

# FORGOTTEN REALMS

## Battle for Faerun

### Introduction

The Chronicle begins during Midsummer in the year 1374 Dale Reckoning (DR). During the last two decades strange events have taken place all across Faerun. In fact Faerun itself has changed. Rampaging bandits, grand betrayals, ancient alliances falling to pieces, strange events of awry magic, the weather changing; the

weather has grown drier and the past four years, many of the northern regions have received only fractions of their normal rainfall pressing harvests all over the region. Basic commodities, like food, have grown very expensive to the extent there everyday people are hard pressed to make ends meet.

No one knows why these changes occur; who, or what, is behind them, nor to what end; but all across Faerun they are taken as ill omens.

Because of general unrest across Faerun no concerted efforts to unravel what is going on have been undertaken, not until recently. One of the eldest realms of Faerun, the Elven realm in the ancient forest of Cormanthor, has sent out a call. The

Dales Council, hosted by the Elves of Cormanthor, under the auspices of the Speaker of Cormanthor, Maelinor Laellethi, has issued a call across Faerun asking for organizations, kingdoms, and all champions of good to send envoys to the Dales Council. Many have responded to the call and with the meeting only days away,



Calendar of Harptos

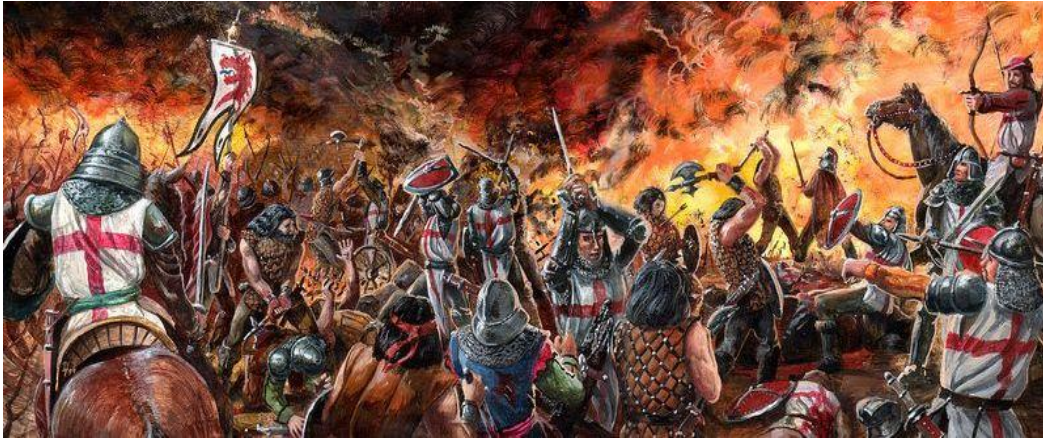


Enchanted Forest of Cormanthor



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participants are arriving in steady numbers. The future of Faerun rests among this select group of people: *Faerun's Champions*.



Onslaught from the east

### *The State of Things*

Faerun is changing; in fact, it has changed already. The Heartlands, both west and east of Water-deep, have felt a major decline in rainfall over the

last four years. This year the drought was so severe that famine and starvation will surely follow, it is only the degree that remains unforeseeable. The civil unrest which would ensue threatens the stability of the region; the stability of Faerun in fact. Was this but the only unsettling event to transpire in Faerun? Unfortunately, that is not the case. A number of major events have taken place during the two decades, but their relevance to the drought is uncertain. One thing remains, the sheer number of earth shattering events and the grand schemes which must have transpired for them to happen can only mean that bad things are about to happen.

### *Recent Events - summarized*



When it all began is hard to say; none really knows which is why this account lists events on the order in which they became known to the authors.

*Onslaught from the east.* For the past fifteen years horde armies originating from the Horde Lands have ravaged areas neighbouring the Eastern Heartlands. From Rashemen and further east the Hordes have absolute control and the pressure they exert on Narfell, the Great Vale, Thesk, and Aglarond in being felt more and more. The most significant advances were facilitated in consequence of assistance from Thay Zulkirs. It does appear that the Hordes have lost momentum; if that is because the Thay Zulkirs have withdrawn their assistance is not know.

