

War Torn

Time Line

<u>Year</u>	
0 End	Demons appear and the Dark War begins. Demons attempt to subdue and enslave the world.
1 Demon	Demons attempt to subdue and enslave the world. The appearance of Demonoids becomes common acting as liaisons between Demons and subdued Natives. They are demon worshipers that attempt to convert Natives.
2 Devil	Devils appear and wage war on the Demons.
3 Slaughter	Demons change tactics and begin to kill any people they can. Many large cities are attacked and destroyed. People begin to flee large population centers.
4 Dark	The Dark appears and becomes an every present threat.
5 Chaos	Devils begin to attack indiscriminately. The weak can no longer find safety in numbers. Large concentrations of Natives create targets for the Demons and Devils alike. People disperse and scatter but then many of the weak are unable to survive without group support.
6 War	Three-way war ensues between Demons, Devils, and Natives. Many established state armies are destroyed as their bases of operation are targeted. Mercenary companies prove some of the most effective Native forces and become very important as many states attempt to hire mercenary companies to defend them. The mercenary companies have the advantage of mobility and do better at guerrilla war tactics against the superior forces of the Demons and Devils.
7 Despair	War devastates the world. Natives of the world are on the brink of total destruction. 60% of the world's Native population is killed with humans taking the brunt of the deaths. Of the peak human population of 200 million on the planet only 10% have survived. Most of the world's defenders are dead. Many of the world's strongest and bravest are killed. The world is fractured, scattered, and without defense.
8 Reprieve	Demons and Devils suddenly disappear. A few Demons and Devils remain but most leave. The Demonoids remain but are spread out and unorganized with a lack of leadership. Many are quickly overthrown with the remaining going into hiding. An assortment of various cults and converts go into hiding also.
9 Hope	Many people are refugees and displaced. People attempt to rebuild but famine and disease takes heavy toll leaving most just trying to survive. Food is limited and farm land becomes a valuable resource.
10 Hatred	The Hate Wars begin. Driven by old hatreds and competition over limited resources, many regional and local conflicts break out between rival states. Goblinoids and evil hordes also attack many civilized states as well as some fighting among themselves. The fighting is very brutal and many atrocities are committed. The world is in political chaos and anarchy is the rule in many places. Many people fight with no moral constraint as if nothing matters any more. The 'rules of war' are mostly abandon. During the Dark War the Natives, even enemies, tended to band together against a greater threat but now lawlessness is rampant. The noble and righteous suffered the greatest loses in the Dark War and now there are few to defend the weak. With no one to defend them the weak are often prey for the strong. Rape, murder, looting, and slavery are common. Rural areas that might have been relatively overlooked in the Dark War become the frontlines in invasions by neighboring states or evil hordes.
11 Bandit	The Hate Wars continue with dispersion becoming a disadvantage as scattered people are no match for concentrated forces. People begin to regroup for protection and form new alliances.
12 Talk	Most open wars settle into tense standoffs. State boundaries become more stable. Conflicts continue but in smaller skirmishes and covert attacks. Politics become a factor in state building once again. The Hate Wars have taken their toll though with the human once again taking the heaviest loses. Half of the humans that survived the Dark War are no longer alive.
13 Return	People continue to rebuild including returning to once abandon cities.

- 14 Brink Demoniods reorganize and begin once again to wage war upon mankind. No longer having the brute force of demons helping them in the numbers common during the Dark War, the Demoniods fight a more subtle war of attrition. With the help of other 'evil' races they attack the human food supplies and shelter. Many die from starvation and exposure during an unusually harsh winter. Mankind continues to slip away with little hope in sight. Humans, once the most prolific sentient life on the planet has been reduced to a race on the brink of extinction. Only 800,000 humans remain with many of those living in slavery. Out of every 100 humans alive 15 years ago, on average, only 2 have survived.
- 15 Numbness Open warfare has lessened if only because there are fewer left to fight and anyone with a sense of ambition or bravery has already died years ago. But even though the fighting is less visibly a struggle still continues. Forces unseen jockey for position to take control of this broken world. With the light of goodness nearly extinguished various shadows in the darkness scheme to be the final victor.
- 16 Control The iron fist organization of the diabolic forces appears to be gaining the upper hand with a strong grasp on what is left of the Natives. Devils controlling populations directly and openly has become common. A few splinter groups mostly organized around commerce whole sway in some areas. The food trade has become very lucrative especially from faraway non-human lands that have been less devastated by war.
- 17 Beginning With a ripple hardly noticed the first Void appears in an insignificant swamp east of Old Cormyr. The Void is invisible to the eye, an area devoid of magic, where the Weave has been ripped away leaving no magical energy making the area toxic and unable to support most life native to the world.
- 18 Void Large areas of Void appear across the land in quick succession. It is discovered that the Sharran can still use magic within the areas of the Void using something called the Shadow Weave. It is assumed Shar is behind the creation of these Dead Magic zones. With the Sharran force still able to use magic they easily overpower any who oppose them. The Sharran and those who would bow and follow them bring any area covered by the Void under their complete control.
- 19 End The existing Void areas grow and new areas of Void appear. The entire world is being enveloped by the dark powers of Shar. Most Natives are hopelessly outmatched with only the Sharran having access to magical powers. As the Void spreads the areas where the Weave still exist become smaller and more spread out like islands disappearing on an ever rising sea. But paradoxically as the magic is squeezed from the world by the Void it becomes increasingly concentrated and powerful in the remaining bubbles of Weave magic. Most Natives, evil and good alike, crowd into these Weave Bubbles as the Void has proven fatal to most that are exposed to it. The lethality of the Void appears to be related to the individual's connection to the Weave. As Natives are exposed to this concentrated Weave the Void becomes almost instantly fatal. At this point any Native that has not already been purged of the Weave and embraced the Void is almost certain to die when the Void can no longer be escaped.
- As the Weave is concentrated, magic becomes wild and powerful within the Weave Bubbles. Even those who had never shown any aptitude for magic are able to will spells and magical powers into existence. Those with true magical training can work magic of a nature not seen in this Age, raw unbridled magic only limited by a caster's will and courage in attempting to harness it. Feats not meant for mortals are within the ability of many but with great power comes great danger, the slightest misthought or lapse in concentration resulting in spectacular and total annihilation. With so many creatures of different beliefs and morals concentrated together and magic gone wild many deaths occur through the action of those trapped in the Weave Bubbles.
- Regardless of the immense power granted to some by the Weave Bubbles, it is useless against the Void or its escape. Travel whether by teleportation or planar travel, appears to be impossible beyond the confines of the Weave Bubbles. Divine Angels of the highest order and the meekest mortals alike all perish as the Weave Bubbles, one by one, are squeezed until they pop out of existence and the Void floods the entire world.
- 20 Victory Darkness reigns as Shar inherits the earth, total and absolute domination. But the victory is short lived. As the last and largest Weave Bubble is crushed down and burst, extinguishing the last of the Weave from the world, a massive chaotic rift is torn into the fabric of reality by energy more concentrated than can exist. A massive wound is torn through the world, a wound through which all the powers of chaos begin to spill from the abyss. Demonic forces pour across the land like a great plague, wave after endless wave of destruction. With only a shadow of the protectors the planet once knew there are no heroes to save the world this time. Not even the mighty armies of Hell can slow the onslaught, this world is lost.

