have to be skittish about the Illithid, after all -- an alliance would do them good.
Hmmm. Orcs carry rifles . . . I wonder what Ogres and Giants carry? Cannons? Heh heh heh.
Forrester
Ah'll Be Bahck.

Alzem Dalcama

Member

posted 04-10-2001 02:37 PM

Ahh now it is time for the greatest of all the armies to enter the fray, The Solars. During this time in the world the Vast angelic host has begun to fear for all the people of the world, not because of the technology, that is not a problem. It is the entrance of Devils and Deamons back into the war that we believe will cause this plane to slip into the nether regions (Torment) We come here not to stop the fighting through talks and peace, but through action. We will come to this plane on the magical Island of Nuriel(sp) and from there begin our pacification of all the lands. We do not care who fights against us our goal is not to stop the war for going on but only to stop the devils and deamons from taking this plane. We will send diplomats to the elven nations and ask them to halt their association with the deamons, and ally themselves with us and we will come to their aid, but NOT to destroy the technomancy but to destroy the devils who are allied with forrester and the rouge deamons. We will also ask the fairie folk and the druids to assist us in our righteous cause and offer them our help and protection against those who are allied with the forces of darkness. We will also send a representative to the dwarven nation asking them to reconsider breaking their alliance with the fairie folk and join us in the purification of the lands.

Cleric of St. Cuthbert "I'm about to drop the hammer, and dispense some indiscriminate justice!"

buzzard

Member

posted 04-10-2001 02:39 PM

After us "corrupt humans" have heard of this slander, we decide that it's time to stop with the fig leaves. We offered truce. We didn't start this war. We merely called on available allies when we were in dire straights. We've had enough. Technical schools are set up to train the humanoids in all aspects of the technology.

We work hard on advanced breechloading artillery, repeating rifles, gatling guns (maybe moving up to

Maxim level guns eventually, give it time) and mines. In the face of this firepower and proper fortifications (trenches, star type forts, pallisades, and barbed wire), the barbarian threat is no threat. Merely wheat to be mowed down. They will charge in the defenses, the barbed wire will bog them down and they will die. This isn't even a shadow of a fair fight. Remember Custer slew many times his number before he went down and he had inferior weapons to our cause, and no fortifications.

As for the Gnomes, I'm amazed they would ally themselves with those who started this mess. I'm rather leery of the Devils, and I will keep the Illithid suggestions under consideration. Factories will be moved underground as per the suggestions of the humanoids. I'm also going to consult with clerics of Gond about magicking up some Sharps rifles of Dragon Slaying (+5 Major slaying).

Buzzard

Edena_of_Neith

Member

posted 04-10-2001 02:42 PM

The elves EAGERLY accept the alliance of the Faerie Folk!!

The new alliance, the Elven / Faerie Alliance, has a Power Rating of 15. However, the massive devil army that has come into Toril to help the Technomancy Confederation has pushed them up also, and they now stand at Power Rating 12.

The Demons running amok and attacking everything and everyone in sight have a power rating of 4.

The druid alliance led by Bran has increased greatly in power, and is up to a Power Rating of 5.

The Tuigan horde has not allied with the dwarves, gnomes, or kender (especially not the kender ...) but their combined strength is a Power Rating of 6.

The person (I forget his name) who walked in out of Athas with an army of defilers (I think everyone should take note of this new threat!) has a Power Rating of 2, but the defilers are looking at Toril and saying: hmmm ... look at all that VEGETATION we can use up for our spells!

The war in the heavens continues, with the Elven Imperial Navy of Realmspace locked in mortal combat with the Scro Navy. Hundreds of wrecked spelljammer ships are crashing down onto Toril.

The Illithid remain at Power Level 10, and are entrenched.

The Technomancy has the Githyanki, Githzerai, Scro, evil creatures of the sea including the Sahuagin, many of the evil dragons, the devils, and massive help from Zakhara.

The Elven / Faerie Alliance has most of the remaining dragons, and is in an unofficial alliance with the dwarves, gnomes, and kender (and kender are now running around Evermeet, by the way)

The Tuigan Horde has been joined by elements out of Kara-Tur.

There are so many sides, and so much confusion, and so many opportunists coming in from other worlds, other Crystal Spheres, and other Planes, that nobody is sure who is allied with who (including ME.)

Zouron continues to amass his army of undead (now Power Level 2) and he has joined nobody.

The Planeswalkers have grown greatly, and they are at Power Level 2. The single biggest arms race in the history of Toril is in progress.

LazyDM

Member

posted 04-10-2001 02:45 PM

Time for me to step in.

I'm the spokesman for one of the more powerful factions that has yet to reveal itself...until now.

So many people crowded together behind their impenetrable walls.

Cleanliness probably isn't the first thing on their minds. Add to that the fact magic has been messed around with so much it was only a matter of time before yet another consequence of the Month of Terror appeared.

I speak for the plagues, the sicknesses, and the afflictions that rise up in the supposed sanctuaries.

Resistant to magical cures and a mystery to the ignorant populace these highly communicable, nearly

always fatal diseases crop up without regard for sides.

Question is, who should they target?

Edena_of_Neith

Member

posted 04-10-2001 02:52 PM

Ok, two NEW developments.

An army of angels has descended on Toril, and they are attacking the demons and devils (and anyone who stands with them)

This army is Power Level 7.

Burned Man leads his army of defilers into Toril, and with their aid, the Technomancy jumps to Power Level 13.

Unfortunately, the use of Defiler magic starts eradicating vegetation and water permanently ...

Many clerics prophesy the end of Toril if defiling magic continues to be allowed.

The Technomancy has now reached the technology level of the French and Germans at the height of World War One.

The combustion engine has been invented.

The first aircraft has been launched.

Electricity is now widely used (although only for military applications - there hasn't been time for anything else)

The Technomancy now has the ability to mass produce very fine firearms and machine guns, along with

artillery and mortars, and high explosives.

However ...

The gnomes are also advanced technologically, and they are working with the dwarves furiously to educate them on building weapons of war.

Dwarves are fast learners, and they are very good at building things.

So, although the dwarves and gnomes are still playing catch up, they are catching up fast.

A number of kender have gotten into the explosives research labs. The result has been invariably disastrous. The Chosen of Mystra are personally attacking the defilers from Athas, hunting them down one by one and killing them. No quarter is given, and no surrenders accepted. But the Chosen do send this message to the defilers of Athas: leave Toril now, do not ever return, or face immediate destruction.

Forrester

Member

posted 04-10-2001 02:52 PM

Solars Schmolars!

Sheesh. After I walk my dog I'll log in under a different username and say that I'm entering the fray on the side of God.

Seriously, Solars aren't an independent force -- they report to their gods.

If this is the case, may I suggest that we let Edena decide when the Gods Themselves enter the war?

Forrester

Who is *really* leaving now . . .

And who thinks the Technomancy is getting hosed here.

Edena_of_Neith

Member

posted 04-10-2001 02:56 PM

Actually, the Gods have been quite good about not getting involved.

Nor will they get involved.

Pretty much all the angels, demons, and devils that can enter the war, have entered the war.

Toril is now swarming with hundreds of thousands of minor demons and devils, thousands of major ones, and thousands of angels come to fight them.

Alzem Dalcama

Member

posted 04-10-2001 03:04 PM

Ahh but forrester we are not here to join in the war on one side or the other. We are here solely to save the world for slipping into one of the nether regions by removing the influence of the demons and the devils from the realms. Sheesh since they got involved we want to know when the a-bomb will be invented to use on our foes, not if that is not a reason for the gods to get involved for the express purpose of ridding this evil influence then what is? As I said we are not here it defeat any of the armies of man, but to destroy those things that do not belong here (Edena_of_Neith I am not to familiar with the defilers if they were to fit with the devils and demons offer assistance to the chosen as this means Mystra is directly opposed to them.) As for the diseases that are soon to ravage the world we will do nothing to stop this as this was caused by mankind's folly. We will also start setting up a neutral zone where anyone can come and stay in peace until this war is over.

Cleric of St. Cuthbert "I'm about to drop the hammer, and dispense some indiscriminate justice!"

Phasmus

Member

posted 04-10-2001 03:07 PM

Disease brings havoc and suffering to the war-torn surface dwellers...

Good show LazyDM!

The Illithid are entering a golden age, so to speak. Growing increasingly indifferent to the events above, the MindFlayers are content to concentrate on their own betterment while the thrall-races of the surface destroy themselves. With their recently obtained massive quantities of arcane power, old taboos against MindFlayer magery rapidly disappear. Although they will never be as plentiful as the psions, MindFlayer wizards and sorcerers are now fairly common. Uninterrupted by conflict, the great scientific minds of the Illithid are able to concentrate on the production of the most advanced technology-psionic-magic hybrid machinery and equipment ever known. There are periodic expansions within the underdark... the already decimated drow, the Ku'Toa and many other underdark races are enslaved... their portions of the underworld cut off from the surface like all the rest.

The MindFlayers begin to experience something many in their race never have the good fortune to feel...contentment.

The alignment of the greater MindFlayer population on Toril begins to shift, very slowly, from evil to neutral.

Of course their thralls-keeping practices and their diet could never allow much more than that...

Other worlds, far removed from Toril, note surges in the power and activity of native Illithid, as the MindFlayers of Toril distribute their marvels of arcane and psionic enhanced technology to their distant kin...

Regards,

Phasmus & Co.

"Everything I need to know in life I learned from killing smart people and eating their brains."

LazyDM

Member

posted 04-10-2001 03:07 PM

Botulism strikes the humanoid foodstuffs.

Blackrot Fever decimates Waterdeep and its Undermountain refugee population.

Estlor

Member

posted 04-10-2001 03:07 PM

Well, since Edena never said I was dead, nor said the Dragon Overlords attacked, I guess I managed to convince them that Toril isn't worth the effort.

As such, seeing the only way to end the war is with something so decisive that no side can stand up to it, I go looking for the one person that can possibly bring order to chaos. Someone who obviously is out wandering the planes right now to let things get this bad. Someone who, as much as I hate to bring him into it, is necessary at this time.

I go search the planes, find this person, and tell him of all the details of things that has happened.

Including the birth of technology, start of the war, messing with the weave, so on and so forth.

Ladies and gentlemen, I come home with....
Eleminster.
And boy is he upset.

EDIT: Notice Mini isn't a god, nor is he able to strike everyone down at once. But he's sure good at looking threatening

The Lighthouse Webmaster
"More conversions, less talk."

The Burned Man

Member
posted 04-10-2001 03:11 PM

Remember that the Athasians also possess very potent psionics...

Mr. Draco

Member
posted 04-10-2001 03:14 PM

Hah, weaklings, there is yet time to save yourself.
I, Admiral Draco of the New Republic Navy, has come to your planet at the request of Jedi Master Skywalker, (who, by the way, learned of the conflict from the psionists, aka Jedi). My fleet of 500 Mon Clamarian Star Cruisers will wipe out any hostile forces. Lead by myself and Jedi Master Skywalker's group of Jedi, onboard the recovered Super Star Destroyer Lusankya, nothing that stands and fights will survive. For we come with the might of a galaxy backing us, and with the faith that the force is with us.
I say again, join us, or perish.
P.S. Your spells will not get through our shields, neither will your low-technology guns.
P.P.S. A notice to all psionists, *ahem* jedi, stand tall against all who oppose you, as soon as you have a chance, contact Master Skywalker with your position and status, so that we may send teams to assist.

The Burned Man

Member
posted 04-10-2001 03:16 PM

Forrester,
...I Dregoth can grant those who follow me clerical magic, those worthy will be allowed to become my templars. Allow your people to worship me for I care for your kind...
...My servants will teach your follower the power of the Will and the Way (psionics)...
...and the power of athasian magic...
...worship me and I will do this for you...
*Dregoth starts researching a very special psionic enchantment (+10 level spell)...

Estlor

Member

posted 04-10-2001 03:18 PM

I'd like to point out that Eleminster and I are not on anyone's side at this time.

The side we are on is the side that demands a stop to the war. The side that stands up for the good over the evil. And the side that isn't concerned with who is right or wrong, just who is willing to take a step to end the insanity.

As such, we invite anyone that is not evil and wants to see an end to the war to join us, otherwise, well, Eleminster and I will end up making targeted strikes

We'll stop the war one city at a time, if only by destroying the implements of war.

The Lighthouse Webmaster

"More conversions, less talk."

Edena_of_Neith

Member

posted 04-10-2001 03:18 PM

Alzem, where exactly do you set up the Neutral Zone?

What country? What continent?

The defilers are a special kind of mage.

They advance at TWICE the rate of normal mages, in experience point terms.

But every time they cast a spell, it kills plant life in the immediate vicinity.

The higher level the spell, the more plant life it kills.

The high level spells of the Defilers also kill animals, and cause agonizing pain to humans and demi-humans.

The 10th level psionic enchantments, kill humans and demi-humans.

These spells also destroy water.

Defiling magic is the reason Athas is a burned wasteland, ruined and waterless.

The Chosen of Mystra continue to kill every Defiler they find, without mercy or remorse, and they will not stop until the last Defiler is driven from the world.

If the Technomancy sides with the Defilers, the Chosen themselves can be beaten back, and possibly killed.

That decision, rests with the Technomancy.

The Elven / Faerie / Angelic Alliance has a Power Level of 20.

This is primarily because most of the dragons and an army of angels is on their side, but they also have all the faerie, and they have all the elves, and the dwarves, the gnomes, and the halflings (and the kender ...)

The also have a large host of Outsiders from Arvandor, allies of the Faerie.

But the Technomancy is up to a Power Level of 16, for they have hordes of help from assorted humanoids, githyanki, githzerai, scro, devils, evil dragons, evil sea creatures, a lot of allies from Athas including defilers, and a lot of other allies.

The help from Burned Man meant a big difference.

And Zakhara continues to send massive help.

The demons are on neither side, as previously stated, but instead attack everyone. They are Power Level 5 now.

Bran's Druidical Alliance is up to Power Level 6.
Zouron's undecided force of undead remains at Power Level 2.
The Tuigan Horde is defeated. They would not have a chance now against the Technomancy.
They fall back to the Hordelands, leaving thousands of their fellows dead on the field.
They fall back, only to find the demons attacking them also (the demons aren't discriminating)
The Illithid are up to Power Level 11, and their defenses are stronger now, for they've had about a full year to work on them.
There is massive war and destruction across the entire world of Toril, as the angels and demons battle it out.
How much damage the Technomancy takes depends on how much they support their devil allies.
Both sides are, of course, losing thousands killed, thousands wounded and dispelled.
I am assuming Bran's druids and the elves aid the angels.
Kara-Tur also fights on their side.
Zakhara is glad for their help, for demons are assailing them also.
However, Zakhara remains allied with the Technomancy, despite their alliance with the devils.

Estlor

Member

posted 04-10-2001 03:21 PM

Signing off for now.

However, for those that do not join together to stop the war, the two of us will target not them, but their resources, weapons, and supplies so as to remove their ability to fight.

The Lighthouse Webmaster

"More conversions, less talk."

Edena_of_Neith

Member

posted 04-10-2001 03:22 PM

Disallowed.

It is not possible for the Rebel Alliance to get involved in this mess.
Or the Empire.

Phasmus is correct. The illithid are entering a golden age.

With their phaerimm slaves and the captured artifacts, they are making centuries of magical progress in only a few years.

Because nobody is attacking them (the few Gith companies that tried could not reach them) they have multiplied and expanded as stated.

They increase to Power Level 12.

They also are leaning towards neutrality now, and are considerably less evil (as stated by Phasmus)

It might actually be possible to negotiate with them now (that is, they would not eat the negotiators immediately)

Reprisal

Member

posted 04-10-2001 03:27 PM

I will echo the words of Buzzard in saying that we were gunning for a peace agreement because we had beaten back the elves sufficiently... Now, for some bloody reason, the dwarves turn around and attack Technocratic holdings? After the aid and technology we have sent to them? And for some reason, our allies from day one, the gnomes have decided to switch sides?

What the hell is this?

The Technocracy has not been consulted in the summoning of Devils to the side of the Humanoids. I knew this would come back and bite us in the @\$\$. As a result, I would believe that the Technomancy would stay their lines and hold their ground, but we now stand alone. If we now stand alone, I will issue a communiqué to all known factions: The Technomancy will not attack any one nation that does not attack them as of this date. Instead, we will leave all involved to deal with it their way. If the "Elder Races" wish to fight a war, so be it, but keep it off of our land. We have the capability to defend ourselves better than we can attack someone, do you want your first invading army to be crushed by the weight of our machine guns and artillery? ((We have technology of around the level of WW1, as Edena said.)) This goes true with the humanoids as well, if they get rid of the fiends, we will return into the fray, but as it stands, this singular act has made it such that our primary allies, the Gnomes, have left us.

I, for one, value their company. If you are still bent on war, go ahead, but do not target us with your ill magics and stolen technology.

This communiqué will need the blessing of either Lannon or another Technomancer, though, before it is ratified as policy.

Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

LazyDM

Member

posted 04-10-2001 03:28 PM

Hoof and mouth disease strike the Tuigan Horde.

The illithid brain-pools are stricken with Cascade Fever.

The influx of people from Athas also brings an influx of new diseases as well. Big nasty diseases some would almost call intelligent, but then those people probably already are hallucinating with fever so no one would listen to their ramblings anyway.

[This message has been edited by LazyDM (edited 04-10-2001).]

Edena_of_Neith

Member

posted 04-10-2001 03:35 PM

Very well.

As of this moment (at least) there is a cease fire.

All fighting between the Elven / Faerie / Dwarven-Gnomish-Halfling / Angelic Alliance, and the Technomancer Confederation (and all it's allies) has stopped.

These two gigantic powers are eyeing each other warily, rebuilding as well

as they can, and fortifying their defenses, but hostilities have ceased. The illithid remain quiet in the Underdark. The angels continue to fight the fiends, but that is a minor aside. (At least, it is minor compared to what will happen when war breaks back out.)

There is now a chance for all three sides: elves, technomancers, and illithid, to come to the table and hammer out a peace agreement. Does anyone attempt this? (ANYONE involved in Posting to this Thread has a right to come forward, and attempt the peace treaty.)

Mr. Draco

Member

posted 04-10-2001 03:36 PM

Too late, when wizards of the coast made the psionic handbook, they knew that it meant JEDI. But to be fair, no empire or alliance. However the psionists still call on Skywalker and the Jedi for help.

Drumroll

Enter the Jedi, allies with the psionists, and to be fair, devoid of technology except for their lightsabers (come on what's a jedi without a lightsaber)

And I, as Jedi Master (and ex: admiral) Draco, co-leader of the Jedi/Psionist League now deliver this message on our behalf.

"All psionic creatures, join together, we will combat this menace that attempts to stop the progression of technology. Report with your local psionist allies to join the new power. (this includes mind flayers and the like) Now that we have gathered our power, it is time to tip the balance, we pledge alliance to the technomancy, if they are willing, we will help to protect the development of technology."

P.S. I think that they would also like to know our secrets of lightsaber production.

buzzard

Member

posted 04-10-2001 03:39 PM

Minimal support will be provided to the devils. Also we are just holding our lines as per Reprisal's recommendation. If, by chance, we have any way of gauging the Illithids intentions, we may become more receptive to their offers. Also, keep in mind that it was the humanoids that offered alliance with the devils.

Not ourselves. While they are our allies, they are not our leaders. Also no support whatsoever will be offered to the defilers. After seeing what damage they unleash, we will be expelling them from our lands. Resistance will be punished with a bullet in the head (from the magic sniper weapons). Any sort of alliance with such beings is summarily rejected.

Buzzard

LazyDM

Member

posted 04-10-2001 03:39 PM

A mitichlorian rhinovirus wipes out the Jedi population. Jar Jar spread it.

Edena_of_Neith

Member

posted 04-10-2001 03:42 PM

The Technomancy expels the Defilers from their lands.
The Chosen applaud this, obviously.
It becomes apparent to all that the Technomancy wants peace.
It is up to the elves and the illithids (and the other minor powers.)
Will they come, and attempt a peace treaty, or plunge Toril back into war?

Reprisal

Member

posted 04-10-2001 03:43 PM

I just remembered that Lannon et al are probably at work or classes. I'm blessed and cursed with a day off until 7pm PST, so I must push the Policy through our parliaments myself. We have a majority, or a majority coalition in each of our nations, so it shouldn't be all that difficult. In any event, we will stand and let Fate handle the problem with the Outsiders, who are worse than the Elder Races, IMO, and enter into International Relations once things have calmed down a bit. In essence, remove the Technocracy power level from "our" side until the devils are beaten back. Oh, and Edena, let the dwarves and gnomes know that we have not sanctioned the use of such creatures and will not use them. If the forces under Forrester try to retreat back from their lines to our nations, they will be fired upon. I urge Forrester to be rid of his devils, though we believe in the right to National Self-Determination, we do not condone the use of said creatures. Be rid of them, and we'll talk, if you are still bent on killing the Elves, who were defeated by our standards, go ahead. If the Illithids are more "neutral" now, I will relay a message to them, it will be the communiqué. I will not send any envoys though, for I trust the Mind Flayers far less than I trust the humanoids at this point.
Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

Reprisal

Member

posted 04-10-2001 03:43 PM

I jump at the chance to hammer out an agreement.
(Post Edit)
I also issue an apology to Buzzard for jumping the gun, we got a little worried there.
Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus
[This message has been edited by Reprisal (edited 04-10-2001).]

buzzard

Member

posted 04-10-2001 03:45 PM

Originally posted by Edena_of_Neith:

Very well.

Does anyone attempt this? (ANYONE involved in Posting to this Thread has a right to come forward, and attempt the peace treaty.)

The Technocracy makes no demands but a calls a permanent ceasefire (think Korea). Boundaries will remain static as current. No demands for reparations are given. This position will not budge.

Given the behavior of our enemies, I hardly think we will ever trust them. Half are the havok wreaking elves, and the others are turncoats from our side. There may be peace, but there will be no amity.

Buzzard

Edena_of_Neith

Member

posted 04-10-2001 03:47 PM

The other side must respond, Reprisal.

All hostilities have ceased, until then.

Except for the angel/fiend battles, but again - they is aside from the point.

There are minor skirmishes, obviously, between the various allied forces - with so many different parties in the field, they would be skirmishes.

But again, this is minor.

The Technomancy has declared it wishes peace, is willing to expel the devils, has already expelled the Defilers, and has ceased all hostilities.

Now, it is up to the Elves / Faeries / Angels, and the Illithid.

And the others.

zouron

Member

posted 04-10-2001 03:47 PM

since a possible treaty is up, I remain silent for now with my answer, I see that most other have sought outside help, yet the most powerful forces are yet untouched, I immidiately summons the efreeti and elementals to help (major alliance with fire, minor with air and earth). My armies of undead will turn anyone foolish enough to attack us into new recruits. Efreeti are promised spells of power against the Djinn, the great sultan will slaves, gold power spells for his mens effort. The elementals will be offered magic and weapons against the elemental water forces. My people will even trade for the body of the fall dead from fallen armies. No enemy will be shown mercy in any way.

Also attempt to recruit the lone psionics will start, promising them resources for their study in exchange for aid. Peasents will be promised land and fair laws to work for us.

Anyone entering the land we claims as ours without promision will be slaughtered on sight and turns into as powerful undead as possible.

We might not be the most recon force but soon our powers will raise.

Defence of the land is still a prime aspect using the latest spy techniques as well as powerful forces of udnead.

random raides into neighbours will be conducted (except those we trade with), and the green skins can plunder what riches they find as long as

body for our armies are gathered.
signed zouron

Alzem Dalcama

Member

posted 04-10-2001 03:48 PM

Posted by Edena_of_Neith

*Alzem, where exactly do you set up the Neutral Zone?
What country? What continent?*

on an island that has not ben ravaged by the war, if possible create one
off to the west of waterdeep (500 miles approx.)

OK this war has started to escilate beyond anyone groups abality tp stop
so We will start to tone down the wholesale salughter of the people.

1. There is massive war and destruction across the entire world of Toril,
as the angels and demons battle it out. As we fight the demons we will
attemt to repair any damage that was caused during our fights. Also we
will attemt to keep the civilans casualities as small as possible,
possibly even sacrafiving angles to keep large numbers of innocents from
being killed.

Cleric of St. Cuthbert "I'm about to drop the hammer, and dispense some
indiscriminate justice!"

[This message has been edited by Alzem Dalcama (edited 04-10-2001).]

Mr. Draco

Member

posted 04-10-2001 03:50 PM

Won't work, this is why:

Firstly: "Midi-chlorian- this species of microscopic organism is known to
the Jedi Knights as a symbiotic creature that exists within the cells of
every living creature. Life in the galaxy is dependent upon the
midi-chlorians"

So if the midi-chlorians are wipped out, so is everything else, i doubt
that the gods would like to see all of their creations suddenly wipped
out by a disease. So they intervine and stop it before it can cause any
damage to anybody. Bummer.

Anyways, If anyone in the technocracy is willing to acknowledge an
alliance, it will become official, then the combined might of the
technocracy and Jedi/Psionic league will supply ample bargaining power if
a peace agreement is attempted, if not, well what is so bad about having
several thousand jedi and psionists, (including mind flayers and the like)
on your side?

Edena_of_Neith

Member

posted 04-10-2001 03:51 PM

Based on the above posts ...

Everyone on Toril realizes just about simultaneously that there is a chance ... a chance ... that this could be stopped.

Toril is on the brink. The brink of a war of annihilation.

But it appears everyone has woken up to this fact, just in time.

There is a chance to turn this thing off.

A chance for peace.

The world will never be the same again, but there is a chance to have a world, to expel the destructive Outsiders, the Defilers, the others.

There is this one chance.

The Burned Man

Member

posted 04-10-2001 04:01 PM

I Dregoth UNDEAD sorcerer-king approach Zouron and offer an alliance....

I will learn you the way of the Mind if you allow me access to the secrets of Torilian magic....

I send out missionaries to humanoids offering them power if they worship me....

continues research on psionic enchantment

buzzard

Member

posted 04-10-2001 04:07 PM

Originally posted by Mr. Draco:

Anyways, If anyone in the technocracy is willing to acknowledge an alliance, it will become official, then the combined might of the technocracy and Jedi/Psionic league will supply ample bargaining power if a peace agreement is attempted, if not, well what is so bad about having several thousand jedi and psionists, (including mind flayers and the like) on your side?

Sure, we're OK with an allaince. However it will just be a defensive alliance since we just don't want to fight anymore. We also will be a touch leery. We've been burned before.

Also, if the outsiders can be convinced to leave, we're game.

Buzzard (not trying to speak for all technos, but I think I'm on the right side of things)

Riot Gear

Member

posted 04-10-2001 04:07 PM

I am the Illithid emissary.

"My name cannot be encompassed by your mind, but you may refer to me as Mindetcher. I have been sent from the underrealms to discuss the expulsion of the Blood War from Faerun.

Our terms are simple. You leave us alone when we finish expelling them, and we will do the same to you.

We will not trouble you for many, many decades. Agreed?"

I'm in Technomancy territory at the moment, and I haven't eaten anyone yet, though a lot of dead dogs have shown up... (Hey, they're ALMOST

sentient. They help me avoid eating any sentients.)

Grap a mop, there's going to be blood on the ceiling!!
-My character.