*Sea of Fallen Stars at war.* A war rages both above and below the surface. It is believed that the

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conflict has its origin below the surface, the Aboleth are blamed. The reasons for the war remain unknown, but its effects are also affecting those living above the waves. Trade routes, fisheries, and travel across and around the Sea of Fallen Stars have become dangerous. Reports of creatures emerging from the shores and attacking villages and even small towns are abounding.

*Waterdeep, the North, and the Silvermarshes are on the brink of civil war.* Waterdeep is chaos. Several events brought this about. Khelben's Great Betrayal and the ripple effect brought by that event are probably the most single event in that many things happened as a



result of that. In 1370 Harpers of Twilight Hall in Berdusk put Khelben on trial charged with Grand Betrayal. He admits his guilt and resigns. He speaks out against the Harpers claiming the organization has become complacent, arrogant and has betrayed its fundamental beliefs (aiding the good folk of Faerun). Soon after he forms the Tel Teukiira, which he claims is true to the original beliefs of the Harpers. Many suspect foul play but are ignored, only later does the magnitude of the betrayal become evident; too late. In 1372 the elves of Evereska are besieged by evil fiends, gnolls, orcs, trolls, giants, and lead by Phaerimm. Under the leadership of Khelben "Blackstaff" Arunsun Waterdeep, the North, and the Silvermarshes muster an army of hitherto unseen size and march to aid Evereska. The army becomes trapped within the Vale of Evereska and after months of bitter fighting Khelben betrays the entire

army causing the death of thousands and thousands of good folk. Mere handfuls survive to tell the nightmare that was the Slaughter of Evereska. Furthermore, Evereska is lost, burned to the ground. The armies of evil have spread across the entire region and the loss of all major armies (and many heroes) during the Slaughter of Evereska means that resistance is nigh to non-existent. Many



Port of Mulmaster on the Moonsea

towns and villages are only just fending off attacks from small bands of orcs, gnolls and similar nasty things.

Waterdeep was shaken at the same time as Khelben's betrayal. Most believe this was part of Khelben's master plan, in fact. All of the Lords of Waterdeep, most of

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the high ranking officers of the Watch, many guild masters, and a horrific number of high priests worshipping good deities were killed on what has become known as the Night of Blood.

Also at the same time, a large onslaught against the Harper's was launched, killing many of them and sending them scrambling in all directions. Worse is it that knowing who to trust has become very difficult now.

*The Elves of Evermeet are almost wiped out.* Following the Retreat, which began in 1344, most elves left Faerun and took refuge on the protected island of Evermeet, where they sought tranquillity and solace from the chaotic world around them. But chaos and destruction found them! In 1371 a large attack managed to get through the elven defences and wreck havoc on the tiny island. Almost all structures were destroyed and only a few hundred elves are rumoured to have survived. Elves High Magic had ceased functioning and still does not function. Still is one of the important factors to why the elves of Evermeet were almost annihilated. Khelben is said to have been involved in these events as well. A new elven homeland has been created with the planting of the Tree of Souls. In 1374 a new attack on Evermeet was launched by Daemonfey and the Elves of Evermeet are on the verge of extinction.

*Cormyr, the Dalelands, Cormanthor, the Moonsea, the Dragon Reach, the Vast are*

*shaking.* The once stable Cormyr has been struggling since the death of King Azoun IV in 1360 and by now it is falling apart. The Purple Dragons and the War Wizards are corrupt tools used by their once noble leaders to gain wealth and amass riches. Suzail was once a sparkling city filled with folk of good heart is on it way to becoming a wretched hive of scum and villainy. Order is replaced by confusion and turmoil and if no strong leader emerges pandemonium will ensue.

In the Daleslands Zhentarim influence is rising and several villages and towns in the Dalelands are now de facto ruled by Zhentarim agents.

These include: Daggerfalls, Teshwave, Highmoon, Scardale, Harrowdale Town, and Archenbridge. Elminster died in 1350 and his tower in Shadowdale has remained untouched since the day he disappeared. Tilverton, on the borderlands between the Dalelands and Cormyr, suffers an attack of unknown origin in 1372. All that remains of the city is a dark, concave space filled with shadows and flitting regions of deeper darkness.



