

Prologue

It was the evening before MD's 18th birthday. The first birthday quest had been announced: People were supposed to write an essay about the Drachorn War of Year 12. That was a quite difficult task, since basically every person involved had either left or gone missing and there weren't many documents from that era around.

There was a huge crowd at the Archives library looking for information about the infamous War. The Librarian could not remember the last time he had seen that many faces wandering through the bookshelves. Among the old and new, a young girl approached the Librarian:

"Hello, sorry for the direct approach, but could you tell me about the Drachorn War?", asked the girl.

Amused by the sudden question, the Librarian told her:

"I would normally tell you to stay away from that subject, but since you remind me of an old friend, I'll trust you with this. Please take good care of it."

The Librarian then handed the girl a dusty book with a Dragon symbol on a black cover.



Filled with excitement, the girl quickly entered the study room and started reading.

The Drachorn War

A short report on the War that led to the Dark Days

by Aelis
Year 15

Introduction

Year 12 was a very special one for MagicDuel, for it marked the passing of an era. It was the end of the Drachorn War and the beginning of the so-called Dark Days.

Before writing about the War *per se*, I believe it would be crucial to present the facts that, in my opinion, led to the conflict:

Sometime around Year 9 Christmas, Burns, the Ardent Knight, announced he was looking for an apprentice. He would then start a series of quests in order to choose the best-suited person for that role. Shortly thereafter, he was granted the leadership of a guild called The Lair Keepers, which was disbanded at the time, as a new years gift. Those two seemingly normal events were the seed for a war that would happen years later.

The rise of the Master

It was March of Year 10 when the winner of the quest was announced. After learning he had been chosen, he decided to forsake his old name and started calling himself The Drachorn Knight, joining the guild under the guidance of Burns.

The apprentice excelled in every possible field, impressing other people as he quickly earned unique powers. Burns, seeing that powerful fire burn within his apprentice, finally regained his ambition and will to live, rising in no time to become King of Golemus Golemicarum, with the chosen one by his side. The Lair Keepers had become the strongest alliance in the realm, having recruited another five exceptional members. This group would later be known as the Seven Dragons.

In parallel, Marind Bell saw nadrolski rise as its king after a beautiful ceremony held by Princ Rhaegar, which then resumed his activities as a Dreamweaver. Loreroor started to grow strong as Tal decided to run for kingship and they managed to recruit promising newcomers. The other lands did not change much at that time.

By the middle of the following year, The Seven Dragons' power was so high that one would see mighty Drachorns proudly walking all around the realm, bearing the symbol of the Lair Keepers. The apprentice had risen to become a Master alongside Burns, who then decided it was time for him to focus solely on kingship and hand the Keepers' leadership over to the Drachorn Knight.

One night, Burns met with the Knight at the Drachorn Cave:

"You are ready to lead the Lair Keepers, my friend. But you must complete one final mission before I hand you the golden reins. As we have discussed, Loreroor's power has become a threat for us. Tal is too powerful, he must be eliminated. You are to dispose of him in secret and plant evidence that Necrovion did it. That way we can also shake Azull's steady leadership. Do you understand?"

(advancedacousticremains fragments found in Golemus, Y14)

Without saying a word, the Drachorn Knight nodded and left towards Loreroor.

Regicide

It is not known how he managed to pull such stunt, but on day 347 of Year 11, Tal disappeared. People say the forest seemed alive that night and no one was able to sleep (note: skeptical game mechanics say that was a result of Mur tinkering with night mode that day).

News of Tal's sudden disappearance had reached his second in command, Yggdra. He was a ruthless and fearsome man. People used to call him the Tree of Terror. At his first year, he was nominated for the rookie of the year award and already held a high social position in Loreroor.

After a short reunion with the Council of the Root, Yggdra headed to Necrovion. Blinded by anger and believing Azull was the culprit, he challenged the King of Necrovion and they fought for a whole day, unleashing all their power. In the end, they stroke each other violently at the same time. As a result, the Tree of Terror was permanently locked in

chaos (curiously, becoming the second “rooted” tree), while King Azull went missing. This was called the Battle of Tainted Times by the Archivists.