Mr. Draco

Member

posted 04-10-2001 04:08 PM

Hah, dregoth, the secrets of the mind belong to me , Co-leader of the Jedi/Psionic League. And the one still awaiting a reply from the technocracy. To gain the secrets of the mind, you would have to defeat an army of thousands upon thousands of jedi and psionists, (not to mention mind-flayers and the like)

Forrester

Member

posted 04-10-2001 04:12 PM

It looks like we (the humanoids) can't afford to wait until 7PM EST.
Dammit.

First: Edena, you gave the Devils, w/WW1 weaponry (that includes nitro/dynamite), an essential power level of 3 (we went from 9 to 12). You're giving the Demons a power level of 5. (We went from 12 to 16 with the aid of the defilers, I gather, as well as other additional allies.) So the well-organized horde of devils with technomagical support count as power level "3", but the Demons count as power level "5"? You know, if there were that many more demons than devils, we would have allied with *them*!

It seems every time we get an ally, they suck compared to the force coming in on the other side. Druids, power 5? The combined force of the Technomancy AND the millions of well-armed humanoids was only power 7 at the end of year 5. Are the druids that numerous and do they have power equivalent to bugbears with gatling guns?

If you insist on this seeming anti-humanoid bias, then sure. We'll formally disavow and end any alliance with the Devils. We've given them advanced technology already anyway. So we'll do a little supplying behind the lines, perhaps . . . nothing serious. It isn't as though at this point they can't operate efficiently independently. (If they are, in fact, more powerful than power level 3, let me know.)

Second: Re the defilers. We will formally disavow contact with them as well. (Don't worry, guys . . . we'll support you as well behind the scenes. Not completely and totally, of course -- but the "official" technomancy will have a very difficult time finding you.)

I'll point out to Edena that given we've taken a lot of the factories and such to the Underdark, and have always relied a great deal on fungi and cave lizards and rivers in the Underdark, above-ground "Defilement" isn't a big deal to us. Especially if it's aimed at the elves. Those silly Defilers! Working Independently!

Let me know if I've messed anything up with the backstory . . .

Forrester

By the way -- the Teleport Without Error ability of the stronger devils should be DEVASTATING . . . given that they can carry technomagical explosives with them. Aiming for the Gnome/Dwarf laboratories, of course, if possible. We have the tech edge right now. We're taking advantage of it.

Damn those devils, working independently! Kind of.

Finally, Imps are devils. And Imps can cause a LOT more havok than Kender can. The power level of Devils w/Cheaty Technomagic should be a lot greater.

(Have the Gith made any progress w/their Psionic research? Perhaps the defilers can help?)

Phasmus

Member

posted 04-10-2001 04:18 PM

The second emissary of the MindFlayers came...

It was covered in black shiny carapace-like armor which hummed and glinted with psionic power. It's eyes were shielded from the dim light with a pair of large black goggles. The only flesh of the creature that could be seen were its tendrils... which darted in and out of a small pouch hanging in front of where it's mouth would be. It was securely, but comfortably, fastened to a chairlike metal framework. On its head, over its armor, sat a black crystal circlet... a psionic dampener which would prevent anything more strenuous than mental communication from effecting or being produced by the Illithid. It had taken great pains to make itself seem as harmless to the poor, easily frightened, thralls as possible. Bearing its seat it were four Scorp Thralls... conditioned to obey its every command without question, regardless of psionic control.

The mind flayer's minions bear their master toward the council of the other faction members. Before they have a chance to rise or speak, the creature's voice slips into their minds like sand through ones fingers... "Greetings the Sun-Lit ones... I speak for the Illithid. I understand that you seek to discuss terms of peace.

Not just peace between our own forces, perhaps... But the enforcement of peace across the face of Toril. We are willing to help you bring about this goal... oh yes. At the very least, we will not take up arms against you without cause. We are very happy with our current situation, you see... Oh yes... If you desire our help, concessions on your part will be necessary. We wish to put the conflict behind us, you see... We will help you find peace, if you will not attempt to interfere with us after all is said and done. If you agree, our forces will set about aiding yours in pacifying the world... and purging the undead menace. If not, we will wait below...and claim what remains of your world at the end of it all. Would that you will not force us to take the latter course. There is mutual profit to be had in our association..."

The final results of the discussion are, of course, pending.

For the record, the MindFlayers are STILL searching for ways to gain control of the world, and banish the sun... but their motives and intentions have changed somewhat, as has the likelihood of their immediately employing such knowledge should they succeed in finding it.

Regards,

Phasmus & Co.

"When in doubt, use duct tape."

The Burned Man

Member

posted 04-10-2001 04:18 PM

I Dregoth am a master of Will and the Way, your paltry powers are nothing compared to mine
(20th/20th/9th defiler/psion/dragon, undead in 2e, so he's a 29th level psion)
all athasians have wild talents....
contiues researching his VERY special spell

Forrester

Member

posted 04-10-2001 04:23 PM

Draco -- we welcome you to our side, should you allow us to inspect whatever technology you've got with you.
Dregoth -- sorry, we ain't worshpping you. You may be our allies. Nothing more.
EDIT: Right now the Technomancy wants you dead, the elven alliance wants you dead . . pretty much everyone. We'll secretly give you sanctuary. It's your call.
Illithids. Precisely what was your offer? Peace? Will you strike the elves? What's the deal?
After you explain what it is, we tell you to go to hell, and eat you.
Yummmmmmm. Calamari.
You can NOT trust squid-heads, people. You should know that . . .
Forrester

Forrester

Member

posted 04-10-2001 05:15 PM

The humanoids will sit at the table -- and I believe that given our contract with the devils, I can also speak for them, perhaps. I at least have some influence with them.
Forrester
Peacemaker
Making sure no Huge Bombs go off at the Conference (maybe I'll send a clone)
Edit: I await an answer from Riot Gear/Phasmus. Do they offer to help us wipe out the elves, or are these mealy-mouthed squids pretending that all they want is "peace".
And have we heard from the Dragon-Lords?

Edena_of_Neith

Member

posted 04-10-2001 05:16 PM

I do not understand your question, Forrester. My regrets.
Can you rephrase it?
(I'm tired. I've had to respond with over 50 posts to this Thread.)

Reprisal

Member

posted 04-10-2001 05:18 PM

I'm hoping that Forrester is simply seeing what kind of power his military force would have if he chose to attack the Elves. If he were to turn around and attack us, well, that would be somewhat terrible... We are still a force for your liberty Humanoids, but only if you put down our articles of war and come to the table. As soon as we officially gain a homeland or homelands for you above ground, then you may do as you please.

Come to the table, Forrester, your people are dying by the thousands each battle. Your attrition tactics work, but for how long? If you attack the elves, you will drag their allies in, and their allies and their allies. You will also try to drag us into it, and we tire of the barricades, we wish only to advance our civilization beyond warfare.

(Post Edit)

This is getting really interesting, I love it. In any event, the Technocratic Coalition applauds the arrival of the Humanoid forces. We make sure that our allies will be spoken to and listened to... We'll get you homelands yet...

Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." - Albert Camus

[This message has been edited by Reprisal (edited 04-10-2001).]

Edena_of_Neith

Member

posted 04-10-2001 05:21 PM

If I understand the question correctly ... Forrester is asking me what Power Level the humanoids would have, if they went it alone.

The answer: Power Level 10

Prior to their technological enhancement, it would have been Power Level 5.

If the devils side (and they WILL) with Forrester, that jumps to Power Level 17.

If the Athasians side with Forrester, that jumps to Power Level 20.

I have spoken.

Enkhidu

Member

posted 04-10-2001 05:22 PM

No need to worry, sonny...

The conference will be peaceable - after all I've had quite some time to make create a complicated system of wards, anti-magic shells, "inert" fields (which rob explosives of their "oomph"), and anti-psionics shells. After all I knew the day would come when something like this was necessary, and I've had YEARS to prepare...

Enkhidu

Forrester

Member

posted 04-10-2001 05:25 PM

Reprisal is correct.

Wow, Edena, this really has to be hard on you . But this is something you'll be able to talk to your kids about .

(Well, maybe not THAT good, but this thread will no doubt go down in history on Eric's boards.)

And the rest of this post is moot, because you just answered me! Thanks much.

Forrester

- - - - -

Left-handed Hummingbird

Member

posted 04-10-2001 05:26 PM

What on Earth is going on?

I'll never just skip to page 13 of any thread again!

Edena_of_Neith

Member

posted 04-10-2001 05:27 PM

If, Forrester, you move against the enemy without your technology, you will lose 5 levels of power, as I indicated just above.

You will start at Power Level 5.

The devils will back you up, and you will jump to Power Level 12.

If the Athasians then join you, you will jump to Power Level 15.

If Zouron were then to join you, you'd jump to Power Level 17.

Gruffmug

Member

posted 04-10-2001 05:28 PM

We of the Scro alliance side with the humanoids.

We were once a great people until the elven fleets sent us to the dark ages. We will not allow that to happen again.

We want control of wildspace or a permanent nonaggression pact with the elven fleets will come to the table only if the humanoids agree too.

Do not under estimate our power. We control the witchlight marauders, the psionatrix, We have the largest spelljamming fleet, and hundreds of planets worth of resources. Fear us....We are not to be taken lightly We are humanoids, we are many, you are few.

Nok

"who is the master"

"ShoNuff"

[This message has been edited by Gruffmug (edited 04-10-2001).]

Edena_of_Neith

Member

posted 04-10-2001 05:32 PM

Forrester, you just got a boost.
You now start at Power Level 7.
The devils back you, putting you at 14.
The scro are backing you, putting you at 16.
Furthermore, without you the Technomancy weakens to Power Level 15.
You could take them on, and win.
The elves/angels/demi-humans/faerie still outgun you, though, with their 20.

Forrester

Member

posted 04-10-2001 05:33 PM

We would never move without our technology -- you answered my question the first time, Edena. Thanks much. (EDIT: Can you add 5 to each of the numbers in the post previous to this?)

Hey, Zouron! Feel like pushing our force up to 23? 24 or 25 with the Technomancy. Even better if we get the Athasians. Hmmm.

Ah, well. We will cooperate FULLY with our friends the technomancers, FOR NOW. And that means a full wartime R&D effort -- got it, Reprisal? (Edena -- we will continue to try to work Defiler Magic w/Technology in some out-of-the-way place. Perhaps bombs that activate defiler-magic-powered explosions when they hit.

The defiling magic would hurt the local environment, and the explosion finishes the job.

Defiling Magic + Technology = WOOHOO! (We will not fill our Technomancer friends in on this research, of course. We don't know that they'd understand . . .)

Forrester

Peacemaker

[This message has been edited by Forrester (edited 04-10-2001).]

Reprisal

Member

posted 04-10-2001 05:37 PM

I vote that we stop all posting until someone representing the Elves and their allies voice their opinion. I want to see where the Technocracy stands with everyone. Remember, we're still in a cease-fire.

I'd also like to know if the Humanoids will only stop when the elves are eradicated, or that they'd stop when the elves formally surrender. That will make a lot of the difference.

So, as a result, I will stop posting until Blood Jester or whomever catches up. I'd advise any Technocratic posters to do so also...

"Intelligence in chains loses in lucidity what it gains in intensity." - Albert Camus

Edena_of_Neith

Member

posted 04-10-2001 05:38 PM

Ok.

The following powers are sitting at the Peace Conference at Enkhidu's house:

The Angels

The Technomancer Confederation (one of the big three)

The Humanoids

The Illithid (one of the big three)

The Githyanki and Githzerai

The following powers are NOT sitting at the table:

The Elven Alliance (one of the big three)

The Faerie Folk (part of the big three)

The Fiends

Bran's Druids

Zouron's Undead

The Athasians

The Scro

(If I missed anyone, just state whether you're there or not)

You know, someone in another Thread a while back said nobody would ever even dream of negotiating with the illithid.

How things change.

Gruffmug

Member

posted 04-10-2001 05:39 PM

Originally posted by Edena_of_Neith:

Forrester, you just got a boost.

You now start at Power Level 7.

question I though the humaniods had a rating of 10 for going it alone? Did they drop?

Riot Gear

Member

posted 04-10-2001 05:40 PM

Meanwhile, Illithids (some of us, anyhoo) and helping to kill the Defilers, because frankly we like killing things and they're a nice challenge.

Grap a mop, there's going to be blood on the ceiling!!

-My character.

Edena_of_Neith

Member

posted 04-10-2001 05:43 PM

The Chosen of Mystra also continue to hunt down and kill Defilers.

Chosen of Mystra and Illithid working together to do something?!

IT CAN'T BE!!

RingXero

Member

posted 04-10-2001 05:43 PM

Edit:

Just you folks remember that there is a limit to the number of pages in a thread around here, anyone remember what it was?

RX

Forrester

Member

posted 04-10-2001 05:43 PM

Okay, Edena, you need a nap . Methinks you're very overworked!

Okay. I don't understand the Power Level thing. I thought it was kind of linear -- you just add them up.

Hence the reason the elves almost doubled when the Fae joined them.

But your last post said that the Technomancy (somehow) would have a Power Level of 15 WITHOUT the devils or gith or humanoids. I was thinking more along the lines of 2 or 3 or 4, as I think we outnumber them 5 to 1 or better. (Not that I want to go after them!)

Besides, if the Technomancy is 15, and my forces would be 16, combined we'd be 31. And you said we were around 18 or 20 before.

So this is probably a good time to pause and say a little about the power levels -- are they approximately linear? If a group w/power 5 joins a group w/power 10, do they make a power 15 group?

I think you may have made a mistake -- understandable given you're practically real-time DM'ing a frickin' World War!

Forrester

Who thinks the power levels should be around this:

Humanoids (w/tech): 10

Devils (supplied w/tech): 6 or 7 *as Demons are "5" without any tech*

Athasians (if on our side): 3

Zouron (if on our side): 2 or 3

Evil Sahaugin/Dragons: 2

Technomancy Base (w/tech -- talking about those humans/wizards who we initially defended and would have been wiped out without our help): 2 or 3 or 4?

All Gith (represented by Gruffmug): 2 or 3

Base elvish forces w/Gnomes,dwarves: 7 or 8

Faerae folk: 6 or 7 or 8

Solars: 7

I *think* that's how things have been breaking down. Just trying to help.

Gruffmug

Member

posted 04-10-2001 05:45 PM

The Scro alliance will be present at the talks for what good it may do. Scro/githyanki/githzerial/thri-keen back the humanoids and are opposed to the Elves and Illithiads.

Also do the humanoids share technology with the Scro alliance?

Nok

"Who is the master"

"ShoNuff"

Riot Gear

Member

posted 04-10-2001 05:49 PM

I eat a villagers visual lobe, blinding him with no other effects, to appease my hunger. Hopefully I don't get caught, cause I Charm him and then have his blindness cured. Have I determined a way Illithids can eat brain without causing death, Edena?

Grap a mop, there's going to be blood on the ceiling!!
-My character.

Forrester

Member

posted 04-10-2001 05:52 PM

I will also not post any more until I see who is at the negotiating table, OR I hear back from Phasmus/Riot Gear about whether the Illithid are secretly willing to eradicate the elves for GOOD. Because with their help, we could eradicate them all!

And Reprisal -- ye Original Technomancers . . . if you think that the war will end, once and for all, by this . . . this TALK, by ink on mere PARCHMENT, you are sorely mistaken. The elves are an arrogant race, and they will not stop in their attempts to take back their lands. You KNOW this.

Peace now, fine. (Perhaps.) But we must win this arms race! Are you with me?!

Edena_of_Neith

Member

posted 04-10-2001 05:52 PM

Tell ya what ...

If the peace conference fails (which would lead to the illithid representative having a very full stomach) then I will list all the Power Levels.

Until then, see if you can hammer out peace.

You are going to find, that peace is harder to obtain than you think.

The elves want vast amounts of land in reparation.

The dwarves want the Queen, still.

The gnomes want reparations for massive destruction of their cities and infrastructure.

Every nation in Toril is angry and ready to have it out.

Nobody trusts the elves.

Nobody trusts the illithid.

Nobody trusts the Technomancy.

Nobody trusts the humanoids.

Nobody trusts the scro.

Nobody trusts the githyanki or githzerai.

NOBODY trusts the Fiends.

Nobody trusts the Faerie Folk.

Nobody trusts the druids.

Everyone trusts the angels.

And everyone has lost thousands (or hundreds of thousands) of lives in this war, seen their homelands devastated.

Indeed, large numbers of prisoners of war, and civilians dragged off into slavery, still remain in the hands of their enemies.

The elves of Evereska - those that remain - are currently slaving away for the humanoids, remember. These are women and children I'm talking about. So yeah, you have some work to do.

Azenis

Member

posted 04-10-2001 05:53 PM

Originally posted by RingXero:

Edit:

Just you folks remember that there is a limit to the number of pages in a thread around here, anyone remember what it was?

Past 20 pages and errors will begin to appear in the thread.
[This message has been edited by RingXero (edited 04-10-2001).]

Pax

Riot Gear

Member

posted 04-10-2001 05:54 PM

That's in Phasmus's hands. I, for one, am leaving for now. I don't have much control of the Illithid anyway, but have fun, Phasmus. Personally, I'd say you can take your warmongering and cram it up your little... Never mind.

Grap a mop, there's going to be blood on the ceiling!!
-My character.

Phasmus

Member

posted 04-10-2001 05:55 PM

Having already claimed the deepest deeps of the underdark entirely, the Illithid begin another fairly rapid expansion. Assuming that the majority of the faction-oriented underdark dwellers are now occupied on the surface, we advance and claim all areas and peoples of the underdark not expressly protected by the various wartime alliances. The wealth of the MindFlayers begins to increase along with their power and numbers. The few escapees that filter to the surface report that Thralls are being treated far better than in the past...

The MindFlayers as a general population no longer think of themselves as active participants in the war.

They will continue to research, improve and expand... claiming the whole of the underdark if it is possible for them to do so with relatively limited risk.

The three goals mentioned so long ago still drive the Illithid. Protection is still number one, and research efforts to make use of their artifacts, mages and phaerimm to protect themselves from the various surface factions... and anything foolish that they might attempt... are still going full force. Their unprecedented success in this area gives the MindFlayers little cause for concern, even from the threat of psionic nullification.

While the majority of the Illithid's power-base will remain safely tucked away, ever expanding, in the underdark... a sizeable force has risen to

the surface to aid in the restoration of peace. The philosophy of "letting the thralls work for themselves" is gaining some popularity, but its true worth can not be tested while the thralls are killing each other hand over fist.

Regards,

Phasmus & Co.

"I'lllithid, you'lllithid, we'lllithid."

Riot Gear

Member

posted 04-10-2001 08:04 PM

Umm.... Isn't Iuz on Oerth, not Faerun?

Anyway, since Phasmus will be a NeoIllithid, I'll be the normal and True Illithids.

We continue to amass equipment and prepare for the Snuffing. Current time tables say one year to completion. May change.

Grap a mop, there's going to be blood on the ceiling!!

-My character.

Kesh

Member

posted 04-10-2001 08:15 PM

Originally posted by Riot Gear:

Umm.... Isn't Iuz on Oerth, not Faerun?

Somewhere a couple pages back it was said that Oerth was contacted, and thus any of their forces can be brought into the fray. So far, only Iuz has someone representing him in the game.

I would grab one, but I don't know enough about the forces in Greyhawk to run one.

Kesh

maddman75

Member

posted 04-10-2001 08:19 PM

I'm already running the fiends...if someone who knows a bit about GH wanted to jump in, have the forces of the Pomarj contact their humanoid bretheren. Troops in exchange for weaponry?

"If I ever get a tumor I'm gonna name it Marla."

Forrester

Member

posted 04-10-2001 08:29 PM

To Iuz: Any chance you can send us some devil help instead of demon help? We've got a lot of devils here right now wreaking havoc in our employ, and demons, I'm afraid, will cause more internal trouble than we wish to handle.

All my best,
Forrester

Do the good illithids tell us of the plans of their evil brethren? Is it true, Edena, that they are a mere year away from blotting out the sun? I'm very skeptical -- I mean, talk about your technological advances!

Again, waiting for information on Defiler Technomagery advances.

Are the elves at the damn table yet?
Forrester

Mr. Draco

Member

posted 04-10-2001 08:31 PM

wow, out of it for three hours, and 4 pages spring up.

Anyways, fine, no jedi, only psionics.

Firstly, as leader of the psionic league, I will contact the neutral mindflayers and request a strategic alliance, psionic being with psionic being. I feel there is much we can teach each other about our art.

Secondly, i also request alliance with forrester and his group.

Thirdly, i will send a representative to the peace meeting, albeit a bit late, but oh well, also equipped with one of those psionic dampeners. My league's demands are simple, recognition for our art, and land and rescources enough to start psionic academies, (bad for mages to be getting all the recruits).

maddman75

Member

posted 04-10-2001 08:32 PM

Lord Forrester

I am glad you have seen the wisdom of shunning demonic aid. They lack the disipline of our forces, and would likely attack you as any allies. We have fought the demons for a very long time. Do not fear them.

"If I ever get a tumor I'm gonna name it Marla."

Riot Gear

Member

posted 04-10-2001 08:34 PM

Forrester, for start, all of your defilers are fleeing for their lives or dead. We've been doing that for months and flipping you a big fat finger when you complain.

Second, we hid in a hole for about two years studying the most powerful magics in the Polyverse, examining the powerful magic of the Phaerimm, the best of the Technocracy and Elvish Kingdoms, and the Artifacts beneath Myth Drannor. So we've been bootstrapped a bit.

That said, I pulled the year figure out of my butt, and Edena is free to overrule.

zouron

Member

posted 04-10-2001 08:40 PM

Mr. Draco may I suggest you join under my banner? I offer you the rich resources and diversity that my reseach already created. We will provide you with our notes on magic, in return we demand that you let some of your researches study the psionic and magic and how these effec one another. secondly how to make psionic and technology work together successfully and in harmony with nautre, thirdly supply a few troops for our armies. We might not be the greatest force but we got a fair footage already and our devotion is to the study of magic and as well psionic, just lacked the psionical expertise you can provide to expand on this greatly.

signed

zouron

Forrester

Member

posted 04-10-2001 08:46 PM

Hah! Between the forces of our well-armed humanoids, and our well-armed devils, not to mention the Gith and Sahaugin and Evil Dragons, we are MORE than powerful enough to protect the defilers from your foolish attempts to kill all of them. You had a power level of about 12 or 13 . . . my forces, 17+. 20+ with Draco as an ally.

Not even sure that includes the power of the defilers.

Nice try though .

Zouron -- your force is small, but it could be made mighty with our technomagic advances. Would you like to join us? You could lead our efforts to create technomagipsionic weapons of war .

Draco: We welcome you with open arms, of course, and with your and the Gith's help will IMMEDIATELY COMMENCE the development of Technopsionic weapons of war. We will still concentrate on technomagery, of course, but why limit ourselves when we do not have to?!

Forrester

Ack! I should have posted this in the new thread -- we should move new posts there, as this is gettin' mighty long.

[This message has been edited by Forrester (edited 04-10-2001).]

Riot Gear

Member

posted 04-10-2001 08:47 PM

I second that. No new posts, people! Move to the new thread.

Grap a mop, there's going to be blood on the ceiling!!

-My character.

Mr. Draco

Member

posted 04-10-2001 09:00 PM

Ahh zauron, we welcome you as valueable allies. Forrester, we need rescources to build academies to conduct psionics, could you supply the materials? In return I am a 20/14 psion/wizard who has been studing the integration of magic and psionics for some time, i have come up with several ideas, would you be interested?

Side note, Edena what would the power level of my Psionic League be alone? (maybe around 3 or 4? maybe higher?)

Lastly, we, the psionic league are still waiting for an answer from the neutral illithid.

(ohh sorry reposting)

Piratecat

Moderator

posted 04-10-2001 09:24 PM

Since the other thread is formed, this one can be closed. Wowsa!

- Piratecat

EN-Board President

"A cat that good, you don't eat all at once."

(AT THIS POINT THE THREAD WAS CLOSED DUE TO THE SERVER LIMITATIONS, BY PIRATECAT, AND THE SITUATION MOVED TO A NEW IR THREAD.)

Forrester

Member

posted 04-10-2001 08:37 PM

May I suggest we start a new thread? It may be simply we've got more traffic now, but I'm get a lot more lag. Perhaps the thread is getting a bit too long?

Riot Gear

Member

posted 04-10-2001 08:48 PM

Much as I'd like to order my Illithid forces to teleport to the surface and utterly annihilate whatever scattered Defilers remained, that'd be out of character. I'm still developing, and the Snuffing comes closer... closer...

Grap a mop, there's going to be blood on the ceiling!!

-My character.

Forrester

Member

posted 04-10-2001 08:50 PM

(Reposted from old thread)

Hah! Between the forces of our well-armed humanoids, and our well-armed devils, not to mention the Gith and Sahaugin and Evil Dragons, we are MORE than powerful enough to protect the defilers from your foolish attempts to kill all of them. You had a power level of about 12 or 13 . . . my forces, 17+. 20+ with Draco as an ally.

Not even sure that includes the power of the defilers.

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Draco: We welcome you with open arms, of course, and with your and the Gith's help will IMMEDIATELY COMMENCE the development of Technopsionic weapons of war. We will still concentrate on technomagery, of course, but why limit ourselves when we do not have to?!

Forrester

[This message has been edited by Forrester (edited 04-10-2001).]

Mr. Draco

Member

posted 04-10-2001 08:58 PM

Ahh zauron, we welcome you as valueable allies. Forrester, we need resources to build academies to conduct research into psionics, could you supply the materials? In return I am a 20/14 psion/wizard who has been studing the integration of magic and psionics for some time, i have come up with several ideas, would you be interested?

Side note, Edena what would the power level of my Psionic League be alone? (maybe around 3 or 4? maybe higher?)

Lastly, we, the psionic league are still waiting for an answer from the neutral illithid.

Raging Goblin

Member

posted 04-10-2001 09:00 PM

My small army of Drow, Deep Gnomes, Duegar and random monsters under my control such as Hook Horrors are currently using hit and run tactics against miners from the Gnome side.

ANYONE WANT AN ALLY?

Riot Gear

Member

posted 04-10-2001 09:00 PM

Well, I'm off for tonight.

Generally, if any one attacks me, I annihilate their offensive force and activate massive Solar Shields above their homeland - A bit of a foreshadowing, but big deal. A Solar Shield plunges their homeland in to an eternal night. Only a 10th level spell or equivelent can destroy it.

I continue to develop the Snuffing, and put the vast majority of my resources towards this. Phaerimm are kept under CLOSE watch, having handles can Charm Person them every round, so there's no way they'll break

free.

Also, now that the majority of the Underdark is under our control, I start to expand.

Downward. And Inward.

Our Psions produce as many Demiplanes in the Ethereal as they can, creating vast worlds of fungus and farmland that will allow us to survive indefinitely without the sun.

In addition, we begin construction of Boreholes, which are deep tunnels to the magma core of Faerun, which we will use for heat. To keep em' hot, we'll put gates to the Elemental Plane of Fire down near the bottom - But at a calculated size to keep the heat from being a problem.

In addition, we prepare a hyperweapon which will be released if anyone REALLY pisses us off - Several _Gate_ spells linked to the Negative Energy Plane to be opened all over Faerun. This should destroy the surface dwellers and the NeoIllithid nicely, while allowing us to continue to develop in peace.

Meanwhile, we start thinking about the Gith, both kinds. Leave them be or reinslave them?

Leave them alone. They earned it - A new faction considers the Gith post-Thrall, and equal in worth to a Mind Flayer. They have earned their freedom.

See you tomorrow, round 7:30 central time.

Grap a mop, there's going to be blood on the ceiling!!
-My character.