Alhoon and phaerimm battling



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In Cormanthor the elves have long since left. The drow have taken control over more of the forest and villages like Elventree are now under Drow control. Drow and elves fight over control over the forest and the outlook from an elven perspective is grim. The drow incursions have only become greater in number, more organized and effective over recent years. Spell casters of hitherto unseen origin are sighted for the first time

in Cormanthor, and further north. How they work their magic remains a mystery and connections with Sharn, Phaerimm, or Shade have been suggested.

*The Moon-sea is almost ruled by the Dark Network.*

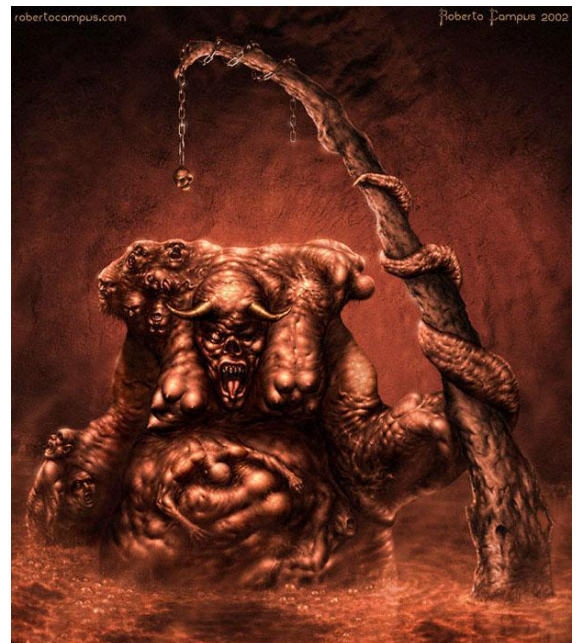
The Zhentarim has spread its influence beyond what anyone had thought possible. It is also reaching across Anauroch and far into Damara and Vaasa as well as the northern shores of the Sea of Fallen Stars. The reasons for this surge in power and influence over the last decade remain a mystery. It is also said that the Zhentarim is now in fact ruling Zhentil Keep.

Zhentil Keep has recovered from the purges by Cyric, who is still the major deity of Zhentil Keep. Bane has returned, however, and this has shifted the power balance in Zhentil Keep. Still, it remains a bastion of evil.

*Damara, Vaasa, the Ride is crawling with foul beings.* Evil critters have always been abundant in these regions. The past years they have grown to epidemic proportions. This has pressed the leader of these rough and tough regions to their limits, and with the dry spell it is hard to keep control. Sightings have also seen that the Great Glacier has begun to shrink, but to everyone's astonishment no rivers made of melted water have been seen. No one knows where the water goes.



Zhentil\_Keep seen from River Tesh



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*Anauroch sees the return of the Shade.* The ancient flying city of Shade appears over the Anauroch, as the archwizards of Netheril return to Faerun. An uneasy alliance forged between Waterdeep and Shade quickly falls apart, and it soon becomes clear that the Netherese shades are melting the High Ice of Anauroch, with no thought as to the consequences for the rest of Toril. The flying City of Shade has been spotted beyond Anauroch since its first appearance in 1372. Also, Sharn have been seen more frequently as it appears they have also been released from they prison in Undermountain, below Waterdeep.

*Southern Dragon Coast, Amn, Tethyr, Turmish, Chondath, Chessanta, Unther, Mulhorand are affected.* But not to the same degree as Waterdeep, the North, and the Silvermarshes. Brigands, bandits and bogeymen are on the loose. But because of the more loose political structures on the countries no strikes against key individuals or organizations have been possible. This loose organisation is probably what has warded of a fate similar to Waterdeep and the northern areas. Peace is not secured, however.

### *A Call for Heroes*

It is into this chaos that a group of heroes are plunged. They are asked to find answers and bring about solutions to seemingly insurmountable problems and should they choose to take upon their shoulder this burden they will truly become legendary heroes. The heroes must uncover what lies behind the curtain of chaos and restore order and stability to Faerun.

### *Let the battle for Faerun begin*