Forrester

Member

posted 04-10-2001 09:02 PM

Draco -- we will help you build your academies on ONE condition. Should we, the humanoids (and perhaps devils), move against the elves, you MUST join us.

They tried to stop us six years ago, you see -- in fact, they are the force that ripped magic from the very multiverse for an entire month. They are angry, and will no doubt attack us again after they have gotten their bearings. We are in an arms race, you see.

Will you help us? I promise you we will not attack unless we have an excellent chance of winning.

If you do promise us your help, when the time comes, then we have a deal -- and note to Edena that you are helping us in the Arms race.

Forrester
Peacemaker

Phasmus

Member

posted 04-10-2001 09:05 PM

The NeoIllithid are, first and foremost, Illithid. Despite the influence of the Solars, their loyalty remains with the other MindFlayers. They will not betray them in any way, shape or form. Indeed... even now they are taking advantage of their [relatively] favorable status by going forth and learning the ways and means of the surface dwellers by experience. A tactic unheard of in Illithid history... and one that is entirely conducive to the agendas of the other two tiers of the newly formed Illithid hierarchy.

Furthermore, the Illithid's stratification has caused them to expand even

further. Virtually every part of the Underdark is now under the direct control of one of the three types of MindFlayer.

Regards,
Phasmus & Co.

"DuctTape: Buy it by the case."

Forrester

Member

posted 04-10-2001 09:06 PM

Raging Goblin -- if you will supply the Drow to us as lunch, we will GLADLY supply you with dynamite and guns. Join the humanoids! Most of the drow were wiped out by the illithid anyway -- it's doubtful that they make up a significant portion of your force.

Forrester

Forrester

Member

posted 04-10-2001 09:08 PM

Phasmus -- don't jump the gun. It is simply not true that "Virtually every part of the Underdark is under the control of one of the groups of Illithid."

The Underdark is filled with humanoids and humanoid factories, churning out weapons of war. And we have the Gith on our side. It is doubtful you want to try to encroach on our territory.

Forrester

Mr. Draco

Member

posted 04-10-2001 09:10 PM

Ahh forrester, that sounds like agreeable conditions, but for the sake of morals i fear i can only help you fight against the elves if they attack us first (note: small attacks by any rogue elves under your orders would be taken as attacks directly from the elven nation, *hint hint*)

zouron

Member

posted 04-10-2001 09:11 PM

Forester I gladly accept you alliance, but I expect it to be mutual. Also I expect you to give us some land, next we will employ our latest research within both weaponry of technology and magic (to lesser extend psionic/magic as well) as well as the latest method within "clean" technology that doesn't ploute or destroy nature, both through magic, magic/psionic, psionic and technology stand alone. We will also be willing to accept any student of magic to our acadamy on the same terms and conditions we place on our own.

We will be willing to supply undead troops as well as volunteer groups to help you in the war against elves if needed.

We also desire a free trading alliance that means both sides can freely trade resoruces and material in between and with any alliance they have themsleves.

Is this acceptable?

Signed,

zouron

zouron

Member

posted 04-10-2001 09:14 PM

Phasmus shall we renew our alliance in this time of temporally peace? a mutual trade alliance, trading knowledge and resources with each other? I do not demand or even suggest betraying your own, just trading for our mutual advantage.

Signed,
zouron

Forrester

Member

posted 04-10-2001 09:16 PM

ZOURON, DRACO: Excellent! We are in agreement, then.

Without a doubt, our combined efforts will enable us to easily pull ahead in the arms race.

But Zouron, while we don't mind if you experiment with the "clean" technologies, remember that we are in a state of War right now. (Yes, there is a temporary cease-fire.) Worry about nature-safe technology AFTER the elves have been eliminated from the face of this world.

We've been setting up a new base of operations in Evereska (among other places). Would you like to move in?

EDIT: One last thing. The Illithid want to blot out the sun. This would be bad for business. If you want to be cordial with them for now, that is your right, but note that there may come a time when we have to wipe them out before they kill us all. Definitely, do not share our technology with them, or else we (and the Gith and Devils and other allies) will be MOST displeased with you.

Forrester

TheBalor

Member

posted 04-10-2001 09:16 PM

Hmph. You place too much stock in your devils, goblin. You seem to forget the fact that angels are on our side. Solars are, far, far more powerful than pit fiends. Also, with the gnomes, faeries, and others on our side, we are more powerful than you. In other words, don't F*CK with us.

If history is to change, let it change. If the world is to be destroyed, so be it. If it is my destiny to die, then I must simply laugh.-The Magus

Raging Goblin

Member

posted 04-10-2001 09:20 PM

Hmmmm.... it would seem to me that I'm not gonna live long! Foes at all sides... oh well! My secret weapon has been completed! The chaos curse! This new version covers huge amounts of terrian in mere moments and takes minutes to take maximum hold- even against dwarves and demons! Who wants some of this?

Allies anyone?

TheBalor

Member

posted 04-10-2001 09:21 PM

Also, I admit that you are mighty with your psions, and (heh) KOBOLD sorcerors have grown in power, you are still no match for us. Your victory at Evereska was due to the help of the technomancy confederation, and they will refuse any calls to war, I am sure.

If history is to change, let it change. If the world is to be destroyed, so be it. If it is my destiny to die, then I must simply laugh.-The Magus

zouron

Member

posted 04-10-2001 09:23 PM

Forrester I know that you indeed enjoy getting weapons of war first, but I split my efforts 50/50 on this, call it our safe guard to have a world to live in afterwards, besides it has some very positive sideeffects for you, namely multiple times larger harvest to feed the people of your lands, it is a different weapon yes, but in the long wrong it is important to have. We also will start researching how to restore the land after destruction of the war, these researches will be taken equally from both, but do not worry, our time in reseach have been the entire war. In fact I give you our latest weapon technology as a sign that we have not fallen behind though our resources are split.

Raging Goblin

Member

posted 04-10-2001 09:23 PM

Can someone recap everything? Please!

maddman75

Member

posted 04-10-2001 09:25 PM

Fool - the fae and celestials have no chance - you are foolishly 'preserving' the environs while we turn it to implements of war. Surrender now - I'm sure you would much rather deal with Forrester than us on the field of battle.

As an aside, we can spare a few troops to join Zouron and Draco in thier magical research. Perhaps devlish magic can be added to the mix.

Lord Grathos, Pit Fiend and grand general under Lord Forrester

"If I ever get a tumor I'm gonna name it Marla."

TheBalor

Member

posted 04-10-2001 09:27 PM

Originally posted by Raging Goblin:

Hmmmm.... it would seem to me that I'm not gonna live long! Foes at all sides... oh well!

My secret weapon has been completed! The chaos curse! This new version covers huge amounts of terrian in mere moments and takes minutes to take maximum hold- even against dwarves and demons! Who wants some of this?

Raging Goblin, eh? You're that idiot who tried to incite the ten-towns and northern barbarians to war (and failed miserably, I might add) And the Tuanta Quiro Miancay? WHERE, may I ask, did you get it? The only formula is in (the completely destroyed) castle trinity, and of the only two people who might know the formula, Aballister is dead, and Druzil was banished for a 100 years by Drizzt the dark elf in Ice wind dale about 10 years before the war.

If history is to change, let it change. If the world is to be destroyed, so be it. If it is my destiny to die, then I must simply laugh.-The Magus

Mr. Draco

Member

posted 04-10-2001 09:27 PM

Well, I will be signing out for an hour and a half, got to go eat dinner. By the way, Forrester, we were just assaulted by a small company of elves, we assume they were from the elven nation, would you know anything about them (*sniker, sniker*). Looks like we will be joining you if you attack, we only ask that you, in turn will help us defend if we are attacked.

(edited) Madman, we welcome your troops to help us in our research, all who oppose us will soon learn the wrath of combined tech/magic/psionic/develish weapons and tools.

[This message has been edited by Mr. Draco (edited 04-10-2001).]

maddman75

Member

posted 04-10-2001 09:28 PM

Originally posted by zouron:

Forrester I know that you indeed enjoy getting weapons of war first, but I split my efforts 50/50 on this, call it our safe guard to have a world to live in afterwards, besides it has some very positive sideeffects for you, namely multiple times larger harvest to feed the people of your lands, it is a different weapon yes, but in the long wrong it is important to have. We also will start researching how to restore the land after destruction of the war, these researches will be taken equally from both, but do not worry, our time in reseach have been the entire war. In fact I give you our latest weapon technology as a sign that we have not fallen behind though our resources are split.

Excellent idea - resources are essential to assuring victory. Might I suggest we also look into teleporting defilers into the fields of our enemies. For further resourcefulness, we can use the fallen as both a food supply and reanimated to serve as troops.

I understand that mortals are squeamish about cannibalism, but they needn't know where the meat comes from. Mix it in a stew. We'll call it 'soilent green'

Lord Grathos, Pit Fiend and grand general under Lord Forrester

"If I ever get a tumor I'm gonna name it Marla."

zouron

Member

posted 04-10-2001 09:29 PM

Lord Grathos we thank you for your aid and will accept it, indeed we will fully share any result worth it's salt with you from your added mix. (and only of that, edena my men will step careful around these demons and back up all important material hiding it away, except that which is made directly based on the aid)

Forrester

Member

posted 04-10-2001 09:29 PM

Currently on the side of the Humanoids:

The Technocracy Base (peaceful) Run by: Reprisal, Lannon, buzzard

The Evil Sea-Creatures and Evil Dragons (Ready for war) Run by: Forrester

The Machine-gunning Devils (Ready for War) Run by: maddman75

The Gith (Ready for War) Run by: Gruffmug

The Forces of Zouron (Ready for War, help with technological advancement)

Run by: Zourun

The Forces of Draco (Ready for War, help with technological advancement)

Run by: Draco

Hidden/guarded by the Humanoids:

Dregoth's Defilers (Ready for War, help with technological advancement)

Run by: The Burning Man

Want to join, Raging Goblin? Lose the drow, and hop on the bandwagon.

Forrester

johnbrown

Member

posted 04-10-2001 09:33 PM

Forrester,

Again assuming he is even in this fray. Iuz is a former cambion turned Demi-god. Demons are his bag, he can't help you get more devils, but if you have demons, what do you need the devils for. Don't worry about the petty little threats of the Devils. Iuz will protect you from them..

Phasmus

Member

posted 04-10-2001 09:34 PM

Mr. Zouron, I can not speak for my deeper-dwelling associates, but the NeoIllithid would be willing to join you in a provisional alliance, yes. Inasmuch as your goals lead toward peace... And, of course, a mutually profitable exchange of information. Do keep in mind however that we are not at liberty to provide you with a great deal of our own knowledge... Racial secrets and all that.

Mr. Forrester, I regret to report that our pact with the Solars prevents the NeoIllithid from directly aiding you in the extermination of the elves... however, I suggest to you that the Illithid may be very interested in obtaining the casualties of war for their own purposes. Perhaps we could arrange a trade agreement of some type between your forces and theirs...

Regards,

Phasmus T. Tapefiend

Aka Don'Calamari
Speaker-To-Thralls
Public Representative of the NeoIllithid
Horde-Master 1st Class

zouron

Member
posted 04-10-2001 09:43 PM

Mr. Draco, yes I provide resources, I thought I said that I would provide you with a complete acadamy with resources nessecary and an extensive knowledge base on magic and a little on psionic and the interaction between psionic and magic, the acadamy will even have a few teachers for your use.

Phasmus the goals of mine is to secure the survival and expansion of magic, war is not my first interest, what I really hoped from your side was resources since you have easy access to them, we can provide you with demihuman thralls for labour as well from our many raids into the udner dark clearing the trade path to your dwellings.

Forrester

Member
posted 04-10-2001 10:00 PM

No offense, Draco, but you are not the one with the resources here. The Humanoid Technomancy will supply you both with academies. Again, we've cleared out a lot of elven area -- Evereska, for instance. Feel like moving in?

On the other hand, perhaps some place a little more secure would be best. The Underdark, perhaps?
Forrester

Mr. Draco

Member
posted 04-10-2001 10:06 PM

ZAURON- sorry, i must not have noticed that earlier. My fault.

EVERYONE- Am i the first to notice this:

Firstly: Elves banish magic from the multiverse for extended periods of time.

Then the chosen of mystra (goddess of magic) begins attacking creatures (defilers) friendly to a faction (humanoids) that opposes the elves (banishers of magic). So the chosen of the goddess of magic is helping the same creatures that banished magic.

No Way!

I believe that the chosen of mystra would instead assist the faction (humanoids) opposing the elves (banishers of magic), so for the past (insert arbitrarily long time) the chosen of mystra has been helping us (humaoids and allies) to develop new weapons, and in some cases, protect the defilers that some proclaim he is attacking!

New ally for the humanoids League (run by forrester): none other than the chosen of mystra!

(edit) FORRESTER- the underdark sound just great, we may have a slight problem with the mind-flayers though, and no offense but where did i say i had rescources? I've just been asking for rescources, not claiming i had any.

buzzard

Member

posted 04-10-2001 10:07 PM

ASIDE of course I'm rather curious if the Illithid realize that by blotting out the sun they will be shutting off photosynthesis, and thus killing everyone, themselves included. No oxygen= no life. Fungus is no substitute.

Us technocrats are doing our best to repair damage to our facilities and further our research. No offensive moves are contemplated. All of the elven demands for reparations and territory are treated with scorn. We will cooperate with our trustworthy humanoid allies, and take advantage of their continued war footing by becoming their arms suppliers. We'll be happy to trade for their once elven gold. In fact, all of their allied nations will be offered weapons sales, except the Devils and Defilers. We're still trying to talk the humanoids into getting ride of those allies.

Some higher technology items will be kept for ourselves. Can't show all your cards you know.

Buzzard

Forrester

Member

posted 04-10-2001 10:13 PM

We understand the way you feel, buzzard. It is a shame. Now we won't be able to share our more advanced technology with *you* -- namely, that we get from our alliance with the gith, Zouron, Draco, and the Devils. They have explicitly allied themselves not with you, but the growing Humanoid Technopsionimancy.

But that's your right -- we respect it.

Forrester

Peacemaker

zouron

Member

posted 04-10-2001 10:14 PM

Forrester I thank you for the academies and resources, the land I would no offence like in the parts near my own as possible, which would mean onm edge of yours, in case of anything I will not have my troops spread widely across the globe, since my research are far too important to be lost.

Forrester

Member

posted 04-10-2001 10:16 PM

We understand the way you feel, buzzard. It is a shame. Now we won't be able to share our more advanced technology with *you* -- namely, that we get from our alliance with the gith, Zouron, Draco, the Defilers (not that you know we're sheltering them), and the Devils. They have explicitly allied themselves not with you, but the growing Humanoid Technopsionimancy.

But that's your right -- we respect it.

Lord Forrester

Peacemaker

ZOURON -- I understand, of course -- but do not worry. I have assigned

four full divisions of humanoids to protect you and your important work. And I believe we have more resources than you -- WE will provide Draco with the academies. You two may work together, of course!
DRACO -- I don't think that's the case. Edena originally had them enter on the side of the elves, and I talked her out of it by making the point you did. Apparently they really, really, really don't like the defilers . . . hmph!
I do have a tough time imagining that the Chosen can be very powerful, given the hit Mystra took when the elves ripped apart magic.
[This message has been edited by Forrester (edited 04-10-2001).]

Mr. Draco

Member
posted 04-10-2001 10:16 PM

In any case, I have recently contacted and convinced the titans living on this planet to come to our side, they are advocating the creation of an army of golems armed with techno/psionic/magic weapons, also, they wish an official alliance with the humanoid league. Would this be acceptable with you (forrester)?

Reprisal

Member
posted 04-10-2001 10:36 PM

I sit in the corner of the room staring at the main entrance.
"Where the hell are the damned elves? This does not bode well for the peace movement."
Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

Forrester

Member
posted 04-10-2001 10:39 PM

It is up to Edena to decide whether you are successful in getting the Titans to join our cause. I am doubtful, as she said a bit back that there is no opportunity for either side to gain power by adding new and as yet unmentioned allies.
HOWEVER. The idea of creating an army of iron golems, enhanced with magic and psionics to be immune to most attacks, which emit poison gasses, shoot explosives over great distances, and in general cause huge amounts of damage is an INCREDIBLY good one.
Excellent, Draco. Excellent. Consider yourself promoted. You there, Zouron -- what have YOU been working on?
Edena -- we begin development and construction of such golems at once -- and not just at Zouron's lab, but in our regular factories and in the Underdark as well. (After the prototypes are shown to be as powerful as I think they should be, of course.)
ZOURON -- These golems will be death incarnate. Especially if we make them Upgradable. Obviously, all of our effort will not go towards them -- we are still working on creating the Technopsimagical equivalent of the A-Bomb (the Defilers should be able to help) -- as well as a navy, standard weapons, defenses, etc.
But these Golems will provide a key, KEY element in our plans. Remember

that I have MILLIONS of troops,
and MILLIONS of humanoid workers toiling in the Underdark, toiling around
the clock, all looking forward to the day that elves are only creatures of
legend, something to scare our children with in stories . . .
[This message has been edited by Forrester (edited 04-10-2001).]

Alzem Dalcama

Member

posted 04-10-2001 10:41 PM

To: the Balor

We Angles are not expressly allied with the elves, we are here just to
destroy the devils and demons that have infested this plane, the best way
to do this is to ally with the elves and their friends as they are opposed
to the demons and devils. Any combat with the Humanoids will be no more
than a side item to our reason for being here.

To Forrester

Any attack on the elven nations will cause swift retaliation from the
Angelic Host that has joined with them as we have agreed to protect those
who fight with us in our war For Great Justice (Pun intended)

Cleric of St. Cuthbert "I'm about to drop the hammer, and dispense some
indiscriminate justice!"

zouron

Member

posted 04-10-2001 10:49 PM

hmm I think it is Mr. Draco that came the idea of making golems, however
it is an expensive thing to do I think we should carefully weigh our
resouces in spell casters fo this.

On anotehr note Forrester do not attempt to promote me, I am lord of my
own lands, we are allies not master and servant. I would like with perfect
clearness show that I and my people are free.

[This message has been edited by zouron (edited 04-10-2001).]

Mr. Draco

Member

posted 04-10-2001 10:50 PM

Hey, forrester, didn't i come up with the idea for the iron golems, how
come zauron is promoted (no offense).

Anyways, what would that make my rank? Maybe something like "Lord High
Commander under Forrester of the Humanoid armies, and Ruler of the Psionic
League" ? (just a thought)

(edited)

Couldn't we just get the (insert demons or devils, wichever is on our
side, i lost track) to provide some spellcasters for us, they do have
quite a few of them?

Reprisal

Member

posted 04-10-2001 10:51 PM

I would not doubt that my people who jump at the chance to build said Iron Golems. I know you want to, but do you have the resources?

Do you know how much it costs to build one such creature (Over 150,000 gp per golem)? Haven't you been pouring all of your resources into your more conventional weapons? While you are the labour forces behind the Technocratic Coaliton, we are the finaciers. I should know for a fact, that while you have a larger assortment of conventional weapons, you still need us to lend you some of the hard currency needed to finance the manufacturing of said golems.

We will be more than willing to go into this little deal, but it will still have to be after this conference, if the bloody elves ever bother to get here.

Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

[This message has been edited by Reprisal (edited 04-10-2001).]

Forrester

Member

posted 04-10-2001 11:02 PM

Reprisal -- no offense, but you think like an surfacer.

We control the mines. We control the former elfhomes, which no doubt can supply some of the magical components we need. We humanoids control EVERY stage of production. We need buy very few supplies -- we rip what we need from the earth.

And the 150,000gp figure is based on the creation of such creatures with magery alone, in a lab, by a lazy wizard too slothful to go out and dig up the adamantium or steel or other components himself.

A good comparison: How much does it take to buy a computer? How much does it truly cost, to build one from scratch, regarding actual material? Most of the cost put into it goes to middlemen and laborers. Both costs, in our case, are minimal at best.

Also, our factories can make such creatures in a more straightforward manner -- picture the difference between hand-crafting a gun from scratch, and mass-producing one.

This is a Wartime Economy, and all of the humanoids, at least, are willing to give their blood, sweat, and tears to work towards the eventual destruction of the elves. They did not work for pay before -- they need not do so now.

But your financial help is appreciated, and will no doubt help us get *some* of the ingredients we need.

One other thing -- do you have ANY idea how many gold and gems we took from the cold, dead hands of the elves? Your help will be nice, but golem-construction will go on without you, nonetheless.

Lord Forrester

Peacemaker

Alzem Dalcama

Member

posted 04-10-2001 11:03 PM

Now we must go to bed for even the greatest of us must sleep, and until Edena_of_Neith gets back not to much can happen anyway. But we will be watching

Cleric of St. Cuthbert "I'm about to drop the hammer, and dispense some indiscriminate justice!"

[This message has been edited by Alzem Dalcama (edited 04-10-2001).]

Mr. Draco

Member

posted 04-10-2001 11:07 PM

Ahh, the time has come for one very tired humanoid ally to get some sleep, well, until tommorow.

May the forces of the humanoid league be limitless, and may their golems be unstoppable.

zouron

Member

posted 04-10-2001 11:11 PM

(for the ooc notes my troops will be doing their best to get as many resources as possible for store and use, development is important, but also introducing a social security net and free training. and most importantly create many new masses of undead for my army)

TheBalor

Member

posted 04-10-2001 11:18 PM

Damnit, where are the technos? and other elves? and the gnomes? We can't do a damned thing without'em.

If history is to change,let it change. If the world is to be destroyed, so be it. If it is my destiny to die, then I must simply laugh.-The Magus

Forrester

Member

posted 04-10-2001 11:23 PM

Reprisal can represent the Technomancy, Balor.

The absence of a representative for the elves is disturbing -- ditto the Faerae. Meanwhile, the Humanoids have consolidated alliances with three powerful groups (The defilers, Draco, and Zouron) and have been plowing ahead in an attempt to win the arms race -- if not amass a force to crush the elves once and for all.

I may be mistaken, but I believe Edena will tend to favor the side that actually posts . That will include the Illithid, in this case, unfortunately, as they have been keeping us updated.

Forrester

TheBalor

Member

posted 04-10-2001 11:47 PM

I am assuming the true illithids are still going forth with the snuffing?
If so, we all lose. At least, those of us who don't manage to spelljam or
plane shift away.

If history is to change, let it change. If the world is to be destroyed, so
be it. If it is my destiny to die, then I must simply laugh.-The Magus

Forrester

Member

posted 04-10-2001 11:52 PM

Mere kidnapping of the Phaerimm will not necessarily lead to the Illithid
learning out to BLOT OUT THE SUN in a mere *seven* years. Especially when
they mentioned initially that they were moving evenly towards three goals
-- and blotting out the sun was only one of them.

Riot Gear can claim that they can blot out the sun in one year's time. I
am skeptical -- doubly so now that they are divided.

Speaking of research, though, we were trying to determine how to Shut Off
all psionics for a short period of time . . . to free the Phaerimm, of
course. We'll have to wait for Edena. Where are you, mighty GM?!

Forrester

Mr. Draco

Member

posted 04-11-2001 12:04 AM

Ahh, my slumber is disturbed, what is this that i hear about stopping all
psionic activity?

I will hear nothing of this plan unless i and my forces are consulted
beforehand. As long as it is only temporary, we can help to do the
research, (what better way to destroy or disrupt something then have
someone who knows that something well, show you how). My only concern is
for my League. I must ask that all plans for the psionic disrupting device
be placed into the custody of the Psionic League for safekeeping, also,
the research must be headed by us, finally, all non-psionic league workers
involved in this project must be mind-wipped upon its completion, we can
not allow this technology to be gained in any manner, by our enemies.
If these conditions are meet, then you (forrester) will have our full
assistance in this endeavour.

Side note- this is only for our safety, surely you can understand. If
these terms are not agreeable, then you can present new ones and i will
look them over.

Edena_of_Neith

Member

posted 04-11-2001 12:08 AM

Back. (grumble)

We almost made it to 400 posts.

I see things have fallen apart.

I'll take a look at the situation, and assess ...

Forrester

Member

posted 04-11-2001 12:13 AM

I'm not sure it's safe to say things have COMPLETELY fallen apart, Edena. Perhaps, in name, we are at peace. The lack of an elven representative -- or a representative of the Fae -- makes it difficult to proceed with the conference.

However, it HAS been made clear that the Humanoids and their new allies are working 24/7 in the creation of weapons so destructive they can crack the earth in two like a china plate at a shooting gallery.

Okay, that'd be bad. But we should get to WWII power technopsionimagery before/just as our slothful enemies reach WWI power -- easily.

Lord Forrester

Peacemaker

Forrester

Member

posted 04-11-2001 12:22 AM

Draco -- perhaps you missed the early meetings . Certainly, the Gith would never cooperate unless the measure was a very temporary one.

We wish to cut off psionics for but an hour, perhaps a day -- not an entire month, as the foolish elves did.

This would free the Phaerimm from the Illithids' control -- and good luck to THEM afterwards.

We would be more than happy to allow you to help us with the research. I'm sure you understand its importance -- considering the Illithid plan to blot out the sun. Sometime, perhaps soon, they must be stopped.

Forrester

Edena_of_Neith

Member

posted 04-11-2001 12:32 AM

I have created a new Thread to continue this.

Can you'all post there?

I did this for record-keeping purposes.

Thanks.

The Burned Man

Member

posted 04-11-2001 12:34 AM

I offer aid with both psionic technology and magic technology to Forrester in exchange for slaves and prisoners taken in the war.

Give them all to me.....

I continue to research the Psionic Enchantment that will allow me to ascend to divinity

Gruffmug

Member

posted 04-11-2001 12:49 AM

First we offer both The Forces of Zouron Run by Zourun and The Forces of Draco for War Run by Draco a planet in Scro space. There in their safe haven, they can safely concentrate on technomagic/technopsionic improvements on our weapons. This planet is yours as it has already been subjugated by us. You will have a legion of troops to defend you.

Next, with no word from the neollithiad the githyanki begin fiercely attacking illithiad ground targets. Illithiad hunters with sliver words and machine guns, elementals and psionic monks are doing hit a run on surface illithiads.

The Githzeral are researching divining spells capable of locating underground Illithiad strongholds.

The Thri-Keen(xixchil) begins research lifeshaping Scro and humanoids into more effective warriors. They also research modifying the witchlight marauder to give it magic/power resistance. This is accomplished by Empowerdweomered distort life spells plus their natural ability to shapelife.

Nok will also allow serious mages into his base in limbo to see his impress magical horde. He and his followers have just finished their first batch of potions.

The front receives 2000 potions of invulnerability. Any suggestion as to what the magic shops produce next?

Most defilers are off planet in realmspace so are indeed safe from reprisal. They are doing hit and run attacks. They are protected by a legion of armed troops plus a number of spelljammers. We have a gate to humanoid lands.

Scro factories begin cranking out improved Iron golems. We also open gates to the paraelemental planes and negotiate for more raw materials, though we already control several planets.

The Scro are fulling engaging the elven fleets. As are the Thri-Keen(xixchil). The githyanki/githzeral help but are more geared toward finding and attacking the illithiad.

Troop deployment (more on the way)

The Scro send:

100,000 assorted humanoids

10,000 Scro fighters

500 Scro Warpriest

250 Scro mages

plus supplies

The thri-keen send:

50,000 tohr-keen fighters

1,000 Thri-keen psions

plus supplies

Forrester

Member

posted 04-11-2001 12:56 AM

GUYS! Post to the new thread! Copy and paste there.
Also, I'm not sure whether Edena is going to allow the movement of troops/whatever to entirely new planets.
Run it by her before you make it sound 100% certain.
Finally -- thanks much, Gruffmug. Your assistance is appreciated. The elves will fall. I *do* suggest that you hold off attacking the illithid until we've finished with the elves . . .
Forrester

Edena_of_Neith

Member

posted 04-11-2001 12:56 AM

Gruffmug, could you transfer that to the new Thread, the Part Two thread?

Edena_of_Neith

Member

posted 04-11-2001 03:28 PM

This is Edena_of_Neith. It appears the crash of the EN Message Board wiped out the Thread
I took the precaution of copying the Thread in it's entirety, and I am reposting all 177 or so Posts that were on it, here, as one great Post. There are GOING to be major errors in the text, because of the transfer, but I have fixed as many of them as I could (I worked for 2 hours to fix mistakes - I wanted to return this Thread to the Message Boards as a public service, at the least)

Edena_of_Neith

Member

posted 04-11-2001 12:28 AM

I am continuing this Thread under it's classic name.
The peace conference is dissolved.
The illithid have split into 3 groups, True Illithid, Illithid, and NeoIllithid.
The Scro are chomping for war against the Elven Imperial Navy.
Zouron's Undead Legions have finally made alliance.
The war resumes (there were just too many threats, too many forces eager to attack, for peace to have a real chance)
Tell me where you stand, folks.

Edena_of_Neith

Member

posted 04-11-2001 12:35 AM

All the forces of Oerth offered come to Toril.
That means Oerth is now fully involved in the war.
Gates make it possible. Permanent Gates make it easy.
The Gods of Oerth that walk the land (such as Iuz) do not, however, go to Toril.
There are now permanent Gates from Toril to Athas, Krynn, and Oerth. Large numbers of these Gates.
Travel to and from those worlds is all too easy.

The Burned Man

Member

posted 04-11-2001 12:38 AM

I begin to collect/buy slaves in exchange for psionic and defiling aid to Forrester/Zouron....

A great ziggurat is being built, with technological aid

Forrester

Member

posted 04-11-2001 12:44 AM

I will not speak for them, but as of last note, the following forces explicitly had declared an alliance with the Humanoid Technomancy for all purposes, up to and including the slaying of the elves:

Evil Sahaugin & Evil Dragons (Forrester)

Machine-gunning Devils (maddman75)

Zouron's mighty Undead (Zouron)

Draco's mighty legions (Mr. Draco)

(secretly) Dregoth's Defilers (The Burning Man)

The Gith (Scro? Same thing?) (Gruffmug)

All of the above have pledged their services -- we will crush the elven menace ONCE and for ALL.

I believe the original Technomancy will also stand with me against the elves, now that they have failed to show up at the peace conference.

Clearly, this was a sham conference all along. Reprisal? buzzard?

Lannon? What do you say? We protected you before -- we wish to protect what is now **our** way of life now.

Let us stand together! Only through this war can we finally achieve peace.

Edena -- I posted suggested power levels for most of the above (basically, a summary of what you posted in the initial thread) in a previous post on p.16 of the first thread -- of course, perhaps everything has changed.

I do want to point out that both Zouron and Draco have been integral in helping our kobolds with technomagical, technopsionic, and technomagipsionic advancement, up to and including the creation of some very, very nasty iron golems.

And then there's the defiler technomagery. We are being very careful with **that** research . . .

Lord Forrester

Peacemaker

Mr. Draco

Member

posted 04-11-2001 12:47 AM

Ahh, welcome back Edena, I leader of the psionic league, am allies with forrester and the humanoid alliance.

Also, i send out a call to all of the world now linked by gates with Toril.

"We of the psionic league on Toril bid all psionic beings to join us in our allaince with the Humanoids. All who join will have the benefit of our research and facilities."

This, of course, includes any other psionic being besides core races that exist on the other worlds, except illithid, of course.

So now, with any luck, and your blessing (edena) the ranks of th psionic league will soon be flowing with the psionic powers of not one, but four worlds.

All allied with forrester and the humanoids, and busy developing and building a techno/magical/psionic golem army. Also, was I able to convince the titans to side with us (psionic league and humanoids)?

Side note- you may count our power level with the humanoid's. But if possible, could you also make note of the psionic league's power level seperately, just curious, thanks!

Forrester

Member

posted 04-11-2001 12:50 AM

Allies (and Edena) -- is it at all possible to close the gates to Oerth and Krynn? I believe our allies might have the power. No need to make this war bigger than need be.

(Unless, of course, you're the GM and find the possibility of humanoids completely overrunning the surface of Faerun intolerable, and so want to supply the damn elves innumerable allies . Hmph!)

Forrester, who wants to know whether Iuz can supply solely the non-demonic aid he mentioned, whether the devils would tolerate *some* demonic help (look at the strange bedfellows already!), and will take ANY and ALL humanoid help from Oerth -- and supply them with full technological assistance.

I also want to know how the Dragonlords felt about my offer -- Estlor came to them looking for peace. I offered seas filled with elven blood.

[This message has been edited by Forrester (edited 04-11-2001).]

Edena_of_Neith

Member

posted 04-11-2001 12:52 AM

To simplify matters ...

You now have enough strength, Forrester, to take the Elven Alliance on, but not to defeat it.

If the Technomancy, at this point, backs you, Forrester (and the rest of you), you can crush the elves of Toril and permanently eliminate them. Someone from the Technomancy MUST speak on this matter first.

And no, the Gates of Toril, cannot be closed.

People are opening new Gates as fast as you can close the old ones.

Mr. Draco

Member

posted 04-11-2001 12:56 AM

Oops, forgot to mention, thanks to gruffmug for supplying a seclude planet to conduct research on and build up the armies of the psionic league, perhaps you (forrester) would like to set up golem factories (think about it, a whole planet-ful of rescources). In return, we the psionic league will grant the scro psionic technologies to use in defeating the royal elven navy.

(edit) P.S. about how many new psionists and psionic beings do you (edena) think i can recruit from four worlds, maybe 10 million? (creatures and sentients, the creatures would probably just feel the psionic calling and obey, i'd say that that many new members, and the psionic league is looking very powerful, maybe power level 7 or 8?

[This message has been edited by Mr. Draco (edited 04-11-2001).]

Forrester

Member

posted 04-11-2001 01:03 AM

CRY HAVOK AND LET SLIP THE DOGS OF WAR!!!

Well, as soon as one thing is taken care of:

TECHNOMANCERS! ARE YOU WITH US?!

This is our chance to rid ourselves of the elven menace *FOREVER*.

Everkeep, or deep, or whatever, that stupid little island of theirs, in RUINS. CRUSHED. The time has come!

Lord Forrester

Peacemaker

Gruffmug

Member

posted 04-11-2001 01:03 AM

First we offer both The Forces of Zouron Run by Zourun and The Forces of Draco for War Run by Draco a planet in Scro space. There in their safe haven, they can safely concentrate on technomagic/technopsionic improvements on our weapons. This planet is your as it has already been subjugated by us. You will have a legion of troops to defend you.

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legion of armed troops plus a number of spelljammers. We have a gate to humanoid lands.
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Troop deployment (more on the way)
The Scro send:
100,000 assorted humanoids
10,000 Scro fighters
500 Scro Warpriest
250 Scro mages plus supplies
The thri-keen (xixchil) send:
50,000 tohr-keen fighters
1,000 Thri-keen psions plus supplies
We also offer a planet to the defiliars(see previous post for more details).

johnbrown

Member

posted 04-11-2001 01:05 AM

Iuz immediately sends his 60,000 orcs, 500 Black Death cavalry, 5000 true demons, an approximate number of lesser demons, 3 Red Dragons along, with 200 clerics and a couple members of the Lesser Boneheart to keep an eye on things. He plops then down on the least populated area of the main continent he can find (I leave exactly where to you Edena). He then starts actively recruiting. The Rampaging Demons and again sends representatives to the Humanoids. Iuz seems content to run things from Oerth.

The 10,000 veteran troops and 500 Fists of Hextor arrive at the Technocracy base. They are ready to fight, but they will leave immediately if the Technocracy doesn't start coughing up the rifles, cannons, and engineers.

Prince Melf and the elves arrive at Evermeet, and are itching for a scrap (although Melf's personal feelings are similar to the Circle of Eight's, he must follow the order of his queen).

The Circle of Eight, The Old Lore, and Old Faith, are desperate to close the portals, especially the portals to Oerth (This madness must stop before Oerth is infected with "technology " and is destroyed as well). Mordenkainen goes off in search of Elminster. The rest of the Circle split up to meet with the elves, and Technocracy. The Old Faith,. and Old Lore Representatives go off to meet with the druids and Fey folk. If the peace talks fail, they will put Plan B into action.

Mr. Draco

Member

posted 04-11-2001 01:06 AM

Well, forrester, time to start tallying our armies. Personally the psionic league can supply between 1 and 7 million psionic beings, (creatures and sentients, depending on how many edena thinks can be found in four worlds). We should, by now have maybe 5,000 golems? What of the other forces in the humanoid alliance? How many warriors can you send to battle? The call for arms has gone up, let all reply!

Edena_of_Neith

Member

posted 04-11-2001 01:08 AM

Noted. The NeoIllithid fight back fiercely, and you discover they are quite as tough as they are made out to be. Realizing they would be more advantageous underground, the NeoIllithid retreat Below, and they are joined by some of their fellows. Very quickly, a major war is raging in the Upper Underdark. The Technomancy has still not spoken. The elves, their Faerie Folk allies, their angelic allies, their dwarven and gnomish allies, and all their other allies are rushing to ready themselves for this last, climatic showdown.

Forrester

Member

posted 04-11-2001 01:09 AM

Again, Gruffmug, I am doubtful that Edena will give our side entire new planets to play with . Remember that the best current technology is still (until Edena says otherwise) only WW1-level stuff. Let's wait for her call. In any case, your help against the elves will be invaluable. DRACO -- Edena's not working with absolute numbers here. I do get the impression that as far as sheer numbers go, we're ahead, largely due to the number of humanoids (we breed, you know). I also get the impression we're ahead in technology -- which is exactly why we should be able to not only match the elves, but take them down. (Why the original Technomancy should be absolutely necessary for victory, I'm not sure -- but I accept it. C'mon, buzzard/Reprisal/Lannon! Where are you?!) Lord Forrester Peacemaker

Mr. Draco

Member

posted 04-11-2001 01:10 AM

Well, edena thank you for the update, but i am still waiting for the number of psionic beings (creatures and sentients) i can recruit from four worlds.

GRUFFMUG- The psionic league sends a legion of 20,000 psionic warriors and creatures to help rout out the illithid. (fight fire with fire)

What next, do the elves reply?

Forrester

Member

posted 04-11-2001 01:17 AM

johnbrown -- The Humanoids will completely and totally refuse to ally themselves with demons, as long as the devils controlled by maddman75 fail to agree. Given the strange bedfellows, I hope they will.

That's not to say that Iuz cannot tell the demons to work independently to crush the elves, of course. But we cannot formalize an alliance with them.

Lord Forrester

Peacemaker

Edena_of_Neith

Member

posted 04-11-2001 01:19 AM

Draco, you can ... literally ... recruit millions of beings.

This takes time, though, and Forrester wants to attack NOW. Unfortunately for him, the Technomancy has yet to back him or you.

It is not possible to shut the portals to Oerth.

Iuz, among others, is making sure they stay open.

Because of the interference of Iuz, a large number of Celestials go to reinforce the elves of Toril.

Tensions on Oerth mount tremendously.

The elves of the Lendores are ready to declare war on Aerdi, as are the elves of Celene.

The dwarves of the Lortmils and Uleks would be only too happy to come along.

And nobody likes Turmash Mok and the orcs of the Pomarj.

Furyondy and Veluna would probably join the elves, and in any case they see this as a chance to attack Iuz, for he has weakened himself by sending forces to another world.

In other words, folks, you have totally destabilized Oerth.

Oerth was already very unstable, recovering from the Greyhawk Wars. You have pushed it to the brink.

On Krynn, the Dragon Overlords are not attacking for a very good reason.

They are waiting for the people of Toril to destroy each other. It is obvious they are going to do ... just that.

Then the Dragon Overlords can step in and do as they please.

The people of Athas - the normal, ordinary people - demand the Gates be left up.

They want the heck OUT of their world, onto the green, verdant paradise that you call Toril.

It is assumed that all sides are calling up, or summoning, all the Outsider help that is physically possible to obtain.

All sides have, or are in the process of, summoning all the help from other Crystal Spheres they can.
It is all centering around Evermeet.
Evermeet, the last home of the elves on Toril.
Created by the Sundering 50,000 years ago, the elves will see Toril destroyed before they give it up.
They will fight to the end. They intend to make you pay a cost so staggering, so awesome, so terrible, for Evermeet, that people will be whispering in terror of it another 50,000 years hence.

Reprisal

Member

posted 04-11-2001 01:22 AM

The Technocracy does not condone the total genocide of any race, even if it is the elves. ((The Kender on the other hand...))
If you move, you move alone, we will not attack another land if they do not attack us. We do, on the other hand, send Ambassadors to the human and gnomish lands outside of our realm. Do not mistake this as a slap in the face, we have asked our populations and they do not crave warfare anymore. We will not stop you, and we will continue to trade with you, but we will not take part in a war of aggression on the Elves.
Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

Gruffmug

Member

posted 04-11-2001 01:23 AM

I count the githzeral and githyanki armies in the hundreds of thosands (proably more) as both see the Illithiad as a major threat they are fully engaged. Gith do not want to under Illithiad rule again.
Both The Scro and the Thri-keen control a crystal sphere. They have allot of troops however thier numbers are being used mainly to crush the elven fleets. They both have scores to settle with the elves.

Edena_of_Neith

Member

posted 04-11-2001 01:24 AM

The elves of Toril send out a final plea for more help.
Help from anywhere. Anybody. They don't care who or what or why.
This is an urgent, desperate begging.
Monsters have come, and Evermeet will be destroyed, and scro and other abominations will rule Toril, if they fail to receive this assistance, they say.

johnbrown

Member

posted 04-11-2001 01:24 AM

Iuz no problem with this arrangement. A formal or informal alliance makes no difference to him. The Demons will attack the elves, once he hears from the Ramapaging Demons. Iuz does expect Humanoid assistance (no Devils invited) on Oerth when this is over, however.

Forrester

Member

posted 04-11-2001 01:26 AM

Edena -- I am impatient, but I am willing to wait for Zouron to collect his allies, as long as it seems as though we are getting forces faster than the elves/celestials are.

Of course, if the Technomancy steps in, then we can begin our assault on the elves while the recruiting takes place . . .

Lord Forrester

Peacemaker

Oh -- the foolish elven threats bore me to tears. What are they going to do, reduce my people to living in caves, eating grubs and fungi and stray lizards, barely ekeing out an existence?

Welcome to our last few millenia.

I *will* remind you that with the Month of Terror of a few years ago, and the fact that so many of the most powerful elven wizards sacrificed their lives to cast that 12th level spell, I am somewhat skeptical that they could pull something just as powerful out of their butts once again.

Of course, they're elves, so maybe that's all the reason they need . . .

Mr. Draco

Member

posted 04-11-2001 01:26 AM

Hey, edena, would the illithid of other worlds come and join the psionic league?

If so, we would have three times the number of illithid on our side as there presently are on toril. If we set aside enough mindflayers to take on the resistance on toril in one on one battles, then only a few other fighters will tip the balance to our side, and we will still have many more illithid to help us and set loose on the elves, so edena, what do you say, do the illithid of other worlds help the psionic league?

Edena_of_Neith

Member

posted 04-11-2001 01:29 AM

The elves, along with all their allies (faerie, angel, dwarve, gnome, etc.) send a diplomatic envoy to the Technomancy.

Offering Alliance with the Technomancy.

Alliance against the hordes of Scro and Thri-Kreen who are coming from the two Crystal Spheres they control.

Alliance against the humanoid hordes out of control.

Alliance against the devils, demons, and the massive forces of evil Outsiders and evil humanoids being sent from other worlds.

The elves say: this is our world. Toril. Toril the beautiful.

Let's stand together, we of Toril, against the extra-planar and

extra-world menaces.

The elves even send a diplomat to the NeoIllithids, requesting alliance with them.

The message:

Let's protect our world, Toril, Abeir-Toril, the Cradle of Life, from the millions of monstrosities from other worlds that have come, or are coming, to overwhelm us all, and those on this world who would ally with them. The elves point to the Defilers of Athas as a prime example of these unwanted outsiders, and the demons, who continue to rampage and plunder indiscriminately.

Edena_of_Neith

Member

posted 04-11-2001 01:32 AM

Draco, absolutely not.

The illithid of other worlds are coming.

To support the Illithid Alliance of this world (not the NeoIllithids)

And the Illithid Alliance of this world, has not taken any side but it's own.

And, by the way, they ARE now close to figuring out how to put out Toril's sun.

johnbrown

Member

posted 04-11-2001 01:32 AM

The Circle of Eight, The Old Lore and Old Faith, sensing that peace is no longer an option throw in with the elves. Plan B consists of Ulek, Celene, Furyondian, Velenese, Keoland, Greyhawk fighter, cleric, wizard, and rouge that hey can lay their hands on throwing in with the elves as well (better to have Toril destroyed than Oerth).

Gruffmug

Member

posted 04-11-2001 01:34 AM

They scro alliance arrive in Oerth's crystal sphere and begin scouting with small unintrusive spelljammers.

What defenses do they have?

Forrester

Member

posted 04-11-2001 01:35 AM

REPRISAL!!!! You FOOL!

Grrrrrrrrrrrr. Coward.

Okay, Edena. As soon as Zouron and Draco have summoned enough help to take down the elves, I ATTACK! We will start by eliminating the elven menace from everywhere BUT Evermeet -- we want to control all of the continents, if we do not already. Perhaps the cowards have already fled.

After that, all of the remaining elves will be on Evermeet. May I ask, Edena, the approximate dimensions of this island?

Our mages may find it easier to cause a massive tidal wave that would wipe out all life there -- rather than taking the time to invade. Heh heh heh.

Lord Forrester

Peacemaker

Edena_of_Neith

Member

posted 04-11-2001 01:37 AM

Noted.

It is easy for all these nations to send forces, since the Gates are now open.

Evermeet welcomes them eagerly.

There is a problem, though.

Iuz immediately attacks Furyondy, Veluna, the Vesve, and the Shieldlands. This is partly to stop you from doing what you were trying to do: support the elves.

He is also doing it because you are weakened, having sent large forces to aid the elves of Toril.

The moment Iuz does this, the war in Teht flares up all over again.

Stonefist declares war. The Theocracy declares war. Exhausted Nyronid is pulled back into the conflict.

The outraged dwarves and elves, jumping the gun, attack Turmash Mok and his Pomarj orcs.

Seizing the initiative, Greyhawk and the cities of the Wild Coast, and Verbobonc, join in the attack.

Seeing the nations supporting Geoff and Sterich occupied, the giants and drow renew their attacks.

The Scarlet Brotherhood watches all this, waiting for the opportunity to pounce.

Forrester

Member

posted 04-11-2001 01:41 AM

Do you see, Reprisal? They ask your help AGAINST us! They WISH WAR! Let us give it to them!

Should you decide to move against us -- no, you could not possibly be that foolish! We **are** the production of your empire. We are the guardians. You are in our midst -- and ever have been since we defended you from these accursed elves. Should you throw in your lot with them, you would fall within **days**.

Do not be tempted by elves.

Meanwhile, I secretly talk with Iuz about a possible invasion of Oerth.

Most of the "good" powerful forces apparently have come to Faerun. No doubt that there are humanoid factories starting up in Oerth. And besides, the Toril sun is about to be blotted out anyway.

It may be time to leave this accursed world, and start in a new one.

NOBODY expected THAT, DID you?!

Lord Forrester

Considering Getting The Hell Out Of Here

johnbrown

Member

posted 04-11-2001 01:42 AM

Has Modenkien been able to speak with Elminster? If so what's his take on all of this.

Forrester

Member

posted 04-11-2001 01:43 AM

Holy COW! I posted the post after Edena's BEFORE I read it . . . simultaneous posts, both dealing with war on Oerth. So how about it, Edena? Would a mass migration to Oerth be successful -- and offer us a greater chance for victory/our own Humanoid Homeland? Or not (very likely not). But I must ask . . .

Edena_of_Neith

Member

posted 04-11-2001 01:43 AM

The final war for the elves begins.
The Elven Imperial Navy has positioned itself over Evermeet, to protect it from Wildspace.
The elves have a large ethereal, and a large astral, force, ready to defend against planar attacks.
They have large defenses Below.
Evermeet itself is 200 miles long, and 100 wide.
Every mountain and hill, every tree, every building, everything you could think of and more, has been fortified, refortified, magically fortified, magically fortified again, and elves are ready to sell their lives dearly. With them stand legions of angels. Practically all the Faerie Folk of Toril. Massive hosts of dwarves and gnomes.
With them stand vast numbers of peoples from other worlds and planes. A host of Outsiders from Arvandor.
A vast host of humans and demi-humans from Oerth.
The list goes on and on.
The final war begins.
Scro and Elven ships clash in space. The sky lights up with the explosions.
Mages teleport to battle. A thousand spells detonate.
Warships collide, guns blazing, fireballs lobbed, lightning bolts shattering the skies with endless thunder.
The sea churns and boils as the sea elves and merfolk clash with the sahuagin and others.
Wild magic storms begin erupting, and racing eastward. Multicolored lightning flickers from strange clouds of black and purple hues.
Hurricane force winds strike the mainland. Great waves roll in, harbingers of things to come.

johnbrown

Member

posted 04-11-2001 01:45 AM

Forrester,
Iuz thinks that's a wonderful idea. But you have to leave the devils here.

Forrester

Member

posted 04-11-2001 01:46 AM

Hmmmm. It seems that Edena is typing faster than I am. That's amazing in itself.

I guess we're not going to do the big Switcheroo/Attack Oerth.

I order my Underdark humanoid factories to batten down the hatches, if they haven't already. Looks like the elves are going to be doing some dumb High Elven Magic again. Bastards. Well, it isn't as though we didn't see it coming.

Technomancers -- this is your time to act, and help us before Elven High Magic destroys us all. Again.

Lord Forrester

Peacemaker

Gruffmug

Member

posted 04-11-2001 01:47 AM

To add to the confusion of Oerth the Scro alliance begins making raids on the surface helping Iuz.

Also, the scro welcome the people of Athas. Stong warriors we can respect. Forrester, we do get the planets as it was stated I do control two crystal spheres.

Edena_of_Neith

Member

posted 04-11-2001 01:49 AM

It is not my right to speak for another's character, so I cannot speak for Elminster.

However, it should be obvious the Chosen are taking the side of the elves, and fighting for them.

Also, the nations of Toril that sided with the elves, are sending all the force they can, via teleportation circles and Gate, to Evermeet.

It's do or die time, for them.

They empty themselves of fighters, throw everything they have at the conflict.

Nations like Rashemen, Aglarond, Cormyr - they are hurling everything they have against the foe.

The Technomancy could have a field day against these countries. They could walk right in and take over.

These countries are beyond caring.

All they see is that Outsiders and monsters from other worlds have come to destroy their world.

The battle rages. All out war is in progress.

An immense cloud forms over Evermeet, filling the planet's troposphere and stratosphere.

Lightning flickers out of it from all sides, bottom, sides, and top.

The cloud is clearly visible across all of western Faerun, and people look on in awe.

I need to know what the Technomancy is going to do, and I need to know NOW.

DarwinofMind

Member

posted 04-11-2001 01:55 AM

Wow! Ok, I'm back, but about to go to sleep, I considered packing my PlaneWalkers up and leaving, but we realize that this war is spilling out there may be no where to run.

I have met with the Dragon-king in the interest of learning new psionics.

(OOC: Edena I know your running this but I'm with Forrester why does the Chosen side with the elves when they started the war that may destroy the multiverse and they fired the spell that could have killed Mystera?

I fail to see why anyone would side with the elves in this. Other than the Metagaming aspect of Elves are cool we have to keep them alive there part of the game.)

Forrester

Member

posted 04-11-2001 01:56 AM

Okay. There is but ONE course . . . ONE thing to do at this point.

If we can . . .

We've been working on a little spell -- to shut down Psionics for a little while. Well, as the elves pointed out, there's ANOTHER little spell out there . . . that shuts down all MAGIC for a little while.

It's time to use BOTH -- and BOTH it must be. One or the other will not be enough. First the Psionics one -- then, a day later, the Magic one. This will give the Phaerimm ample opportunity to free themselves from the Illithid *and* slay many of them, spoiling their plans.

Then, we stop all Magic. Evermeet will lose all magical protection -- and with our greater numbers, they will FALL, FALL, FALL! The Devils will be warned -- but the Solars will die, the Outsiders will die, and the elves, who once again overrelied on their magic, will die. Our troops will be in non-magical ironclads, but they will still float (and again, we have the powers of the evil sea creatures). Even without the magic, we have excellent technology -- and we have greater numbers! And we will be prepared for what happens. The elves will not.

Assuming that both spells will work, and that we can get enough troops to Evermeet afterwards -- that's EXACTLY what we do.

Lord Forrester

Peacemaker

We will stop the Elven High Magic from destroying Toril. . .

Oh -- keep in mind that since the last fiasco, the Technomancy (and the humanoids technomancy), while

adding magic to various items, has made sure that most still function WITHOUT them. Rifles without

Truestrike and +3 bullets are still rifles.

Of course, perhaps we can't even cast the demagicking spell -- in which case, hell with it. We'll just kicking their ass anyway.

(And we *wouldn't* cast it unless we knew we could overwhelm the Island, Normandy-style, right afterwards . . .)

Lord Forrester

Peacemaker

Mr. Draco

Member

posted 04-11-2001 03:32 PM

Wow, that is impressive...

Good luck edena.

If it is possible, could people still help me put together enough pertinent information in the other post (titled: "History of toril during the industrial revolution") to create a viable campaign world, i think it would be really great if people could help with that.

Bugaboo

Member

posted 04-11-2001 03:34 PM

... And then the world disappeared.

That's where Bugaboo came in!

(But he didn't stay long; just enough to have fun while he rebooted reality under the guise of his Edna of Nieth avatar. Then he left again.)

Gruffmug

Member

posted 04-11-2001 01:56 AM

The Scro weary of elven magic back off to the edge of Toril. We then send a massive fleet expendable whos sole purpose is release 10 improved Witchlight marauders (they have regeneration and spell resistance) on or as near as possible.

hmm.. it may be better if we wait and consult forrester first. We have what amounts to an A bomb do we use it?

Nok

"We let the dogs out"

Edena_of_Neith

Member

posted 04-11-2001 01:57 AM

The Chosen answer you, Darwin.

The Chosen state:

If the elves of Toril are exterminated, it will cause all life on Toril to end.

This is because the elves are a part of the Magic.

The Magic of Toril.

The elves ARE a part of the Weave.

Magic and life on Toril are entwined. One cannot exist without the other.

Destroying all the elves, down to the last and least, will wreck the Weave.

Reprisal

Member

posted 04-11-2001 02:03 AM

In an address to the United Parliament of the Technocratic Coalition, broadcasted on the D&D equivalent of radio, even though we may as well have it if we've got WWI level technology.

"Members, Ministers, we stand at a precipice. We have been through close to six years of warfare, and it has become more than obvious that if we continue, not only will it end in fire, it will end in the total destruction of entire populations...

"We did not start this war, the elves did, and we battled them back with the help of our humanoid allies, under Lord Forrester, and now we stand as a monument to a society built not only on technology, but on the rights of every sentient being that walks this planet. This was a battle of self-determination, and we have won that after our baptism of fire. We are a young collection of nations by all standards, and yet we still have the sum knowledge of all that have come before us.

"The question now becomes: 'Do we have the right to erase an entire race from the face of the planet?' I fear that if we do so, we will become not only hippocrates, but no better than the elves. We, as a nation, have built our nation on the fact that no one nation has jurisdiction over that of another, separate one. The only war that is justified is one of defense, and the war our allies have advocated, have pushed upon us, is not a just war.

"Though we still treat our allies as compatriots, we will not march our armies onto foreign soil if they have not attacked us. The Great War is over, and I for one wish it to remain so... The question, I pose, is one of the utmost importance: With the introduction of other worlds, alien to you, I and many others, do we dare act with impudence? What dangers face our citizens, our sons, if we agree to send any of them into the breach?

"I do not wish to fight, but if we must, we will. Despite what some may believe, we are still a force to be reckoned with, we have just grown ourselves a set of values that we can call our own. These may prove alien to some, but they must be respected, or all we have fought for has been for naught. It is with a heavy heart that I ask the Honourable Speaker to call a vote on what we do next:

"Mr. Speaker, as leader of the Liberal-Democratic Coalition, I call for a vote on our next action. I see three things that we may do: (1) Join the Humanoids in a war that we know to be unjust, (2) Join the Elven Combine in a war we know to be unjust, or (3) remain neutral in its truest sense. I believe that the answer is obvious, please, we cannot turn on the values of our founders, we must respect the sovereignty of any and every nation on this world, or not on this world.

"What the humanoids choose to do is of their own concern. It is now that we, and we alone will decide what it is that we do from now on. We are free from the tyranny of the elder races, and what we do from here is a result of our choices. I do wish that those who hear this respect our choice, for it is ours to make.

"Thank you."

((Though I, as a political leader, advocate the total neutrality of our Coalition of Nations, I cannot dictate what it is that we do, it is up to either Buzzard, and Lannon to help make the choice. Should they not be here, I leave their two votes to Edena.))

Reprisal.

Edena_of_Neith

Member

posted 04-11-2001 02:03 AM

Sorry, Forrester, but the elves are the only ones who could pull that stunt. And then, only once.

However, the dropping of Witchlights on Toril is it. That's the final straw.

Do you know what a Witchlight is?!

It is a creature that multiplies out of control, and this multiplication is measured in seconds.

The multiplication requires no growth, and no sustenance, except that the Witchlights must eat, and eat, and eat.

They cannot be stopped, once started, once they have really gotten going, by any known magic or being.

And your scro allies just dropped several on Evermeet.

Water is NOT an obstacle to witchlights. Multiplying out of control, they will destroy all of Toril.

The elves unleash their answer to the Witchlight, as they promised they would.

The tarrasque is awakened from it's slumber, and it comes to Evermeet (and the elves weep, too, at the grim necessity of doing this awful thing, bringing THIS being to their sacred homeland).

The tarrasque, alone, is capable of taking on and stopping the Witchlights.

The tarrasque ... starts to feed.

Forrester

Member

posted 04-11-2001 02:03 AM

Assuming Edena tells me that my plan will work, you're best setting down your ships for a little while.

If we really **do** have the equivalent of the A-bomb (I think Edena would let me know if it were true), I'd hurl it at Evermeet. Duh!

And I don't care if it wipes out all life on Toril. Stupid elves. We wipe out 99.99% of them, Toril begins to crumble, and we all move into Oerth to kick ass THERE.

Lord Forrester

Peacemaker

DarwinofMind

Member

posted 04-11-2001 02:04 AM

(OOC: **errr** **rolls eyes** Expected something like that.)

Anyway, at this point it's over for Toril in my eyes, I'm mealy looking for somewhere in the multiverse far enough away to hide out, We may use our Psionics to create a demiplane for us to hole up on, but we are worried about the war following us.

We had heard rumors of a place known as Ravenloft that can be entered but no left. So if it comes down to it we will duck in there and let anyone foolish enough to follow, follow.

Hopefully it won't come to that, My force doesn't have alot of arcane magic, mostly Psionics and Divine but I believe that we can create some temporary gates and we are invited anyone who wishes to pack up and leave

passage with us when we go. For now though we are trying to gather information and see what happens.

Edena_of_Neith

Member

posted 04-11-2001 02:06 AM

I cannot make those two votes, Reprisal. I am sorry.
You must take the responsibility. You, Lannon, and the others who run the Technomancy.
You must choose.
And you must choose now.

Edena_of_Neith

Member

posted 04-11-2001 02:08 AM

Darwin, Greatspace would be a good place to go.
There are plenty of Crystal Spheres where you could go, and find peace.
There are thousands of such spheres out there. This war is only involving about 8 or so, out of those thousands.
The Universe is a big place.
And, for what it's worth, there are still idealists fighting for Toril.
THEY have not given up on their world.

Forrester

Member

posted 04-11-2001 02:09 AM

Hee hee hee. I think we'll pull back for now. The Tarrasque is eating Evermeet! HAHAAHAHAHAHAHAHAHA!
Once it gets done with the Witchlights, it'll start eating elves!
Now THAT'S FUNNY!
Unless the elves are so cheaty that somehow they can COMMAND the Tarrasque. (I'm skeptical.)
Funnier is the fact that the Evermeet is in the middle of a vast ocean. You know how far the Tarrasque is going to have to go to get to humanoid settlements? HAHAAHAHAHAHA!
Stupid elves!
Of course, we immediately commence an investigation into how the Tarrasque can be stopped at some point
-- or, perhaps, slowed, or put to sleep.
But the rest of us sit back and watch the fun.
Lord Forrester
Peacemaker

Reprisal

Member

posted 04-11-2001 02:11 AM

((Can the humanoids without the aide of our nation eradicate all of the elves on this world? In making a decision that I am loathe to make without my fellows, I must have this information.))

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

TheBurnedManAtWork

Member

posted 04-11-2001 02:11 AM

Dregoth waits for the right moment...

When the Elves of Evermeet are weakened enough he uses his researched Spell to drain all life (tarrasque, witchblight, etc) in the isle.

...this energy fill fuel his ascenscion to true divinity...

...if it destroys toril, too bad... let me know if it works...

johnbrown

Member

posted 04-11-2001 02:12 AM

If Iuz and the Humanoids take off for Oerth. The other Oerthans will have to follow, if they can. That combo simply represents too much power not to send the troops they have left back. To defend their homelands.

DarwinofMind

Member

posted 04-11-2001 02:13 AM

Understand there is plenty of places to go, But see, I'm offering to bring as much of the population of Toril with me as possibile.

2 problems arrise here, First we have to find a place where these refuges are welcome... second, We have to make sure this war doesn't start again there, plus! we have to make sure the Demons, and the Mind-Flayers (yes I'm a psionics fan that can't spell the other name, shame on me) don't follow us there, I am even offering to bring elves but they can no longer be trusted, they have to be watched, that Month of Terror was a alignment shift from Good to Evil for the whole race.

Forrester

Member

posted 04-11-2001 02:14 AM

Reprisal -- if you will not join us against the elves, will you at least help us find a defense against the Tarrasque?! Assuming that it eventually finds its way to our shores, of course -- knowing Edena, I'm sure it will, after it's finished feasting on Evermeet.

Edena -- any elves fleeing Evermeet are sure to be killed by our forces, of course.

Lord Forrester

Who Now Desires Only Peace

Oh -- Edena. Now that this has happened -- well, I can appreciate that we can't pull the demagicking stunt.

But Dregoth said that he had some Psiomatrix that shut down psionics, and the Gith, Draco, and Zouron

have been working on a spell that would shut down all psionics

temporarily. Have we been successful yet? If so, it's time to bring down the Illithids . . .

Gruffmug

Member

posted 04-11-2001 02:14 AM

I have my reply from Forrester. We drop the witchlight marauders. Scro and allies help in the evacuation of humaniods from Toril. Several archmages and archerlords warriors engage the tarrasque and wish it dead!!

CRY HAVOK AND LET SLIP THE DOGS OF WAR!!!

Nok

"Who let the dogs out"

"We let the dogs out"

"Muuhahahaha"

Forrester

Member

posted 04-11-2001 02:15 AM

GRUFFMUG! Please edit your statement.

I'm sure you meant to say that we take on the Tarrasque after it's done eating Evermeet -- correct?

Forrester

Edena_of_Neith

Member

posted 04-11-2001 02:15 AM

At this point, there are hundreds of thousands of casualties among the elven allies, and thousands among the elves themselves.

The bodies of elves, faerie, angels, knights of Veluna, dwarves, gnomes of Ulek, shiere of Arvandor, kender, lay in a vast wreckage from one end of Evermeet to the other.

But Evermeet is still standing fast, in spite of it all.

Without the Technomancy, the enemy has been unable to defeat the elves.

In wildspace, the Elven Imperial Navy has given pursuit to the retreating Scro fleet, cutting it off and engaging it.

More ships are continuing their firefight over Toril itself.

There is battle in the astral plane, as the githyanki match swords against the elves defending there (the githyanki are winning that one.)

There is battle in the ethereal plane, as hordes of elementals attack the elven defenders.

The Technomancy has yet to take a stand. The illithid have yet to decide. The Humanoids and all their allies hurl themselves against the elves like massive waves against a rocky shore.

Rocks crumble, and avalanches of debris go crashing down into the ocean. Soon, the ocean is stained with silt and sand, and filled with rock debris.

And still the war rages. The great cloud looms higher and higher, multicolored lightning flickering from it, like an avatar of doom, while the world of Toril trembles under the feet of those watching on in awe.

Edena_of_Neith

Member

posted 04-11-2001 02:17 AM

I will say this one last time:

If the Technomancy joins the Humanoids NOW, the elves WILL be eradicated.

DarwinofMind

Member

posted 04-11-2001 02:18 AM

Burned Man, are you willing to teach me and my forces about your knowledge of the Way, We already have the Will.

Cevalic

Member

posted 04-11-2001 02:20 AM

And as the carnage continues, and thousands die, one has to wonder: What happens when the Circle of Dread, nine of the most powerful necromancers in the multiverse, enter the field?

Forrester

Member

posted 04-11-2001 02:20 AM

Edena -- you make it sound like the humanoids are literally tossing themselves against the shores.

(I take it the Tarrasque has perished?)

It's far more likely that we're just off-shore, bombarding the living hell out of Evermeet with our magically-enhanced cannon. There are likely some attempted incursions as well, of course -- but we're not suicidal! That's the wonder of technology -- we can attack from afar . . .

Lord Forrester

Wonderng whether Zouron's Reinforcements are Here Yet.

Wondering whether the Defiler Technomagery Weapon is Complete.

DarwinofMind

Member

posted 04-11-2001 02:20 AM

This time I really am going to sleep guys' it's 3am here, See you in 8 hours.

All willing refugees are recomended to be in my camp at all times, If anything bad goes down while I'm gone, I gate out anyone who gets left behind gets left.

Reprisal

Member

posted 04-11-2001 02:22 AM

Forrester, only if the Tarrasque makes its merry way into Technocratic lands.

((I ask that Edena repost the power levels of singular nations, actually, I only ask the levels of: (1) The humanoids et al (2) The Technocracy (3) The Elves et al (4) Anyone else pertinent to my decision.))

((Screw it.)) If the choice is regrettably mine, then I choose neutrality. Mess with us, and we'll take a bite out of you that will make it so that you will not survive an incursion with any other force. We will continue trade, but we will not publish any of our further scientific findings. From now on, we benefit from our discoveries alone. The Humanoids are at a point where they can do without our knowledge. Though it is not as advanced as ours, since we would have built institutions far superior to any humanoid one, and we can afford the best minds (that's where hard currency comes in Forrester), we can afford to stay our ground.

We redouble our efforts in researching defensive technology, as well as researching something the British coined "tanks." Adamantine tanks should prove to be quite an advantage over any attackers. Still, we urge the humanoids to leave the elves alone, for if they are part of the Weave, then their destruction can only mean the destruction of our world.

Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

Forrester

Member

posted 04-11-2001 02:22 AM

Please, Reprisal. We Need You. We won't kill ALL the elves -- we just want Evermeet.

Imagine -- the elves, FINALLY defeated at last!

Forrester.

Just Forrester.

johnbrown

Member

posted 04-11-2001 02:22 AM

Edena,

OOC: However this comes out...Man, has this been fun!!

Edena_of_Neith

Member

posted 04-11-2001 02:24 AM

Yes.

Zouron's Undead hordes are with you. So are all your allies.

It's just that, even with all your forces - all of you put together - you cannot win against Evermeet.

The island is just too heavily defended.

The elves used the tarrasque to clear the witchlights, then Wished it into stasis.

The Humanoids and their allies simply cannot break the elves alone. They MUST have the Technomancy to do it, and the Technomancy has been doing the classic political thing - lots of talk, and lots of committee discussions, and lots of conferences, and no action. (chuckle)

Gruffmug

Member

posted 04-11-2001 02:24 AM

Originally posted by Forrester:

>GRUFFMUG! Please edit your statement. I'm >sure you meant to say that we take on the >Tarrasque after it's done eating Evermeet -- >correct?
>Forrester

Hmmm.... yes yes we will wait for for a time.
"Die elves Die"

Cevalic

Member

posted 04-11-2001 02:26 AM

Mr. Baggins, I simply do not understand war...

Forrester

Member

posted 04-11-2001 02:27 AM

Damn you, Reprisal. I wish Lannon were here. I know he'd help. When it becomes CLEAR that we cannot get additional allies, and it becomes CLEAR that we cannot take the island, we will pull back into a defense posture, Edena. We will not leave -- but we will stop surface incursions. We'll blow them back into the Stone age from the sea. (That includes our submarines). Think England during WWII. Germany could not take them . . . but oh, my, they could hurt them a lot. We'll do that for at least two months . . . while gathering information on how long the Illithid have until they blot out the Sun. Oh -- Edena -- you never told me whether that little piece of temporary Psionics-cancellation was possible.
Forrester

DarwinofMind

Member

posted 04-11-2001 02:28 AM

Oh, one more thing before I sleep, the destruction of the elves can't possibly mean the destruction of all of Toril, the Elf happy Chosen are just protecting there jobs. See if the elves go the Weave goes, Well, we already had no weave, we survived, It just gets rid of magic. Most of the time no magic is a better thing than with magic. The Chosen are simply bull****ting us to keep the magic as they have gotten really accosumed to that Spellfire stuff.

Edena_of_Neith

Member

posted 04-11-2001 02:28 AM

Heartened by the Declared Neutrality of the Technomancy, the elves strike back with all their anger and their ferocity and their famed magic. The Humanoids are forced back. Any on the island of Evermeet are destroyed. The great Humanoid fleets have to fall back from Evermeet. The Scro are fighting for their lives against the Elven Navy in wildspace. The Githyanki have triumphed in the astral plane. The elves and elementals continue to battle it out in the ethereal. Across the length and breath of Evermeet, a cheer goes up, and the flag of Evermeet still waves proudly in the wind over the palace of Queen Amlauril.

Reprisal

Member

posted 04-11-2001 02:30 AM

((LOL, I'm glad you got it Edena, it's the politics of self-interest, of neutrality. Though it may seem out of place in a world of Good and Evil, it seems appropriate for the Technocracy, and humans in general.)) We are loathe to see the elves dying in droves, though we have no love for them, we do not hate them as the Humanoids do. Still, we regret to see Lord Forrester throwing his troops to their doom at Evermeet. Though you say that you will not destroy all of the elves, we do not believe you. I have met you in person, and you hate the elves so much that it clouds your judgement. We will NOT take part in the full scale eradication of the elven people. We will stand on the sidelines and wait... If it's war and conquest you want, take it somewhere else, for we do not want it.

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

Forrester

Member

posted 04-11-2001 02:31 AM

Very well. We will fall back.
Average Elven Generation: 200 years.
Average Humanoid Generation: 15 years.
Victory is assured.
Um, as long as the Illithid don't blot out the sun. Again, need to hear more about that.
Cursed Technomancers. How powerful ARE they, anyway, compared to the Humanoid Horde?
Forrester

zouron

Member

posted 04-11-2001 02:32 AM

My undead forces (which are the only ones I sent out) are helping my alliance, but also got special order to capture as many elves as possible and send them off to my demi plane.

Also they are able to grab artifacts and magic items, to send them the same way.

though we do not accept the Scro alliance, but we do strongly aid the Neoillithid with eitehr hideout in our demiplane and also support in form of spells and training.

Also remember we are continuously gathering resources and trying to recruit new people to our cause.

johnbrown

Member

posted 04-11-2001 02:32 AM

Well, the forces of Oerth, both good and evil, have to go to bed. Edena, I trust you will do right by them. Til the morning...

Edena_of_Neith

Member

posted 04-11-2001 02:32 AM

You have Evermeet under siege, Forrester.

They cannot leave. You have them pinned in there.

You cannot, it seems, manage to get in through their defenses, though.

A LOT of the Humanoids feel betrayed by the Technomancy, and would be happy to attack them, instead.

After the deaths of hundreds of thousands on both sides, a stand-off has ensued.

Power Levels:

The Technomancy, without Humanoids: 20 (they are up to 1930s technology)

The Humanoids and all allies: 23

The Elves: 18

The Illithid 15 (and they are exceedingly close to their goal now)

This takes into account war losses.

Gruffmug

Member

posted 04-11-2001 02:33 AM

They....They.....They....

They stopped the witchlight marauders?!?

The Scro alliance is stunned and retreat from realmspace to regroup. Only the ground forces remain to defend allies. We stop being offensive for a time to think.

They Will return in One months time.

Nok

"stunned quiet"

Forrester

Member

posted 04-11-2001 02:39 AM

Very well. I had no idea that our fellow technomancers were so powerful. Very well.

Edena -- again, can we free the Phaerimm by nuking Psionics for a few hours/days? Zouron has a team of master, MASTER psionics helping with the problem -- and the scro (gith) were helping as well.

zouron

Member

posted 04-11-2001 02:40 AM

hmm seems in the time I been posting one four others have been made, evermeet didn't fall that is good, but we will looth what we can, and gather as many corpses as possible for our armies, anyone we capture in the fray will be offered to join our land or be set free, for a price of course (not unreasonable though).

I will continue to train wizards and research magic, technology and so on, making a point of keeping it harmonic with nature.

Also forrester I will like to express that complete annihilation of a race is poor for the nature of magic, much could have been lost, if that is your goal our alliance will stop. War is to win nor to eliminate species. Spell jammers seem to be in masses, we will gather what helms and ships we can for research.

we wills till try and recruit those willing to live for the world of magic.

I will continue to uphold the social security to make as many as possible happy and as few as possible hopelessly poor as this creates no profit, especially in trade with foreign nations

lastly, could we get a individual powerlevel for all grounds posted edena? just to get a hold of the situation

Reprisal

Member

posted 04-11-2001 02:41 AM

I should go so far as to warn any aggressors, or potential aggressors, that any invasion of our soil will be met with our superior defensive capabilities. If it's the 1930s in our nation-states, that means we are approaching not only tanks, but bombers, fully automatic infantry weapons (stuff like the Tommy and the Engineer's Grease Gun) as well as the advancements in magic. We have radio, we can communicate far better than the humanoids, and we have railways, and we can send reinforcements to where we need them.

The network is in place, and if you attack us, you will NOT survive any other battles with any other enemies.

((Which Illithids are close to what goals? If they are close to blotting out the sun and all that, then it looks like we're fighting the wrong war. Eh, Forrester?))

Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

Edena_of_Neith

Member

posted 04-11-2001 02:41 AM

The elves once more offer alliance to the Technomancy. The point out that, with the combined strength of the Elven Alliance and the Technomancy, the TOTALLY unreasonable and hate filled Humanoids can be contained, can be stopped.

Wiping them out is not suggested, not at all.

But the elves point out that kobolds should not have war factories producing magical firearms, cannon, explosives, and whatnot.

Nor should orcs, goblins, hobgoblins, gnolls, and other such beings.

The elves think such high technology, should belong to responsible people: i.e., the Technomancy.

So, if the Technomancy is willing to ally, the elves will go to war to stop the maniac humanoids who are running around with ironclads, machine guns, explosives, and Corellon knows what else.

Edena_of_Neith

Member

posted 04-11-2001 02:44 AM

Zouron, you have completed your Sanctuary, and large numbers of people are going there.

You have succeeded in appropriating a vast quantity of Helms, magical items, and insundry things.

At this point, Clerics AROUND THE WORLD report that their divinations show the following:

The sun is about to go out.

The ONLY way this can be stopped is if ALL forces IMMEDIATELY assail the illithid, or ...

The NeoIllithid somehow stop their deep brethren from doing this thing.

Reprisal

Member

posted 04-11-2001 02:44 AM

((Edena, you know how much pain you're causing my character? Heh, he's staying up nights and wondering where the hell Lannon and Buzzard are... This is tearing him apart. Not that I don't appreciate it though, you are the Goddess of DMs. - uh, you are Female, right?))

"We do not want to destroy anyone, so a military alliance with the humanoids is out. But we want to recognize the fact that the humanoids are able to do as they wish without our interruption... What do I do?"

"God dammit all..."

"What do I do?"

Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." - Albert Camus

[This message has been edited by Reprisal (edited 04-11-2001).]

zouron

Member

posted 04-11-2001 02:44 AM

I will not be aiding the humanoids this time, or any other, but simply raide the fields of battle for goodies, and no no psionist of my highest caliber is available for your taking I have few, as Draco. My lands will get ready for a serious assultand much magic will again be transfered to the demiplane.

Forrester

Member

posted 04-11-2001 02:45 AM

The elves forget that the Technomancers are walking around with the exact same weapons.

The elves forget that they started this entire thing.

However, WE have not forgotten our technomancer allies -- that was just some rude grumbling about being SO CLOSE to eliminating the elves. Forgive me.

We saved you once before, Technomancy. And our forces are right next to yours -- the elves are in Evermeet. Indeed, given our greater numbers, we supply the raw goods to many of your factories. If war between us was to break out, who would be harmed the most, you, or the elves? Think about it. Evermeet would go untouched, while our continent burned to the ground.

This would simply be foolish. We have had peace between us so far -- let us continue.

And decide what to do about this Illithid menace.

Lord Forrester

Peacemaker

Gruffmug

Member

posted 04-11-2001 02:46 AM

The Scro offer an nonaggression pact to elves if they will hear us. We will meet to discuss details.

Nok

maddman75

Member

posted 04-11-2001 02:46 AM

The great Pit Fiend Garoth looks over the battlefield and shakes his head. Small minded mortals.

He calls an additional five pit fiends and several other devil squadrons to fight the demons of Iuz.

He works with the technology academy to come up with plant killing chemicals. When completed he will have his troops teleport them in, defoliating Evermeet.

Finally, he says "I wish the tarrasque would awaken." (Pit fiends get one wish a year you know)

If the elves put him back to sleep, he'll have one of his cohorts wish him back asleep.

"If I ever get a tumor I'm gonna name it Marla."

Reprisal

Member

posted 04-11-2001 02:48 AM

The Forces of the Technocracy are rolled out in machina and are advancing on the Illithids. We will not allow the destruction of this planet, for we are a part of it. I plead with all other races to do the same, for our very lives are at stake.

Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

zouron

Member

posted 04-11-2001 02:48 AM

Since psionics are pretty much useless against the undead with a few exceptions my forces will assault the deep below mind flayers immediately, but a prime aspect will be gathering resources as we go and artifacts etc. and increasing our armies letting the others take on the heavy pull.

Forrester

Member

posted 04-11-2001 02:50 AM

You forget, Reprisal, that we have our own factories, our own railroads (though perhaps we share some), our own means of electronic communication. We've been developing (with your help, to some degree) this technology for the last six or seven years, my good man. You may be slightly ahead of us in technology, but that's about it -- note that even given the heavy losses we took in the war, we still overpower you.

So peace?

Zouron, I am disappointed in you -- you will not be given access to the fields of death if you do not lend your undead in our battle against the Illithids. They would make excellent warriors, as they could not be controlled by the squid-heads.

And Reprisal -- I believe that our Iron Golems would be EXCELLENT in our attacks on the Illithid. Don't you think?

Forrester

Edena_of_Neith

Member

posted 04-11-2001 02:50 AM

Thanks to Maddman, the tarrasque awakens, and for some reason this time Wishes don't seem to affect it.

This is very unfortunate for the elves.

The elves suffer over one million casualties, between them and their allies, and the destruction of half of Evermeet, before they manage to lure the thing into the ocean.

The tarrasque, still hungry after eating so many elves, elven allies, and so much of Evermeet, heads for mainland Faerun.

Wishes continue to be useless against it, and divinations show this is the fault of both the elves and the devils.

Too many wishes thrown against the tarrasque too quickly.

It will be some time before it can be affected by wish spells again.

Forrester, good news.
The tarrasque so devastated Evermeet, and the elves are so weakened, that the Humanoids are able - finally - to eliminate the elves totally. You have but to say the word.

Forrester

Member

posted 04-11-2001 02:54 AM

The humanoids also march on the Illithids, with their mighty Iron Golems in front.

Of course, not **all** of the humanoids are going. As Phasmus has pointed out many times, we'd be helpless against many of their abilities. A million or two humanoids (perhaps 20% of my force) will be held back . . . just in case the elves try some foul play.

Forrester

Edena_of_Neith

Member

posted 04-11-2001 02:54 AM

I mean it, Forrester.

You can now destroy the elves of Toril, completely, and permanently.

You wanted this for all this time, and now you can do it.

Do you do it? Do you launch the final assault?

Reprisal

Member

posted 04-11-2001 02:55 AM

May the Gods damn you for doing this Forrester, but if you are going to use the Illithids' Plan to blot out the sun as extortion on us... we will capitulate. As soon as the Illithids are defeated, we will help you take Evermeet. We do so grudgingly, but I tell you not to reveal this until after we have defeated the Illithids.

Got it? AFTER.

The Elves, regrettably, will be eradicated, and we do not wish this, we do, however, wish that the world continue to have light.

((I still think that the Humanoids are still around the 1900-1910 level of technology, for your numbers are what makes up the level of power, not your level of technology. I may be wrong, however.))

Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." - Albert Camus

zouron

Member

posted 04-11-2001 02:55 AM

I will redirect all my undead forces to distract the tarresque to the underdark to the lairs of the deep illithids.

Forrester

Member

posted 04-11-2001 02:56 AM

Edena:

The Word

Lord Forrester

Peacemaker

Okay, Pit Fiends. Time to hit the Underdark. Our total force is easily 45 or 50, with Zouron's hordes. Time to kick some Illithid ass.

Heh heh heh. I hope that the Chosen were right. No doubt the method of Snuffing Out the Sun was partly magical in nature. If most of the world's magic is sucked out because of Damage to the Weave, the squid-faces will be unable to do anything against our precious sun.

Gruffmug

Member

posted 04-11-2001 02:58 AM

We move to gather all in a banner against the illithiads. We offer vast resources for rebuilding.

We have won the war with the elves the are so weakened that they will not be a threat in wildspace for a long time.

It is time we took on the illithiads as my gith allies suggest. We must stop them for they are the true threat.

All our priest tell us if we don't move against them now toril. Nah, all the planes themselves are at risk.

Technocracy how will you live without your sun? The are attacking you.

They will distroy you with a single blow. It is time to give up your neutrality and act!

Humanoids we have crushed the elves. They will be eating berries in caves for years and thier numbers are but a handfull. They are not a threat. We need you to help bring glory to humaniods. Let us crush these squid together. With this victory we shall have won not one but two wars against our most powerful enemies.

Let none speak ill of humaniods again! To War!

Edena_of_Neith

Member

posted 04-11-2001 02:58 AM

Well, Forester? It's put up time.

You'll never get this chance again, you know.

Your forces can annihilate the elves now, because the tarrasque weakened them.

But if you go after the illithid, you will certainly suffer massive casualties, the elves will recover, and I assure you they will not forget what you have already done to them.

Forrester

Member

posted 04-11-2001 03:00 AM

YES! With the help of the Technomancy, the elves will fall in DAYS. DAYS -- with the havoc the Tarrasque caused. We can send some troops down to Illithid-land, and the others, with the Technocracy, will take Evermeet, THEN meet our other forces down in the Underdark. Afterwards we will wish the Tarrasque into stasis -- or down to the Illithids, if possible, after taking Evermeet. And again, then it's Illithid-skishing time. I hope that the harm to the Weave will slow down (or stop completely) the Snuffing Out of the Sun plan. (I suppose it depends on how much Edena liked the elves .)
Forrester

Edena_of_Neith

Member

posted 04-11-2001 03:02 AM

Forrester, you do not have the help of the Technomancy. And, you no longer need it. But you cannot win against the elves unless you commit ALL your forces, now, to attacking them. If you divert strength to fight the illithid, even a part of it, you cannot crush the elves. The tarrasque has been lured into the Underdark by Zouron's undead (which it is eating by the hundreds.) The tarrasque is now immune to Wish spells.

Forrester

Member

posted 04-11-2001 03:02 AM

REPRISAL: Elves first, while they are weakened. THEN the Illithids. Not the other way around. Now that's blackmail. Edena -- let's wait to hear what he says.
Forrester

Reprisal

Member

posted 04-11-2001 03:02 AM

Gruff, we were the first to act against the Illithids, but the posts were so close that I can relate to your plight. We are going to act against the Illithids, then help destroy the Elves, who, even though they will recover, have done nothing to attack the Illithids. I do doubt, however, that the Elves will be able to face the onslaught of the combined forces of the Technocracy and the Humanoids. It's up to Edena, however.
Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

Forrester

Member

posted 04-11-2001 03:05 AM

Edena -- we will finish the ELVES first, THEN the illithids. If the Technomancy wants to make sure that we get down to Illithid-land in time, then they will help us against the elves first. Painful decision for you, Reprisal, I know.

Assuming you cooperate -- we can both send some forces against the elves to crush them, while our other troops head off to illithid-land. After taking Evermeet, our forces join us in the Underdark, as reinforcements. The Perfect Plan -- even better if the Weave is indeed hurt, and it hurts magic, and that hurts the Illithid plan to blot out the sun.

Forrester

zouron

Member

posted 04-11-2001 03:06 AM

hmm my undead forces taken up with the task of using the tarresque against the mind flayers, I must send out my mages and psionics to take as many elves to safety as possible.

Forrester

Member

posted 04-11-2001 03:08 AM

Edena -- the plan is simple.

Either the Technomancy helps us take Evermeet quickly, or they do not.

If they do, then we can BOTH divide our forces very easily -- send some against the elves, send some against the Illithid.

If they do not, then again, it is fairly easy. They go down to the Illithid, and we -- ALL of the humanoid/devil forces -- take Evermeet. And then rush to help the effort against the Illithid.

Every army needs reinforcements, after all . . .

Well, let me know how it goes -- the first part, that is (elf-crushing, and the Technomancy/Zouron vs the Illithid), before you move me on to the 2nd part (where we rush to the Technomancy's defense and kick illithid ass).

I want to know what the effect on the Weave was when the elves perish.

Forrester

Reprisal

Member

posted 04-11-2001 03:09 AM

Forrester, I can assure you that we will defeat the elves, but the Illithids prove to be the most important enemy. Edena herself has divined the fact that without your forces, we will lose the Sun.

This cannot be allowed to happen.

Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

Forrester

Member

posted 04-11-2001 03:10 AM

Oh, go ahead, Zouron. If you want to save a couple thousand elves, go right ahead. No more, though. No more. We need to concentrate on that blotting-out-the-sun thing, after all . Remember elves have long memories. I read it in someone's signature file.
Forrester

zouron

Member

posted 04-11-2001 03:11 AM

gathering surviving elves, recruiting new wizards, gathering resources, researching and rebuilding our undead army is my goals for now

Gruffmug

Member

posted 04-11-2001 03:12 AM

Forrester shows much wisdom. The chosen have already said that without the elves the weave will collapse.
Without the weave the illithiad will be easy to defeat. However, I cannot help you as much against the illithiad if you destroy the elves first as all Scro spelljammer will leave realmspace until we create helmless spelljammers (which we have been working on for years). Also, all extraplaner help will disappear. We will leave vast numbers of scro and thri-kreen to help in your assault and the githyanki/githzerai/elemental armies will help in the astral and ethereal planes.
Nok

Forrester

Member

posted 04-11-2001 03:13 AM

Reprisal -- with the Weave hurt, the illithid will not be able to block out the sun as easily or soon. (Can I get divinitory support on this? It makes sense to me.)
And the Illithid have a power of 15 -- you have one of 20. And there are Zouron's undead. And the Tarrasque!! You can certainly manage the first one or two thrusts -- we will be there SOON. I swear this to you. I'm not losing this world after ridding it of elves.
Forrester

Reprisal

Member

posted 04-11-2001 03:17 AM

We need to know for sure, Forrester, we need to know for sure, my clerics are now communing with their Gods. But for now, any pressure on the Illithids will slow their progression. You make sure we have a place at your side, for as soon as we know that the eradication of the elves will weaken any attempt at blotting out the Sun, we will divert our reserves to your front. That will be approximately half of our forces at your side. Will this be good?
Rep.

Forrester

Member

posted 04-11-2001 03:21 AM

Absolutely, Reprisal. That will certainly be sufficient to guarantee the elves' doom.

It is a wondrous solution, actually. The elves' general cheatiness and connection to magic will spell the end of the Illithid's plans! (Their plan for blocking out the sun MUST depend on magic in part, after all -- or else, what good were the Phaerimm to their research?)

Assuming that this plan will work, we WILL make sure that Zouron's elf-freeing is kept to a minimum. Not that the elves would trust Mr. Lord of the Undead, also Former Enemy, farther than they could throw him, anyway . . .

Forrester

Edena_of_Neith

Member

posted 04-11-2001 03:26 AM

(The following assumes Forrester goes ahead and obliterates the elves. Based on the last post I read before writing this, he had indicated that he is taking this course of action.)

Forrester has chosen.

In one great climatic battle, the Elven Alliance is destroyed.

Millions of Humanoids die in this attack.

Hundreds of thousands perish among the Githyanki, Githzerai, Scro, everyone who is aiding the humanoids.

The elves are obliterated, and Evermeet is overrun.

Leuthilspar is put to the torch, her people massacred, the palace of Queen Amlauril goes smashing down.

The Faerie Folk alliance loses tens of thousands of it's people (more than 2/3rds of their force), and flee weeping from the island.

The dwarves and gnomes are obliterated. Even the kender cannot escape.

Hundreds of thousands of elves, all that remain on Toril, plus their elven allies from other worlds - they all die, or are taken as slaves.

Across the length and breath of the ruined desert that was Evermeet, the humanoid cheers of victory go up.

The flags of the humanoids rise over the ruins of Leuthilspar.

An end is come to the elves of Toril.

Likewise, the Elven Imperial Navy is swept out of RealmSpace, and the Scro are victorious.

The remaining Elven Fleet reassembles on another Crystal Sphere.

The elves have one final surprise for all of you, though, and it isn't nice.

It isn't nice. It's not nice at all.

The elves, in their last desperation, throw several dozen Wrath of the Just spells.

Evermeet literally blows itself apart in titantic convulsions and volcanic eruptions. An avalanche the likes of which has not been seen since the Sundering plummets into the ocean.

The first tsunami heads for the coast. It is over 2,000 feet high. Guess what happens when it hits?

Then Evermeet convulses, and explodes. The entire world of Toril lights up, the light reflecting off of the moons, as a titanic fireball a hundred miles across rockets up into near space, hanging off Toril like a

lightbulb.

A titanic earthquake grips all of Toril.

Cities shatter, buildings toppling, smashing down, riven asunder.

Trees tumble down, their trunks split.

Massive fissures open in the ground, sucking everything down into them, enormous waterfalls the size of the Gulf Stream pouring into them, whole mountains shattering and crumbling into the void. Across Toril, volcanoes explode into red, unholy life.

The Technomancy suffers massive destruction from this quake.

Factories collapse, boilers explode, steel beams are ripped in half, concrete ceilings smash down, the cries of tens of thousands of terrified people suddenly silenced.

Mines cave in, there are vast natural gas explosions, pipelines are broken, railroads are knocked out. All communications are knocked out.

Most roads are knocked out.

Enormous fires are set in most cities. The new art of firefighting is not a match for this, because the newly built water mains are broken.

What the Technomancy suffers, is also suffered by the nations in league with the elves.

Undermountain collapses, caving in.

The tsunamis destroy the entire western coastline, eradicating, among other places, Icewind Dale, Luskan, Waterdeep, Candlekeep, Coastal Amn, Coastal Tethyr, and most of Calimshan, sweeping scores of miles inland (hundreds of miles inland in some cases.)

Zakhara suffers the same fate as the Technomancy. All communication from Zakhara ceases.

Kara-Tur also suffers the same fate, although they avoid the tsunamis.

Communications from Kara-Tur cease, also.

Maztica takes the full brunt of the waves, and the earthquakes are greater there. Vast areas of tropical forest are wiped out, and whole cultures come to an end as waves half a mile high bring Armageddon to that unfortunate continent.

The Weave staggers from the explosion, and all magic is disrupted.

Magic becomes extremely unreliable, with large numbers of spells going Wild, and others killing their casters when thrown.

However ...

The illithid are also stopped.

The explosion is so great vast areas of the Underdark collapse.

Everyone and everything caught in this collapse is killed.

A greater part of the NeoIllithid perish.

A greater part of the Svirfnebli perish.

Mithral Hall and Citadel Adbar are reduced to smithereens.

In the deepest deep of the Underdark, the earthquake hits the Illithid just as they are preparing to douse the sun.

Tens of thousands of illithid perish as their caverns and tunnels collapse.

Plans are buried under tons of rock.

Carefully stored up psionic power is unleashed, and goes off randomly, causing further havoc.

The Elder Brain screams in terror and pain (perhaps for the first time) as the death agonies of thousands of illithid hit it.

The illithid attempt to blot out the sun is halted, at least for now, at least for a decade.

All access to the illithid, through the Underdark, is not cut off ... half the Underdark has caved in.

On the surface of Toril, gigantic Wild Magic storms from hell race across the surface of the world.

Hurricane force winds topple whole forests, tear the roofs off buildings, drive people screaming for shelter.
Crops are smashed flat in the fields.
Multicolored lightning flickers and plays across the sky, occasionally blowing giant holes in the ground.
Freak cold and heat waves hit all parts of the planet.
Then the sky goes dark. The enormous cloud of dust raised by the destruction of Evermeet fills all of Toril's atmosphere, cutting off the sunlight and it's life giving warmth.
Across Toril, it grows dark.
Across Toril, it starts to grow cold.

zouron

Member

posted 04-11-2001 03:33 AM

of course we fully retreat until such times where we can return safely with what we have.
hidding from this new destruction but also studying the wild weave in action trying to find ways to repair it.
perhaps we have success who knows perhpas mages are going to be a dangerous job forever, humanoids and tech freaks you proved your points, someone can be 100% stupid and still have power.

Forrester

Member

posted 04-11-2001 03:36 AM

Whups!

Sorry about that, Reprisal. Looks like I killed off half of your forces as well.

Ah, it doesn't matter. The Illithid's efforts have been stopped!
(EDENA -- have the Phaerimm been freed? If so, are they getting REVENGE?!)
And the ELVES ARE GONE! GONE GONE GONE!

So let's recap . . .

Before this started:

Most humanoids lived in caves, barely subsisting off of fungi, cave lizards, and grubs.

Elves everywhere!

And NOW:

Most humanoids live in caves, barely subsisting off of fungi, cave lizards, and grubs.

NO ELVES ANYWHERE!

WOOHOO!!!!

Might I suggest we move to a peacetime economy, Reprisal? Well, we will need to build weapons of war, in case other-worlders get uppity (not that this planet's a huge prize right now), but you know what I mean.

Sorry about the whole almost-destruction-of-the-world thing. It's the elves fault. Talk about your sore losers!

Whiny little bastards, aren't they?

Oh, I'm sorry. WEREN'T they ?

With our numbers and both of our technology, we can rebuild. Humans and Humanoids, allies, now that the demi-human menace has been eliminated? Without your help, after all, the elves would not have been erased from existence. We owe you a great debt.
Forrester

Finally, Peace! (Until Edena screws with us again . . .)

Reprisal

Member

posted 04-11-2001 03:36 AM

Dearest Wife,

I sit in the House of Commons and look out the window, and I see nothing but destruction. We had something, really we did, but, it seems, fate was against us. I now look back at all of the mistakes I had made, and await my execution at the hands of my fellows. I made the choices, and I alone should pay for them.

I only hope that they who keep the records of this dark time will remember my name not as a vile, destroyer of worlds, but as a man who believed what he was doing was the best for his people. I regret so many things, but the one thing I do not regret is the force behind my actions: the ideas behind the Revolution. Had the coins dropped in a different way, we might have built a civilization based on life, liberty, and equality.

Alas, it was not to be true, and for that I am deeply sorry. I would take my own life, but it does not seem right, I should pay for my mistakes. I wish I had made the time to have a child with you, dearest, but I guess, that is not what fate has planned for me.

In another life, my sweetest of all,

Iain Payne (Character's name)

((On a more delightful note, I sincerely believe that this is the most amazing experience in my Roleplaying career. I applaud everyone involved, especially Edena, Forrester, and the absent Blood Jester for playing like I've never seen before.))

GOOD JOB EVERYONE, this should have been the D&D movie,

Reprisal

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

Edena_of_Neith

Member

posted 04-11-2001 03:36 AM

The Chosen are either dead or (at the least) temporarily banished.

The explosion so badly damaged the Weave that this was inevitable.

Reprisal

Member

posted 04-11-2001 03:39 AM

Hmm, I was under the impression that the Elves bombed us back into the stone-age with their death throws, Forrester.

This seems to be the best place to stop, too, I might add, we should start an OOC thread and talk about what just happened. This reads like a history book.

Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

Edena_of_Neith

Member

posted 04-11-2001 03:40 AM

Half the phaerimm were killed in the explosion and collapse.
The rest were freed.
They immediately turned and slaughtered any and all illithid they could,
but the phaerimm found their magic disrupted as well.
The phaerimm flee, and find what refuge they can, in underground caves
that still stand, while the cataclysm rages around them.

TheBurnedManAtWork

Member

posted 04-11-2001 03:41 AM

As I Dregoth and other defilers are not dependant on the Weave (we gain
magic from lifeforce)....
I will use the Psionatrix at Forresters demand....
I will show that our magic works without the Weave...
So did the spell work

Edena_of_Neith

Member

posted 04-11-2001 03:44 AM

Statement from Edena:
IF the remaining dragons, the Faerie Folk, the remnant of the Technomancy,
and the angels work together (and I do mean work together, closely, and as
frantically as possible) ...
They will be able to recover enough magic to save themselves.
With magic, they can keep warm.
With magic, they can save enough crops to survive.
With magic, they can endure until the sky clears - which should take
several decades.
If the peoples of Toril, at this point, cooperate, they can survive.
It will not be a pleasant survival, but it will be survival, and there
will be a future.
If they do not cooperate, well ... finis.
Except for those hiding underground, and living off of fungi, roots, and
moss.

Forrester

Member

posted 04-11-2001 03:44 AM

I don't know that the story's completely finished, Reprisal . . . I think we've got that final chapter to write yet.

Yes, we're in the Stone Age, so to speak. But my people have been there for quite awhile, and they still have the plans for technology that they had before this occurred. England rebuilt quickly after the war. So did Japan and Germany, come to think of it. Within one of our generations, we will be strong again.

Will the final chapter be one of peace between humanoids and humans, of rebuilding our world (while making it safe from intruders)? I would like to think so. But it's in your court, as you represent the Technomancy. But you have our assistance, if need be. We are far more used to living in caves than you are . . . this isn't as big a deal to us as it is to you.

Forrester

Technomancy's Friend

Edena_of_Neith

Member

posted 04-11-2001 03:45 AM

Burned Man, it did not work right.

Blood Jester

Member

posted 04-11-2001 03:45 AM

Apologies to everyone for missing the final days of Toril. I went to sleep with the thread at 214 posts. I wake up, go to work, and you maniacs had brought it to 373!!! From there it has (over several threads) gained another 186 posts! I skimmed as fast as I could to catch up, but between actually working here at work, and the insane rate you guys were going at, I had no chance. I had sent Edena a plan of battle this morning to help with the time I would be gone, but our DM has not the spell of MS Word, so it was all for naught. Thanks for a great romp, even you sick elf-hating b*st*rds! Too bad we can't try a game IRL.

Farewell Toril

Blood Jester

Laugh 'til you die.

Reprisal

Member

posted 04-11-2001 03:46 AM

I guess, if it's still up to me, the player, if not the character, I would most likely push for this cooperation with anyone wholeheartedly, both I and my character value the lives of those he fought for...

I would like to know what my population does when it comes to my character. Do they lynch me like I fear they do? Or do they embrace me? Is it something in between?

Rep.

zouron

Member

posted 04-11-2001 03:48 AM

hmm we can always try to talk edena into running a PBEM like this ;-) with a number of max actions per week then all have a chance hehe.

Edena_of_Neith

Member

posted 04-11-2001 03:49 AM

Blood Jester, you are now in charge of the Faerie Folk alliance. The Realm of Faerie was not affected at all by the explosion. It would make a great refuge for cold, starving people (although they might never want to leave again.)
((Blood Jester, I read your letter fully. All actions you stated were to be undertaken, were undertaken fully. The elves did try to make up for mistakes. They did try to heal. They did try for reason and sanity. They fought to the end, and they would have survived, but the devils unleashed the tarrasque among them, then the Humanoids hit them with everything they had. Certain bitter elves decided that, if their ancient homeland was to be destroyed, they sure as heck were going to take as many of their foes with them as possible.))

Forrester

Member

posted 04-11-2001 03:49 AM

Well -- Edena puts the question in different terms. Will the Technomancy work with the Faerie folk to rebuild? Or will they work with their allies, the Humanoids? These roots aren't all that bad, after all. And with our technology we can build greenhouses, and underground farms, and so on . . . Plus, there's always fish! Or would you rather join forces with your old enemies -- the ones who tried to kill you, again, and again, and again? Perhaps it is possible that all three might work together -- I do not know. Let me know, Reprisal . . .
Forrester

Reprisal

Member

posted 04-11-2001 03:51 AM

The Technocracy will work with anyone willing... ((Favouring the Humanoids, who have not raised a hand in our direction, though they rattled their sabres a few times... hehe, I think we needed that kick in the butt anyway, Forrester.))
And I edited my previous post, basically, I ask if my character survives his mistakes, I'm thinking that he did if Edena doesn't say that he is... Still, he will try to do what is best for the remnants of his people, Reprisal.

Bran Blackbyrd

Member

posted 04-11-2001 03:53 AM

Well, I sincerely doubt many of our druids survived the ass kicking Toril just received. :\nI'll organize anyone left alive among the nature spirits and faerie folk, may Bacchus guide and protect us all, into a coherant group and begin healing the planet. This will be the first step in a process that may not end for millions of years, but we are part of nature, and nature moves on.

No matter what, nature always moves on...

-----Jason "Warlocke" Lewis-----

DM: You see there are orcs camped out in the chasm ahead of you.

Me: Do they have multiple Orc-Chasms?

Warlocke's Realm

Forrester

Member

posted 04-11-2001 03:53 AM

Excellent, Reprisal. We will work with you to rebuild our world. It would be a shame if after all of this, ALL of this, started by the accursed elves, that we ended up building to the typical Humanoids versus Everyone Else garbage that has gone on for millenia. Now that the elves are gone -- and the damned Kender, too -- we can finally have peace.

Forrester
Peacemaker

PS I need to add that that last effort was just SO DAMN ELVEN! "We can't live here, so NONE OF YOU can live here either! And that INCLUDES all of our ALLIES!"

Egotistical bastards!

Oh, wait . . . I mean,

DEAD egotistical bastards!

[This message has been edited by Forrester (edited 04-11-2001).]

Edena_of_Neith

Member

posted 04-11-2001 03:53 AM

Note: What Forrester began on Toril, was finished by the githyanki, the devils, and the scro in particular across all of Toril and across all of Realmospace.

Realmospace is now empty of elves.

Edena_of_Neith

Member

posted 04-11-2001 03:57 AM

Bran's decision to add the Druidical Alliance to your aid significantly helps matters, in terms of your survival.

Most of Bran's Alliance survived.

There ARE still kender in the world, especially in the Technomancy.

Kender are not easy to eradicate.

The Dragon Overlords of Krynn have an offer to Toril:
We can clear the clouds. We can restore the climate.
We can eventually restore the Weave.
We will do all of this if:
You all agree to become our slaves. Unconditional surrender is expected,
in letter and spirit.
You will survive.
You will live. Under Dragon Rule.

Forrester

Member

posted 04-11-2001 04:03 AM

What is this, a damned Robert Jordan series?!
Can't we ever rest in peace?!
Edena: I realize that large rocks landed on the Illithid heads. I would be surprised if at least some of their artifacts weren't now unguarded. High-level goblin rogues (whatever ones we have left) are going to try to make their way deep into the Underdark, to see what they can see. Now, didn't the destruction of the Weave affect our portals? Can the Dragonslugs really just ride in here?
Lucky for us we're living underground . . . h'm.
Perhaps help from Oerth?
I'm tired. I just wiped out a race. Any ideas, Reprisal?
Forrester The Tired

Reprisal

Member

posted 04-11-2001 04:05 AM

Reprisal has to be at his classes in about nine hours, he has to wake up in four hours as it takes him forty minutes to get to the school. He is now going to sleep.
The Technocracy will do whatever is most logical. If the Dragon Lords are more than 2.5x the power level of both the Technocracy, Humanoids and any of our allies, the Technocracy might capitulate.
(post edit)
Our first impulse is to resist, we just won a battle of epic proportions by the skin of our teeth, but are we in a position to fight a new enemy? Only time, and Edena, will tell...
(/post edit)
Back in about eleven hours,
Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

Edena_of_Neith

Member

posted 04-11-2001 04:06 AM

Comment from Edena_of_Neith

You chose to fight.

The fighting escalated into all out war.

The war has wrecked the world of Toril.

- - -

Now, I have a new question for ALL of you.

A simple question (or two.)

How will you go about rebuilding Toril?

What kind of world will you rebuild from the ashes of war?

Bran Blackbyrd

Member

posted 04-11-2001 04:09 AM

Of course, as part of our effort to heal the planet we're more than happy to release that experimental vegetation I mentioned earlier. This stuff grows so fast it makes kudzu look like an oak tree. With the climate growing colder it may hamper things a bit, but soon the plants will provide much needed shelter, fiber for clothes, and food. Besides, we didn't engineer a super plant that would wither up and die because of a little frost!

-----Jason "Warlocke" Lewis-----

DM: You see there are orcs camped out in the chasm ahead of you.

Me: Do they have multiple Orc-Chasms?

Warlocke's Realm

TheBurnedManAtWork

Member

posted 04-11-2001 04:09 AM

Dregoth increases the colonization of Toril by athasians, especially as vast areas are now without any force controlling them...

Come children of Athas, worship me and I will grant you a new fertile world to possess and hold. Come...

Reprisal

Member

posted 04-11-2001 04:10 AM

Damn, heh, I might end up staying up all night if it keeps getting interesting like this... Still, the world we build depends on the cards we're dealt, if these Dragon Lords are overwhelmingly powerful, the Technocracy might not be able to survive, and that's paramount to everything...

Rep.

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

Blood Jester

Member

posted 04-11-2001 04:10 AM

After seeing the destruction that the mortal races wreaked upon their own world, the races of Faerie seek shelter in their own realms, sadly shutting themselves off from everyone else. They see no future for themselves in a world of cold iron and steel, blackened skies, and absent the beauty of Elves. They weave spells of dreamstuff that will rest lightly on the minds of all sentient creatures, sinking in whenever they sleep. They can only hope that, over time, the other races start to believe the Faeries legend, and forget about them. Only thus might they live in safety. They bring with them any magical beasts willing to come under permanent truce, a few of each surviving natural beast, and what few Druids that survived the cataclysm. The portal to their realm is sealed with tears.

Blood Jester

Laugh 'til you cry.

Forrester

Member

posted 04-11-2001 04:11 AM

Well, we're definitely not capitulating. Just hiding in the Underdark, and rebuilding our factories. Should not be too difficult a task -- our numbers are still considerable, and, as previously mentioned, we breed like rabbits. We knew the Dragonlords would be threatening us, at some point -- and talked about creating some technomagical Dragon-slayin' gear. But who knows whether we have easy access to it at this point.

I need sleep -- I'll be back in about 10 hours as well. The Humanoids will hide below the surface and rebuild, though should things get bad, we will consider running to Oerth, or calling to Oerth (and Iuz, he owes me one, and we do have better technology that he does -- on paper, at least) for help. And we still have friends among the scro -- humanoid friends, come to think of it.

. . . but I hope we can take a little break!

Forrester The Tired

Elf? What's an Elf?

Forrester

Member

posted 04-11-2001 04:17 AM

Hold on! Edena -- are the portals all COMPLETELY open?! Still?

Also, Dregoth, you were here with a ton of Athasians already, when the Big One hit. I'm sure you've got more, but don't knock yourself out. There aren't THAT many Athasians.

Oh, wait. You're another target for the Dragonlords. Never mind . . . welcome to Toril! Unless the Scro can keep you out. And given their power, I would be surprised if they could not, Edena . . . ?

Meanwhile, the humanoids breed and build below the surface -- aiding their friends the Technomancy when possible, of course.

Edena -- to answer your question, IF the portals are shut for a time (say a decade -- not unreasonable, especially if the Scro are with us, as they seem to be), then we will build a COOPERATIVE world. Humanoids and Humans (and okay, maybe one or two Kender) will work together to rebuild our world.

If all of the portals are open and tens of thousands of people can just come on through -- well, then your question is kind of moot, isn't it? In which case the humanoids breed and build, breed and build . . .
Forrester

Forrester

Member

posted 04-11-2001 04:33 AM

Originally posted by Reprisal:

((On a more delightful note, I sincerely believe that this is the most amazing experience in my Roleplaying career. I applaud everyone involved, especially Edena, Forrester, and the absent Blood Jester for playing like I've never seen before.))

GOOD JOB EVERYONE, this should have been the D&D movie, Reprisal.

And I too, wish to thank Blood Jester, Reprisal, Phasmus, Riot Gear, and all of the somewhat "lesser" players (especially Maddman75 and Zouron) who actually had lives, and so could not log in three times a day for hours at a time . I got into this late, but apparently just in time -- and it's been incredibly fun.

Of course, I have to reserve the most thanks for Edena, who kept the story going and kept the story probably EXACTLY as complex as it possibly could be without bogging things down. Incredible job, Edena!

Of course, this is all premature if Edena is going to get revenge on us by smacking us around with the Dragon Lords. But I can't be here for 10 hours, so I hope Toril can stand without me during that time .

Forrester

Elf-Slayer Extraordinaire

Peacemaker

Edena_of_Neith

Member

posted 04-11-2001 05:03 AM

(solemn look)

I see some people are still fighting for the World of Toril, and it's future.

This is fortunate and good.

But the departure of the Faerie is very unfortunate, and ungood.

The Faerie could have substituted for the Elves.

Without either the Elves or the Faerie to sustain it, the Weave will die.

When the Weave dies, life ends.

This has not happened yet, but it will happen if the Faerie truly do depart.

The dragons plead with the Faerie to stay.

Even the phaerimm plead with the Faerie to stay.

They ask for mercy. They ask for help. They point out that they were victims, both races, and not purpentrators of the conflict.

Remnants of the dwarves and gnomes, and kender, congregate with what remains of the Technomancy.

If the NeoIllithid spokesman is willing, they also congregate with the Technomancy, or what remains of it.

All the Gates to other worlds are now down.

The Dragon overlords of Krynn find themselves shut out.

The demons, devils, and remaining Outsiders continue to battle each other,

but the vast majority return home.

No landing is possible on Toril from Wildspace. The atmosphere is filled with dust, and the skies over the world are pitch black, except for the reddish glow of volcanoes.

Bran's Druids realize that without the Faerie, life will end. Perhaps they can talk the Faerie into staying.

There is a general consensus that the Humanoids (or the remnant of them, for most were killed in the war and the cataclysm) should be wiped out.

It was their hatred and violence that annihilated the elves and brought on catastrophe.

This is the consensus among the surviving nations that were allied with the elves, in Kara-Tur, and even in Zakhara.

It is also the consensus among the dragons.

Whether the Technomancy or the Illithid and NeoIllithid, or the remnants thereof, agree with them, is up to you.

((Thank you for the compliments, those of you who have sent them. I appreciate them.))

Edena_of_Neith

Member

posted 04-11-2001 05:09 AM

I must rule, sadly, that ... if ... this Thread dies here, due to lack of interest, or if the Faerie do not return to Toril (that's up to Blood Jester) - either one, it's over.

Toril is finished.

If the Thread continues AND Blood Jester changes his mind, perhaps there is still a chance.

If.

Edena_of_Neith

Member

posted 04-11-2001 05:31 AM

Note:

If Blood Jester does decide his Faerie Folk return, Blood Jester will be in a position to dictate terms to all of you.

And you will have to abide by those terms, like it or lump it.

In letter and spirit, you will be obliged to do as the Faerie tell you to.

For if you do not abide by Blood Jester's terms, the Faerie can always walk out again, and leave you to die.

The only exception to this are the illithid, who can use their psionic powers to leave Toril.

Which they will be forced to do, if the Faerie don't return.

Blood Jester

Member

posted 04-11-2001 05:32 AM

(The Dragons and the Phaerimm fall under the heading of 'Magical Beasts' invited to come with the Faerie under permanent truce. But...)

The Faerie offer to retain a connection to Toril via Dreams. They truly fear to remain physically connected to the realms and its inhabitants, but they have less than no desire to see anymore deaths among their allies or the (few) innocent bystanders (the very idea repulses them at this point).

If this will not suffice to sustain the weave, some will sacrifice themselves and stay (as many as necessary), but most will still leave, species survival is a strong instinct, and they still believe that the

machines will make their sacrifice moot by destroying them (quickly or slowly, it will happen.) The offer to the Dragons and Paehrimm and Druids stands.

The Faerie await, finding peace in none of the possibilities before them.
Blood Jester

Blood Jester

Member

posted 04-11-2001 05:40 AM

Dictate terms?...

If the Faerie must stay in entirety, then their own survival necessitates the elimination of the cold iron and steel machines and their pollutants. Therefore...Tech must be left in its grave.

After all, it is one thing to stay to save others, it is another thing to stay and suicide your entire race(s), ending in the same mass die-off that leaving and surviving would cause.

{edit} And the faeries shall be the keepers of the Elven lore, knowledge, and High Magics.

Blood Jester

Blood Jester

Member

posted 04-11-2001 05:45 AM

I leave for the day, will check back this afternoon, PLEASE don't nail me with another 200 post day!

Laugh 'til you die.

Alzem Dalcama

Member

posted 04-11-2001 07:47 AM

Blood Jester the angles want to offer you a proposal that you might find acceptable. During the day of destruction when the elves tried to kill all in an act of desperation we were able to use our magic to prevent the tidal waves and earthquakes from destroying Haven, our island of Hope. If you wish, you can bring your forces here to live, here we can help you restore this planet back to the lush and fertile land that it once was. Upon our island you will find many magical beasts, those who had nothing to do with this pointless violence, but our suffered none the less. Here you will also see the remaining forces of the elves, those we were able to save from the humanoids and their own folly. While their are not as many elves as before, they sill number in the thousands, and strive to heal the wounds their world has suffered. Here on our island there is no dust clouds and the sun shines warmly upon the ground birds sing, brooks gurgle, and life is pretty good. But if you wish to come here then you will have to abide by the rules. You shall commit no violence upon another. You shall help to restore the world to is former beauty. We shall also send representatives to the Druidic alliance led by the high Druid Bran asking if they would like to join us here to assist us in reclaiming this world, or to come here as a refuge from their work across Toril. We will leave you with this thought; while darkness and cold strike through to the heart of Toril, here in Haven we are a Light in the darkness, Warmth to the frozen,

and Hope to the lost. We can show the people the way, but in the end it is up to you, the elves, and the humanoids to prevent such a tragedy from happening again.

In case you are worried about our defenses here to assure your safety, we have pledged to fight to the death to protect those we invite to stay on our island. Since that dreadful day the Toril itself shuddered our numbers have doubled in size with the addition of thousands of Divas, Planetar, and Solars to protect this island. We also have the support of over 1000 Marut's to help guard this island, so yes here you would be safe, safer than anywhere else on this planet.

Alzem, Head Solar of St Cuthbert.

Cleric of St. Cuthbert "I'm about to drop the hammer, and dispense some indiscriminate justice!"

TheBalor

Member

posted 04-11-2001 08:56 AM

Hrm...Dragon Highlords? I say we accept. They can clear the skies and help us out. We can always rebel at a later date.

If history is to change,let it change. If the world is to be destroyed, so be it. If it is my destiny to die, then I must simply laugh.-The Magus

Estlor

Member

posted 04-11-2001 08:56 AM

Well, seeing that Edena totally ignored my post about the tactics of Estlor and Eleminster, I'll just pick up from here *boo, Ednea... Bad god!*

Estlor and Eleminster offer those of this world that wish to survive an alternative. Essentially, 'Mini is the only one left with any sort of serious magical power. He is willing to use it to preserve the weave in the only way he knows how at this point...

Go to an alternate dimension and import elves.

His travels have alerted him to the fact of a place called the "Known World" where the elves, though

unconcerned in the lives of humanity, have lost their homeland. They are a peace-loving race, willing to work with others to build a new world, and they have powerful spells that can alter the climate and weather patterns enough to bring rain and winds to clear the skies.

They are williling to accept the technology remaining from after the time of the war as long as it is used responsibly and for the good of everyone.

They are even willing to enter negotiations with Forrester to see to it that the humanoids that remain alive are capable of living as a civilized race.

These elves have only one term. They wish a homeland.

Blood Jester's Faeries will remain the keeper of the lore the Toril elves had. However, these new elves will work to heal the world and the weave.

Edena permitting, do you accept Eleminster's offer?

The Lighthouse Webmaster

"More conversions, less talk."

Riot Gear

Member

posted 04-11-2001 09:07 AM

Hubris....

Ate.

The Illithid were NOT destroyed by the cave in. In fact, by then the vast majority of us had left to Demiplanes of our own construction. We are angry, but we had the sense to stay our hand. We realized that for now, we should watch.

But first, we are going to be the living hell out of those bastard humanoids! Terrible wrath shall fall down upon them.

You know face a race that cannot be destroyed or demoralized, a race without a homeland and our own powerful Technopsimagitech. Of course, you don't know this - At first.

Vast legions of Illithid 'Plane Shift' in to existence above Humanoid territory and rain down Meteor Storms upon your armies and cities, then vanish back in to their new home demi-plane of New Umbra. Every single day, the surface areas of your countries, what there is, is shattered with a barrage of Meteor Storms, Disintigrate, Earthquake, Fireball, Lightning Bolt, Acid Arrows, and Power Word Blind spells. The storm is terrible and horrendous, and is visible for miles.

And it happens EVERY DAY.

This is just us SKIRMISHING. When we move in for the kill, a whole lot of things are going to die.

By the way, a vast Exodus of Illithid from all planes are moving to New Umbra, a demiplane we constructed using hundreds of Genesis manifestations. So we don't give a rats ass about Toril, it can burn to shreds for all we care, and take the Underdark with it.

We have a homeland, and it isn't here.

Fortunately for you all, for now we are only focusing our wrath upon the humanoids, whose land is being barraged, once a day, by a vast swarm of destructive spells from about 100 15+ level Illithid Wizards.

Smart people stay far, far away from Humanoid territory, and upwind.

On the plus side, all this magical power influxing from other planes is giving the Weave a boost, so it's doing much better.

By the way, Forrester, did I mention it was ME who started the first offensive against you? Ha ha!

Grap a mop, there's going to be blood on the ceiling!!

-My character.

Estlor

Member

posted 04-11-2001 09:10 AM

I'd like to mention now might be a good time to seriously consider Eleminster's proposal, as the illithids may just become a serious threat when they're done chewing on the humanoids.

The Lighthouse Webmaster

"More conversions, less talk."

Bagguns

Member

posted 04-11-2001 09:33 AM

Might I humbly suggest some Rules of Engagement (ROE) for the next "war" of this type that takes place on the boards (even a rehash of this war)?

1. There is one arbiter, who "starts the war" going. Said arbiter a) creates a new email address expressly for the purpose of receiving updates from the races and factions b) outlines the beginning conditions of the war and any races involved c) provides regular updates on the board as to the state of war d) approves or disapproves new races or factions entering the war and may arbitrarily include races if they have a chance of getting involved e) assigns Leaders and Advisors to races...those races with "more democratic" governments (Confederacy, republic etc) will have no one leader but must reach consensus on all actions.

2. There will be no posting of race or faction battle strategy, diplomacy or any other action to the board...all posts go to the arbitrator's "War Email", who then sifts through and decides what happens. This info is posted weekly (each race or faction has one week at a time to respond with strategy)

This gives the benefit of enemies not knowing what's going on until AFTER it has happened.

3. Factions can make Alliance through email, but all joint decisions must be approved by both parties.

Feel free to flame rip troll whatever. Just seemed to me it would make the "wars" go smoother and be more fun. Keeps [people from just blurting out that they're Jedi or Superheroes or something and then mucking it all up.

Gez

Member

posted 04-11-2001 09:48 AM

So, I leave the board 4 days, and during this time the people managed to destroy the world !

Great.

I blame this on those taliban druids who wanted to start the war for no good reason, while myself was (initially) trying to help everyone use this new knowledge for the good of everyone.

From the shattered remnant of the world, I gather some shards and create a little crystal sphere.

I hide it carefully and weave all kind of protection around it.

Inside, I put sample of what I want to survive: plants, animals, etc.

I teleport then in those rare Gnome Druid who were helping me to design the pollutionless engine.

I teleport then in some humanoids who have a place in my world: gnomes, some humans, some dwarves, some halflings. I would have put some elves also if they weren't all dead and if I had found some reasonable enough to understand peace and cooperation is possible, and that something new is not necessarily something evil.

I even teleport in some Kobolds, Goblins, etc., carefully selected among the less aggressive and evil-oriented.

Casting a powerful spell, I erase from their memories all trace of this disastrous war, its cause and its trauma. In fact, I make them all amnesiacs.

Then I gather them in one place, and appear to them, and speak to them.

I learn them how to make marvels. I told them that marvels were created before, but were destroyed because of greed, obscurantism and bellicism. I

told them they should all work together, and always be careful and wise, always examining the consequences of an act before making it. Hence, I become a NG greater god of peace, knowledge, friendship and wisdom.

I told them the way of wizard, wise people mastering magic and technologic to help other.

I told them the way of druids, wise people whose duty is to make sure civilization and nature are in harmony, pointing out when some creation is an ecological threats, and helping wizard find a way to remove the threat.

I told them to avoid greed, violence, and anger.

I told them the way of paladin, wise people devoted to protect the weaks and fight the evil, but never to use violence when it isn't needed (my paladin would be NG with a cleric BAB).

I told them many other way, but not the way of the Barbarian, nor of the Fighter.

And once I have finished creating my own sphere, filling it with richness and wonders, and educating its inhabitants to true NG behavior and ideals, when I will not have anymore the need to search in the remnants of the destroyed worlds for things I want to save...

...Then I close all connections, communications, gates and passages between my homemade plane and any other.

...Then I seal it, and use all sort of protections.

...Then I take a scrap of the Positive plane, one of the Negative plane, and coil these wrapping around my crystal sphere as an unbreakeable barrier (and the source of clerical powers, because connection to the true Positive and Negative planes will no longer be possible).

Once it is made, I'm happy, and I use my godly power to watch on my little plane and prevent the evil seeds from even appearing.

Edena_of_Neith

Member

posted 04-11-2001 10:06 AM

Ok. Some statements here.

With regret, and with fairness to Forrester, there are no elves on the Island of Hope (well, if there were, they all went to the final battle.) Now, the illithid have established New Umbra. That's fine.

A vast number of illithid were still killed in the cataclysm, and their plans were still wrecked.

The illithid have begun attacking the Humanoids in a war of annihilation?

They are in a poor position to make war right now, but it is possible.

The humanoid tech machine was temporarily wrecked by the cataclysm, so at the moment the humanoids are at a disadvantage against the illithid.

However, it is not one-sided totally.

The humanoids fight back with surviving technomancy. Illithids fall to machine gun fire, are blown up with explosives, die under sniper fire, perish from a host of clever humanoid tactics.

But yes, the humanoids are being slaughtered.

You heard the Faerie pronouncement.

No items of iron.

No technology.

It would be wise to heed their commands. They have shown mercy in staying in the world.

If their commands are not met, the remaining dragons and even the phaerimm are ready to help make sure those commands are obeyed.

In a move unparalleled in Toril's history, the sharn also join with the

Faerie.

Blood Jester now effectively speaks for the dragons, the phaerimm, and the sharn.

Now, of course, someone is importing elves from Mystara.

Eventually, that will change the rules, for the elves will be considered returned.

However, the elves of Mystara are a LOT more reluctant than was expected to go to Toril.

They see a world in nuclear winter, ravaged by war, with savage peoples running amok, and a vast underground illithid empire (or what's left of it).

So, they take the time to prepare, these elves. Preparation time is several years.

They amass great strength and great numbers, organize, ready themselves for the challenge ahead.

Nobody except for them has made any effort to save Toril's climate.

The great cloud has covered the entire world, and massive cooling is occurring under that cloud.

Even now, the temperature at Toril's equator over land has fallen into the 40s.

The first ice is forming off the coasts of Calimshan.

Blizzards rage along all of the coastlines as the warm ocean air collides with the chilling air over the continents.

The Faerie are in the best position to fight the cooling, and try to keep Toril warm.

They may be the only ones able to keep Faerun from freezing solid.

Better do what the Faerie tell you to ...

Estlor

Member

posted 04-11-2001 10:28 AM

Mind you, the elves from Mystara (still led by Doriath - got to love the warrior spirit) are not hostile to anyone and will not actively promote war against any sides (as, well, they're new around here).

They just want to fix the environment and get themselves a home. And to that end, anyone who is willing to be civil about it could negotiate an agreement with them (as they are rightfully seeking allies).

Eleminster, naturally, is protective of the fledgling race. And such, he will viciously attack anyone that makes direct threats of combat to them.

And considering the amount of crap that everyone else in the world has suffered, I'd wager he's the last powerful wizard around.

The first item on the elven agenda is this:

Meet with representatives of the races to determine borders. This gives the people who claim regions a chance to dictate what climate they wish to have in their area. The elves, with 'Mini's help, magically recreate an island where Evermeet was and name it Alfheim where they use their spells to grow a massive forest network. Consider it one of the small regions of some nature (though with the colder climate it is currently mostly conifers).

Those who want to have some kind of order, feel free to solicit the aid of the elves, dictate borders, and dictate climate and they will do their best to help.

The Lighthouse Webmaster

"More conversions, less talk."

Mr. Draco

Member

posted 04-11-2001 10:31 AM

Wow, go to sleep and the world is blown up. Well, since i see that this is getting interesting, and i have a game comming up tommorow, i'd like to end my part rather spectacularly.

Dear Forrester,

The destruction that the elves caused in the final battle was considerable, in fact, all of Toril hangs in the balance. Seeing that my forces are largely intact, i would like to make a deal.

You must promise me that the psionic league will not be forgotten, after we are gone, you must raise a new generation of psionists, i will leave you with our information on psionics and our technology, but i can't help you interpret it, there is not enough time. I can't allow the humanoid league to fall, in any way.

As you are reading this, i along with the rest of my multi-million members of the psionic league are joining minds to bring about the largest usage of psionic power ever, unfortunately, it will probably kill us all, this is why you must continue the tradition of psionics when we are gone.

The burst of psionics will do several things, firstly, it will exterminate the illithid (fight fire with fire), secondly, it will repair the damage done to the weave without ressurecting the elves, and so doing will also repair minor damage to Toril itself.

Well, farewell Forrester, it has been an honor to fight with you.

Sincerely,

Draco, learder of the psionic league

(edena, please let this work, it is my way of exiting and making an impact, we do have enough knowledge from our research to repair the weave)

Edena_of_Neith

Member

posted 04-11-2001 10:37 AM

We see here several flaws from the 2nd edition game, which may still exist in 3rd edition.

The war revealed these flaws.

The elves were given the power of Armaggedon in FOR5 Elves of Evermeet.

It was in that supplement that the spell, Wrath of the Just, was revealed.

A spell of that magnitude should not have existed. It is effectively 12th level (maybe 11th, but I think 12th)

But it is listed as 9th level. If it is 9th level, then archmages/archmagistresses will rule the world.

Furthermore, the elves would have done, just what they did.

In fact, it says specifically in FOR 5 Elves of Evermeet that any attempt to conquer the whole island of Evermeet is going to cost vast numbers of lives, cause vast destruction, and probably end in the total destruction of the island of Evermeet.

The idea that elves are a part of the magic is given in Cormanthyr: Empire of Elves, where it states that back in the time of Myth Drannor and during the Arcane Age, elves lived longer, stayed more vigorous (and their stats were higher) because the Weave was stronger.

Thus, the elves were so tied to the Weave that if it fell, they fell. The logic follows then: if they fall, the Weave falls.

Now, there are other magical races on Toril, especially the dragons.

But the vast majority of these were wiped out back in the Arcane Age, and

more during the rise of Netheril.
Man could not have become dominant in a world dominated by dragons!
But once, dragons and giants did rule the world.
The idea that magic and life are entwined comes from a number of Realms sources, especially books written on the Realms.
Some even go so far as to say magic is an expression of life, another facet of it.
I just distinctly got the impression that the Weave could not exist without life, and life could not exist without the Weave.
Thus, TSR built a Self-Destruct mechanism into the World of Toril, and you set it off.
The humanoids have always desired to destroy the elves, and have been trying for over a hundred thousand years (see Elaine Cunningham's book Evermeet)
Forrester was totally in his right on the matter.
But again, once overwhelmed, the elves would have struck back, as they did.
It would have produced the colossal disaster it did, for Elven High Magic is strong enough to do this (just look at what it's done in the past. Read about the Sundering. Read about whole lands riven and recreated.)
If the elves are willing to die to possess a moonblade and the status it brings, they are willing to strike back against those who destroy Evermeet.
And Evermeet is, literally, more precious to elves than any gold or jewels. It is the next best thing to Arvandor itself, and for Queen Amlauril, it is better (she actually returned from death to remain it's protector.)
So, what do you think the elves would feel when they saw Evermeet overrun by humanoids, turned into a giant bonfire by gloating orcs, goblins, and kobolds?

Gruffmug

Member

posted 04-11-2001 10:38 AM

The Scro begin solidifying their hold on realmspace. Back in Scro space there is change, They Scro are becoming more peaceful(gasp). With influx of psions, the number and influence of psions there increases.
The new found technology and the influx of resources from realmspace causes a golden age in Scro space.
They also continue to research helmless spelljammers (spaceships).
The githyanki/githzeral looking to continue their never ending war with the Illithiad look for the Illithiad's new homeworld. They continue both magical and psionic weapons research for the next showdown with the Illithiads.
The defiler planet increases in magical power. They have no threats and now are actively researching planer magics.
The Thri-kreen look at the destruction of the elves and call it good. They maintain a hold of realmspace with the Scro. Their racial memory causes them to hate elves for something horrible in their distant past. They look at oerth space with hungry eyes.

Mr. Draco

Member

posted 04-11-2001 10:41 AM

From the hopefully dead draco to edena, lord GM.
What about my letter, did it work?

Alzem Dalcama

Member

posted 04-11-2001 10:44 AM

Mini we will offer our Island of Hope to the new elven race to serve as their homeland. Our \island was one of the few places that survived the war mostly intact and has now fallen under the shadow of winter. Here would be a good place to start the rebuilding process, one which with time could heal the planet. We offer the full support of the Angelic Host to help the new elves to restore this world. If this is not accetable we will still help in any way we can. But if you stay at our island you will have to abide by our principle rule here, You will do not harm to another being while here. We will await your answer and hope that in the end we can rebuild this war torn world.

Alzem, Chief Solar of St. Cuthbert

Cleric of St. Cuthbert "I'm about to drop the hammer, and dispense some indiscriminate justice!"

Gruffmug

Member

posted 04-11-2001 10:45 AM

please note that the githyanki/githzeral portion of the Scro alliance will be actively defending the humaniods and killing as many Illithiads as possible.

Nok

"Who let the dogs out"

"We let the dogs out"

Mr. Draco

Member

posted 04-11-2001 10:46 AM

Gruffmug, with any luck, the illithids will be gone, along with, unfortunately, the psionic league. (if edena allows it)
(if confused, see my previous post (letter)

Gruffmug

Member

posted 04-11-2001 10:53 AM

Also, The Scro will send help to the humanoids of oerth as per the agreement with Iuz.

Nok

Edena_of_Neith

Member

posted 04-11-2001 11:05 AM

Very well, Draco.

The titanic blast of psionic energy hits Toril, thrown by the Psionic League, who sacrifice the greater number of their people to do this. We are talking about millions of people voluntarily sacrificing their lives here.

The psionic energy hits the Weave. It runs up and down every strand of the Weave like brilliant cascading water, mending broken strands, straightening and strengthening those bent.

The Weave staggers, then straightens, then glows with the life force given to it, suddenly healed.

Across Toril, magic suddenly works again, normally. Then more than normally. Then, extraordinarily.

The Chosen reappear from wherever they were sent to, fully restored.

The Faerie Folk are suddenly invigorated, suddenly about three times more powerful than they were.

The dragons caw (if a dragon could caw) as the power floods into them, while the phaerimm and sharn pull the energy into themselves.

Angry winds roar into frantic life worldwide, roaring through the troposphere and stratosphere.

The great cloud is disturbed, piling up into fantastic shapes, shallow places developing in others.

The winds roar harder, and at the surface, blinding dust storms and smoke storms are occurring, then the winds sweep all the dust and smoke high into the sky.

Now the cloud churns violently, as the winds push at it, pull at it.

Great gates of light appear, shining in Toril's upper atmosphere, and the cloud starts racing into them.

Racing in, and not coming back out.

The cloud writhes like a tormented thing, as vast parts of it race into the gates, while over the skies of Toril it boils and froths.

Then rents appear in the cloud, and the sun is out in a flash, it's light dazzling and blinding after months of darkness. Blue sky leaps into existence out of nowhere, white clouds writhing madly in the strange wind. The wind increases in power, and begins to glow a faint blue green color, and all of Toril is bathed in this blue green light.

Now, the World of Toril itself is responding to the blast of energy that came from millions of lives voluntarily offered up, and the wind roars on, purging it's air of the cloud, allowing the sunlight to sweep over land after land, the darkness and gloom swept away.

Seas glitter blue and white under the returned sun, then the ice is gone, returned to it's normal position.

The already frozen lands of Faerun are, quite suddenly, unfrozen, rivers bursting their banks and roaring with delight down their channels as the meltwaters pour into them all at once.

The rest of the Great Glacier melts away totally. Across Anauroch, ancient desert made by magic, green things sprout into the air with amazing speed, growing at impossible rates, shooting up into the air.

Soon, a young forest of mixed deciduous and coniferous trees stands where the desert was.

The High Moor heals. For the first time in thousands of years, green things are growing there again. Trees are growing in a place that has not seen trees since the elves destroyed the place in the Crown Wars.

The Calim desert disappears, green subtropical vegetation sprouting out of

the lifeless sands.

And across Toril, vast areas of land that were open are suddenly sprouting trees. Trees. Endless trees.

Trees to the horizon, trees everywhere.

In the Trackless Sea, there is a great wound in the earth, a red glowing place, where Evermeet was. The ocean has been screaming and churning, steam flashing miles high, as the cool waters hit the molten rock erupting from the planet's interior.

Suddenly, the heat cools, the glow lessens. The seas calm, the steam blows away.

As the great gloom is swept away, and the sea bathed in the strange light, the whole atmosphere gone green, the glow fades, and the ocean rushes in. Where Evermeet was, is now quiet ocean, peaceful and empty.

The blast of energy hits the illithid.

All the illithid on the world of Toril instantly die, their brains literally exploding.

Fires roar through all their caverns and tunnels, burning until the rock glows, superheating and melting even the most hardened adamantine objects, cremating the bodies of the slain.

The blast does not harm any of the thralls of the illithid, but they find themselves suddenly freed and transported to the surface, without any memory of what happened to them.

The blast closes the Gates to the illithid demi-plane of New Umbra, and seals it.

It puts the illithids out of contention for several decades, assuming they put their collective thoughts together on how to reopen the portals to Toril.

The blast nullifies the illithid psionic capacity to worldwalk to Toril or Realmspace. Realmspace becomes closed to the illithid, if they wish to travel to it in this manner, for several decades. The illithid spelljammers in other parts of Realmspace aren't affected, but they are cut off from their brethren in New Umbra, and all psionic telepathic contact is lost, and cannot be regained.

Across Toril, people hail it as the Intervention of the Gods. Others say it's the work of Ao himself. All call it a miracle, and most fall to their knees in thankfulness.

The great blast of psionic energy remains forever, shining through the Weave, and echoing through the physical world of Toril.

From this point on, Toril has a greenish hue when seen from space, and those on the surface looking up see the sky is an emerald green.

The Psionic League, with it's millions of members, gave their lives for this, and it has come to pass.

(and it was reasonable, with the sacrifice of so many lives, and this being a last request.)

[This message has been edited by Edena_of_Neith (edited 04-11-2001).]

Edena_of_Neith

Member

posted 04-11-2001 11:12 AM

And there is one more thing.

All of the humanoids of the world of Toril are now psionic, to a greater or lesser extent.

Nearly half are full psionists. Others have only wild talents.

Also, the vast store of written knowledge on psionics is in their hands, for the Psionic League gave it to them, as per Draco's request, before the final surge of energy.

- - -

The great blast of psionic energy does not bring back the elves. The Weave is healed, thanks to the altruism of millions of beings who gave their lives to make it so.

But only if the Faerie remain in the world of Toril, will the Weave remain strong.

The elves of Mystara (and other worlds) cannot change this fact.

The elves of Toril were Toril's elves, not strangers from another world.

They had a link to their world that cannot be instantly established. (If you move to a new home, you aren't going to think of it with the feelings you had for the old one. Now, use the reverse logic, and consider the home sentient - it isn't going to think of the new owners the way it did the old.)

It will take centuries, maybe longer, for these new elves to become elves OF Toril, and not just elves living on Toril.

Until that time, you need the Faerie to maintain the Weave.

The Faerie are demanding that all iron items and all technology be destroyed. Such items are harmful to them.

Mr. Draco

Member

posted 04-11-2001 11:13 AM

THANK YOU EDENA!

Well, now that i am dead, i should let you all know that before i died i left behind another letter, a smaller one, so whoever goes looking for me will find it, it reads:

Dear Forrester,

If you are reading this, know that our work was successful, indeed many will miss us, but for the safety of toril, it was worth it.

Remember, never let the name of the psionic league die, spread work of our sacrifice to all corners of Toril.

Something like this does not need to happen again. Bring about peace between the nations of Toril, all the peoples. Encourage development of technology, magic, and psionics, together, no by fighting each other. If the dragonlords, or some other force ever threatens Toril in the future, let them meet a united planet, with all magic, technology, and psionic power available stopping them.

The legacy of the old Psionic League will eventually fade into legend, but do not let that legend be forgotten.

If possible, eventually reforge the psionic league, not as allies of anybody, but as protectors of life on Toril.

Sincerely,

Draco, Leader of the Psionic League

Mr. Draco

Member

posted 04-11-2001 11:19 AM

One last thing edena, dead man's request.

About what was the power level of the psionic league alone, before the sacrifice, (with the millions of members still living)? You never did quite tell me...

P.S. Thank you for starting the most incredible role-playing experience of my life.

Edena_of_Neith

Member

posted 04-11-2001 11:21 AM

I just do my best. (sigh)

Power Level 25 to 30.

But when people willingly sacrifice their lives in an altruistic way, that enables them to do things so far beyond what normal people can do that there is no comparison.

Think Power Level 2,500, for the purposes of what you did.

Thank you for the compliment, Draco. (really big smile!)

Mr. Draco

Member

posted 04-11-2001 11:24 AM

Hey, Eric wants the group to have a spokesperson, a person who will tell him which threads (about the industrial revolution) are closed and finished so he can archive them. I nominate Edena, our GM, and starter of this whole thing.

Edena_of_Neith

Member

posted 04-11-2001 11:30 AM

((I e-mailed Eric. Gave him all the information I could.))

Mr. Draco

Member

posted 04-11-2001 11:34 AM

Yeah, if you have any questions, see my thread. titled: "eric come here!" You may have to email him, or you could probably just post on the other thread i started about archiving.

Estlor

Member

posted 04-11-2001 11:40 AM

Certainly, Alzem, the elves and their patrons, Estlor (me) and 'Mini are more than willing to ally with you for the purposes of seeing to the fact that

1. War doesn't destroy everything and
2. The newfound greenery and freshness is maintained.

As such, the elves demand only one thing - a safe place to plant the Trees of Life of the clans so they can take root and grow, indoctrinating the elves into their new home world.

The Lighthouse Webmaster
"More conversions, less talk."

Enkhidu

Member

posted 04-11-2001 11:42 AM

Edena,

I have absolutely loved reading this thread, and can only assume that with the level of activity on the board you might never do it again.

But if you do...

I'd like to say that it might be fun to set it up in a more organized way: set turns, time based actions, etc. Of course, you'd have to have some assistance with such a thing.

So.....

Let me know if you want some help with another one of these.

Enkhidu

Estlor

Member

posted 04-11-2001 11:46 AM

damn server timeouts...

Estlor

Member

posted 04-11-2001 12:04 PM

again, server issues

maddman75

Member

posted 04-11-2001 12:10 PM

So long as Lord Forrester agrees the war is over, the devils return to the Nine Hells with thier weaponry.

The demons will likely return themselves before too long. Without devils to fight they will quickly get bored.

"If I ever get a tumor I'm gonna name it Marla."

Estlor

Member

posted 04-11-2001 12:30 PM

Gamespy must be having some problems this afternoon... I've never QUADRUPLE posted before.

DarwinofMind

Member

posted 04-11-2001 12:55 PM

WOW, This was increadable, but from the reaction here I think we broke the boards.

I still have problems with the bad If X requires Y then Y must require X logic. But the story was cool anyway.

Elves require magic, It keeps them alive, but magic doesn't require Elves.

Magic requires life, Life creates Magic, thus in turn it is impossible for Magic to support life. Life doesn't require magic.

Irena Moondancer

Member

posted 04-11-2001 01:07 PM

Looks like the server burp killed this thread's title field...

zouron

Member

posted 04-11-2001 01:08 PM

The weave has healed, it is time for our wizards to return, the elves we were able to safe to return. We still have the technology magic and psionic you lost. We be willing to teach, but beware you will be taught on our principles! magic with comes responsibility, same goes for technology and other things. We be willing to share for a price. basically we return since our gate wasn't shut and rebuild our land through magic, harmonic technology and hard work. Any of the people in my ranks are free to leave and rebuild the world their own way. our armies will still exist, but are assigned to rebuild the world.

Riot Gear

Member

posted 04-11-2001 01:08 PM

Well, let me tell you what the Illithid are up to now. After that thing you threw at us blocked us off, we continued to expand in to the Ethereal creating demiplanes left and right to hold us. New Umbra is a nice place, for an Illithid. Soft, cool light from the moon, not too bright. Cool, damp breezes moisten the skin. Lukewarm swamps perfect for an Elder Brain all over. We are happy here. But we are also angry. What you did, devastating us, was understandable. But doing it to the Neo Illithid, who were no threat to you, will be punished. We hunt you down in the Outer Planes and drag you back to New Umbra in your Petitioner form and proceed to torture you each for a hundred years. Now that that's done, I'm just pleased my people have risen so high, to creatures of the Ether. We have a homeworld now, and someday we will return to give thanks to Toril. And maybe wreak some havoc. I suppose we'll wing it then.

Phasmus

Member

posted 04-11-2001 01:11 PM

-sigh-

This is what I get for sleeping...

The Illithid Epilogue...

The MindFlayers are not happy...

The stratification of their race, and subsequent destruction of virtually all but the most vile and cunning of the creatures has left the Illithid even more evil than before the conflict began. All Illithid showing pacifist tendencies toward Thrall races are quickly executed...

Woe unto the Thralls from Toril taken to New Umbra.

They now have the knowledge necessary to destroy the sun of Toril... and as soon as they are capable of returning, they will do so. Regardless of being able to claim the world for their own... they will destroy it.

This same knowledge is rapidly reapplied by the prime Illithid for use on other, less well defended, worlds.

In the mean-time, the Illithid on their newly established, fortified, home-plane of New Umbra continue to plot... and develop the advanced psionics, technology and arcane power they obtained during their golden age. They distribute their newfound wisdom to the MindFlayers of other primes, vastly increasing the power of the Illithid throughout the Multiverse.

When the time is right, they will return... and Crush the insubordinate Thralls of Toril like the mindless vermin that they are.

The sacrifice to preserve the life of Toril will have been in vain... Be it in ten, one hundred or one thousand years, the Illithid will reclaim their empire... and consume all who dare to stand in their path.

Regards,

Phasmus T. Tapefiend

Formerly:

Don'Calamari

Speaker-To-Thralls

Public Representative of the Illithid/NeoIllithid

Horde Master 1st Class

Bugaboo

Member

posted 04-11-2001 01:15 PM

(I snuck in under a cloak of invisibility! Cool.)

(Leaving now. Just visiting.)

Forrester

Member

posted 04-11-2001 01:16 PM

Wow. Last time *I* foolishly go to sleep.

DAMMIT! MORE ELVES?!?!?!!!!!

I thought will KILLED you already! Christ!

Didn't you learn your lesson?!

Draco -- my good friend Draco -- your sacrifice, your incredible sacrifice, will never be forgotten. Alms will be paid you as though you were one of our prophets. Our people thank you for your gift of psionics, and we, the Humanoids, will take the mantle of protecting Toril, so anything like this elf-caused travesty will never happen again.

Edena -- I agree with Darwin about the Magic Needs Life, but Life doesn't necessarily Need Magic deal -- c'mon! Can my humanoids, all psionic now, maintain the Weave without the elves? It was psionics that repaired the almost-destroyed Weave -- and we are growing stronger and more numerous. We should be able to maintain it. We wish to become the caretakers of the Weave on Toril, much like the elves were, perhaps, for the last few hundred millenia.

And we promise not to destroy the world if we feel pissy.

We have Draco's secrets, his teachings. We are willing to accept the mantle of the Protectors of Toril. We have earned it with our blood, sweat, toil, and tears. It was the elves that started this war. It is the elves that selfishly tried to destroy the world when they lost a fair battle. We do not need their help to "protect" Toril -- a laughable idea!

How well did the LAST group of elves "protect" Toril?!
This is not their home. This is also not the home of the Faerae. This is
our home. Our Home. We do not need them.
Forrester
Peacemaker

Edena_of_Neith

Member
posted 04-11-2001 03:40 PM

That should be all of it.
(sigh of relief ... that was a major endeavor)

Forrester

Member
posted 04-11-2001 03:48 PM

WOW! Kudos, Elena. I hope the length doesn't mess up the boards, though.
To continue:

I want to add that we Humanoids wish peace. There are hardly any major
factions LEFT on Toril, after all -- the Drow are gone, the Illithid are
gone, and the cursed Elves are gone. There are a smattering of Kender, of
course. Perhaps dwarves?

But Toril mostly belongs to the newly psionic Humanoids, and their
friends, the Technomancy.

We are willing to work with them, in peace, to rebuild our great
factories. And Prophet Draco's teachings have been left in our stead. We
are prepared to maintain the newly healed Weave.

We do not need Elves for this endeavor. Or Fae. Those "imported" elves may
feel free to leave at any time. This is our home, not yours.

Forrester
Peacemaker

(Signing off for an hour or three. Nobody blow up the world -- or the
threads -- while I'm gone. If for some bizarre reason we *cannot* maintain
the Weave alone, or with the help of our Scro friends, perhaps we'll
negotiate. I do think it plausible that between all of us being psionic,
and having Draco's teachings, we should be able to maintain said
fully-healed Weave, though. For at least a century or two.)
[This message has been edited by Forrester (edited 04-11-2001).]

Edena_of_Neith

Member
posted 04-11-2001 04:14 PM

I hope the Thread isn't so big it can't be accessed and read.
There really wasn't any other way to do this. If there had been, I would
have done it.
(apologetic look to the moderators and to the readers)

zouron

Member

posted 04-11-2001 04:15 PM

I am not sure (soemthing said click in my head when I tried to read the entire repost) but as I tried to post before when the weave now is restored, my armeis will return grab a fair sized land mass and populate it, all those of my men that wish to be free are free to do as they please (not the undead of course the wizards and such). The elves we possibly rescued will be set free to start over again. My nation will be build around science, technology, magic or psionic. and it will be with responsibility towards nature we do, we be willing to trade our knowledge (I am sure some of the others lost a lot). We even be willing to let the fae folk approve technology before it is put to use. perhaps development goes slower, but it will be the ebst for all. Our magic will gladly help heal the earth our the silly war. (hmm think we also had a few Neo flayers rescued but don't remember)

DarwinofMind

Member

posted 04-11-2001 04:27 PM

Well, if were continueing I'm back,
Most of my forces have are hidden away off world, But I have remained behind with a small guard.
I meat with Forrester, and invite the leaders of these new elves.
We do not believe that the Elves are needed for the universe. Neither are the fea. This if A is required for B then B must be required for A
nonsense is fualty logic, spread by elves and the magic loving Chosen. We don't need their elves nor their magic.
But that said, We don't wish to drive them away. If either the elves or the fae wish to stay that is there right, but they must understand that is our right to technology, they cannot deside what tech is good and what tech is evil. Fire is technology, the sword is technology, their clothes are technology. I don't see the elves give those up.
We urge Forrester to stay his hand, As long as these elves can live in peace we can live in peace with them.
Remember these are not the evil elves from before.

Lannon

Member

posted 04-11-2001 04:48 PM

I guess this is what I get for being a college student . Well folks im back temporarily. I will not listen to the damn fairies! They want to strike us back into the age of castles and monarchies. We have developed a republic and I will not sacrifice my peoples freedom to use technology so that MAGIC, the benefactor of the tyrant, can once again be placed into the hands of the few. The technology of of the technomancy will continue to be developed. All this nonsense about magic being the source of life isnt worthy of my attention!
If anything, as the elves demonstrated, magic is more attune to death!
Ours will be a free state, we welcome only those humanoids that will embrace our political eneavors. These endeavors include the spread of the republic and freedom for all individuals. Symbolically expressed by our technology: It is not the individual that wields the power any longer, that was the age of magic, now the power belongs to the hands of many! No

creature can claim the rights to my people! Any who do so will find us righteous in our retaliation!
oot well gotta run folks, ill finish up if i have time... unless another thirty years passes

Riot Gear

Member

posted 04-11-2001 04:59 PM

I scoot far, far away from that last guy.

Grap a mop, there's going to be blood on the ceiling!!
-My character.

phoamslinger

Member

posted 04-11-2001 05:20 PM

To Forrester,

How dare you disregard the actions of a single individual just because the colossal forces of nations and entire races are beating back and forth across the face of a planet?

How dare you casually push aside any effect of my machine after all the hyper-technology that got dragged into this conflict?

Do you really think that in so epic a conflict, individual achievements and actions matter so little? Allow me to disillusion you.

Edena, in my best imitation of John Wilkes Boothe, I shoot Forrester in the back of the head and leap to the stage, eventually escaping back to the thread that I've been hiding in while the war on Toril raged.

(No offense Forrester, but I didn't care for the way you poo-pooed my idea. Look on the bright side, you're in good company.)

God of Hops, Patron Saint of drunks, brewmeisters, and frat parties. What else do you want out of life?

TheBalor

Member

posted 04-11-2001 05:26 PM

Y'know...the dragon overlords have given us several ultimatums, and it seems like they're acting WAY more patient than they should be. It'd have a hard time beating them. (400 foot long chromatic dragons who are so insanely powerful in magery that they can reshape entire continents)

If history is to change, let it change. If the world is to be destroyed, so be it. If it is my destiny to die, then I must simply laugh.-The Magus

Blood Jester

Member

posted 04-11-2001 05:57 PM

From the Fey:

It appears we are most unwelcome on Toril by the majority races, as such, and knowing the depths they are capable of, we shall leave. We extend a final invitation to all Magical Creatures (Dragons, Phaerimm, Sharn, Angels, Elven Survivors[ha,ha,I gots a secret], New Elves, ALL...) come with us to our realm and survive in a world of beauty and magic.

To the humanoids, enjoy the world you have created, it will now be as you wish.

OOC - To all Technos, you have now created the world you wished for. Ours. Magical creatures, gone. Magic instead of technology, gone. Endless open spaces, gone. The freedom to adventure, gone.

Our current way of life is so much fun, we all spend a large portion of our time playing Corporations & Civilians (tm), instead of being stuck in the dull, grim world of Elves, Faeries, and Magic. We have always had more in common with orcs than elves, and now we have proved it with the destruction of Toril. And Lannon, your freedoms are fools gold, I'll pass.

Thanks again for a fun RP by Forum.

Signing off.

Blood Jester

[This message has been edited by Blood Jester (edited 04-11-2001).]

Reprisal

Member

posted 04-11-2001 06:06 PM

Ah Lannon, I am glad to see your return. I echo my fellow's actions. In response to Blood Jester, I think that was the point. We may have destroyed a world you enjoyed, but we rebuilt a world that we enjoy. And only the test of time will guage whether or not our "freedoms" are transparent and "fool's gold."

Rep.

((Damn fine game, ladies and gentlemen, damn fine. May it be remembered as a high water mark for PBP gamage.))

"Intelligence in chains loses in lucidity what it gains in intensity." -
Albert Camus

Edena_of_Neith

Member

posted 04-11-2001 06:16 PM

Postwar Update #1

The war went for 5 years, from the first gnomish/druid squabbles to the destruction of Evermeet.

The sacrifice of the Psionic League brought relief to the world about a month after that.

The people of Toril are calling it the Sacrifice Eldritch, this sequence of cataclysm and redemption.

The war they refer to as the Great War, the Twilight of the Elves, and the War of the Dimensions.

Blood Jester speaks for the Faerie Folk, and it's up to him what the Faerie do.

The phaerimm, sharn and dragons look to the Faerie. And they ask of the Faerie?:

Do we return with you to the Realm of Faerie, or do we conquer (crush, in the case of the phaerimm) these people and enforce your laws?

Or do we strike a compromise with these people?

While the Faerie are making up their minds ...

The angels have built a new nation on the Isle of Hope (said isle formerly was known as Nimbral.)

A fair number of people have congregated here, independent of all others, and trying hard to rebuild.

Zouron has successfully conquered what used to be Halruaa.

Under the protection of his necromantic armies, the peoples of the Shining South are rallying and trying to rebuild.

They are most certainly of a technological bent, these people, blaming magic for all the woes that have beset them.

The NeoIllithid, unless Phasmus says otherwise, are joining the Technomancy (assuming the Technomancy will tolerate their presence.)

The Technomancy has an immense rebuilding and reconstruction job ahead of it.

But people are determined, and the return of the sun, the warmth, and the sudden growth of forests has invigorated them.

The old nations of Thesk, Thay, Thazalhar Mulhorand, Unther, Chessenta, Chondath, Turmish, Sembia, and Impiltur basically dissolve.

They become provinces of the United Technomancy, and their people concentrate all their strength on rebuilding.

If what I'm reading in the above Posts is true, the people of the United Technomancy pay no heed whatsoever to the Faerie (although they are willing to talk), and they blame magic heavily for the troubles that have beset them.

The Technomancy effectively seizes control of the Inner Sea.

After that, the city states of the Moonsea capitulate, and join them. Zhentil Keep, Hillsfar, and Mulmaster.

They also become subservient provinces of the United Technomancy.

The NeoIllithid are able to give the Technomancy vast amounts of knowledge, and working with the NeoIllithid, the Technomancy is able to rebuild far faster, and recover much better, than hoped for (although the road is still long and hard.)

The humanoids flourish. There is simply no other word for it.

They have been given the gift of psionics and vast amounts of psionic knowledge.

The Underdark has been depopulated, leaving them with no opponents, so they can spread freely.

They have the chance to rebuild their factories and mines, to regain much of their technological know how.

An unprecedented alliance of the orcs, goblins, hobgoblins, gnolls, bugbears, ogres, and many others has been forged out of the fires of war, and this alliance was welded tighter by the actions of the Psionic League.

It is thought the average intelligence of these races has risen, perhaps by more than 3 points.

Realmspace is dominated by the Scro Spelljammer Fleet, with their Githzerai allies.

Many places in Realmspace have been converted over to headquarters for the Gith, and others taken by the Scro (unfortunately for the elves, guess who lost their homes?)

The Githyanki have found they like it here, on the Prime Material Plane.

They do not, however, care for the NeoIllithid.

The Githyanki establish several major fortresses on Toril, and many more in Realmspace.

The coalition of nations that supported the elves has collapsed, and many of them simply do not exist anymore.

But those that remain, are pleading for peace, and the Chosen of Mystra are reiterating the fact that the Technomancy MUST agree to the terms of the Faerie, or at the LEAST talk to them and hope to Mystra the Faerie will compromise (such as, the Technomancy gets this land, and stays in it ... the Faerie get this land, and the Technomancy stays out of it!)

Aglarond yet remains, and is a bulwark of strength, surprisingly strong despite the woes of Toril.

Shadowdale has become a great fortress realm, and effectively rules all of the old Cormanthyr and Cormyr.

Luruar has somehow survived, although greatly reduced, and is picking up the pieces. Control of the North is effectively under this nation's control.

Amn was devastated by the tsunamis, but in the eastern part of the country people are rallying and rebuilding, albeit in isolation.

Tethyr and Calimshan have both suffered so much damage they are out of affairs altogether, reduced to simple survival and rebuilding.

The same applies to Samarach, Thindol, and Tashalar.

Dambrath has left the Technomancy, and returned to the worship of Loviatar. They have also driven the halflings of Luiren out of their land.

Var the Golden and Ulgarth are still technically in the Technomancy, but it takes them some time simply to reestablish communications with their northern neighbors, and they also are rebuilding.

Meanwhile, the Faerie are waxing in power, and they and their minions are in strategic locations in all parts of Faerun.

If they wanted to, they could attack and destroy the Technomancy and the Humanoids both.

But the Faerie are simply asking that technology and cold iron be destroyed, or put aside.

The elves from Mystara have not made any significant inroads yet, and not one has yet to step onto the continent of Faerun.

It is doubtful the Humanoids even know of them.

As for Evermeet, it is gone. Just gone. A vast stretch of placid ocean exists where Evermeet was.

Explorations to the bottom of the ocean find no trace of any foundations for an island.

The kender are now one of the main races of Toril.

Sorry folks, but someone insisted on bringing Krynn into this. (chuckle)

The kender have a knack for survival, and they survived the Technomancy, survived the cataclysm, and survived the aftermath.

Now, they are all over the place.

The Weave of Toril has recovered.

In a surprising twist, the climate of Toril has suddenly become much warmer than it was prior to the cataclysm.

This is partly due to the total melting of the Great Glacier, but it seems the arctic has warmed considerably, and there is no question the Trackless Sea has warmed, by more than 5 degrees! (that represents truly massive warming.)

The warming is rather benign, though. Subtropical conditions prevail in many areas that were temperate, and the rains from the sea come regularly, if more heavily.

Many areas that had bitterly cold climates are finding it far less cold, and many areas that were bone dry are receiving rain for the first time, with the Desert of Raurin being a notable case in point.

The sky remains emerald green, and the yellow sun is surrounded by a bright corona of light green. (and the sky will be like this from now on)

People looking down on Toril from above no longer see a blue/green/white world.

They see a green/white world, for the oceans reflect back the green of the atmosphere, and look green from space.

There is still no news from Kara-Tur. It must be presumed they are rebuilding.

Zakhara is demanding to know what in the name of the Thousand Gods

happened? They also want the Technomancy to live up to it's word and supply them with high technology and spelljammers. There is no news from Maztica. There is some question as to whether there ever will be any news from Maztica. The evil Outsiders have returned home. The Gates to other worlds are currently closed (they closed during the cataclysm and have not been reopened.) Thus, the Dragon Overlords of Krynn are out of the picture. A vast force of good aligned Outsiders remains on Toril. Some of these are the angels, mentioned above. The majority of these are Outsiders from Arvandor, who are trying to bring back the decimated animal species of Toril, trying to keep hundreds of types of animals from becoming extinct. Others are working in the oceans and seas, trying to repair the damage done there. These Outsiders are loosely allied with the Faerie, and if the Faerie ask them to, they will attack who the Faerie ask them to attack.

Blood Jester

Member

posted 04-11-2001 06:17 PM

PS - Sincerely, thanks for the game!
Blood Jester

Edena_of_Neith

Member

posted 04-11-2001 06:30 PM

So be it.

The last of the elves of RealmSpace (the ones nobody knew about because they were Blood Jester's best kept secret) leave it forever, going to the Realm of Faerie.

The Faerie depart.

The Outsiders from Arvandor do not depart, but they scorn everyone on Toril from now on, and state they will leave once they have secured the safety of the animals.

The Outsiders directly with the Faerie (that is, the ones who came to fight alongside them) do depart, however.

Surprisingly, the Sharn refuse to leave. But they also refuse to have anything to do with the surface dwellers, and scorn them. They return Below.

The phaerimm, no longer under control, disappear. Nobody knows where they went, or what they are doing.

Anybody who tries to find out, is found dead and his memory erased.

A few of the dragons do go with the Faerie, and sadly, these include some of the wisest, oldest, and most good aligned of them.

Those that remain are scornful of the unwise and unreasonable races that remain.

This move leaves Faerun, basically, in the hands of the Technomancy, and the Underdark of Faerun, in the hands of the Humanoids.

A few nations remain independent, and others are quite hostile to both humanoids and technomancy.

Now, only the angels of Hope Isle, remain to support the Weave.

This they do, in hope. They look into the future, and in so doing see something that persuades them to remain, and support Toril.

These angels come and go, across all of Faerun, as they will, and nobody

can stop them (well, they can, if they wish a major battle and subsequent death.)

What they are doing is a mystery, but it is not harmful, and usually something beneficial results from it.

A remnant of the dwarven race and gnomish race remain, along with some halflings.

These demihuman races either ally with the Technomancy (for protection against the humanoids) or ally with other surviving nations, relying on combined strength to carry on.

Edena_of_Neith

Member

posted 04-11-2001 06:37 PM

And, seeing the sentiments above, and having written out the situation as it stands in the Postwar World of Toril:

I am retiring.

Finis!

((Thanks to all for the creative Posts, the wild discourse, and the whole of the romp.

Thank you for the fun time.

I would like to think I might have such fun again in Dungeons and Dragons.

Thank you to the Moderators who tolerated this and allowed it to go on.

Thank you indeed.

I once made a claim that I was a good Gamer. Hopefully, I have substantiated that claim.))

zouron

Member

posted 04-11-2001 06:49 PM

I will strongly make sure that those under my banner, will develop technology magic and psionic, but it will first be tested and then tested again to make sure it doesn't destroy the world but cooperate harmonioously with nature.

I ask the faires to sent representative to help validate results to their saticfaction.

DarwinofMind

Member

posted 04-11-2001 06:52 PM

Originally posted by Blood Jester:

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Our current way of life is so much fun, we all spend a large portion of our time playing Corporations & Civilians (tm), instead of being stuck in the dull, grim world of Elves, Faeries, and Magic. We have always had more in common with orcs than elves, and now we have proved it with the destruction of Toril. And Lannon, your freedoms are fools gold, I'll pass.

Thanks again for a fun RP by Forum.

Signing off.

Blood Jester

Ummm, I'm not sure where that flame come from but I'll try to respond. I fought for the Technocracy because I don't see magic and technology as mutually exclusive.

This is why on countless occasions I pointed out that Controlling Fire is a part of technology, and that doesn't destroy magic. The forging of steel into swords is definitely technology and the elves are just as involved as anyone else. What makes the steam engine any different.

No, I don't desire to play "Corperations & Civilain's" But I did find Greyhawk 2000 to be a delightful diversion.

I never wanted the destruction of all magic, Elves yeah I didn't care if they came or went, DND elves are arrogant and boring, Tolkien elves were cool, they were truly immortal and very powerful, and now for the cool part, They envied man. Mortal man was mortal and thus would see god, in person a true relationship with god, the elves would never have. DnD elves don't have this they just think they're better than everyone else so yes, I hate DND elves.

But I don't hate magic. But when our GM (nice work btw just can't agree with you on this.) said that we couldn't have tech and magic, I said tech, I'd do it again. Even if it had destroyed the world I'd do it again.

zouron

Member

posted 04-11-2001 06:52 PM

darn finishing as the rebuilding gets interesting ::sniff:: Edena we want another hehe

Signed

The roleplaying freak that never gets enough

The End