That same day, Burns approached the Drachorn Knight:

“Well done, my apprentice! You have done more than enough to prove yourself. Congratulations! Now, take these golden reins and rise! From now on, you shall be called the Drachorn Master. With these reins you’ll be able to ride the strongest Drachorn in all existence: the guardian of the cave.”

Along with the events just mentioned, the end of that year brought a new leadership to the Lands of the East: Queen AmberRune. After finally picking a monarch for the East, Muratus del Mur decided not to interfere with current affairs, stating he would seek isolation inside his Dominion in order to remain an observer and study the changes to come in regards to land balance.

Attack on Necrovion

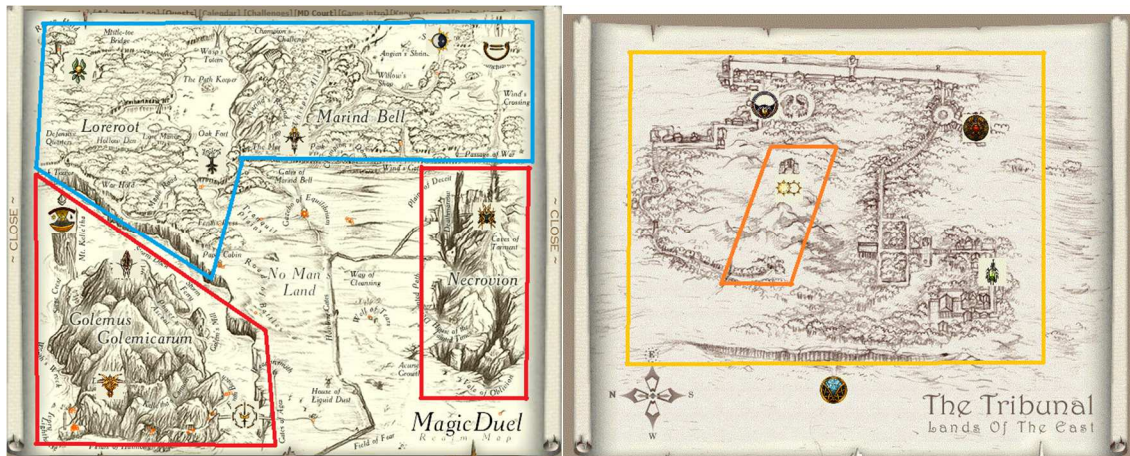
Suddenly vulnerable without its leader, the land of Necrovion was struggling to keep its strength. Its citizens were trying to decide on a temporary leader, since most people believed Azull was not dead, only missing. While they were taking their time to elect their temporary king, the Lair Keepers took the opportunity and invaded Necrovion, managing to trap every single citizen at Berserker’s Charge and closing Necrovion’s gates.

Secret meetings started being held everywhere around the realm. The Underground citizens were nowhere to be seen and rumor spread out that they went on a secret mission to find Azull. Two days after the invasion, Queen AmberRune was the first one to act: she rescued the Necrovion citizens and summoned them East. After that, only selected people would be allowed to pass the East gates. It was the birth of the first inter-land alliance.

Cold Drachorn War

With the rescue of Necrovion citizens, political tensions rose and land leaders started preparing for what was to come. King Burns deployed the Guerilla Golemicarum to guard Necrovion and summoned the Lair Keepers back to defend Golemus. Lorerootians, still mad by the loss of Tal, contacted King nadrolski and convinced him to form a defensive alliance between the two lands, so that they could, if necessary, protect each other and strike back when the time was right. Initially, the MDA remained neutral, but DS members were often spotted next to the East gates.

Those days were marked by the lack of alliance members in No Man's Land. Only neutral people were allowed to roam free without harm. Had an alliance member been spotted outside his/her headquarters, strike teams were deployed from other lands to ambush the enemy. One would notice many spells being cast when that happened.



Alliances	Color
Golemus	Red
Marind Bell + Loreroof	Blue
East + Necrovion	Yellow
SotiS	Orange

Political situation during the Cold War

Things have stayed like this for months without any big action being taken. There was tension everywhere and no one knew what would happen next.

The Mutated Army

Sometime between days 200 and 300 of Year 12, the Drachorn Master had cast a very powerful invisibility spell on Draconas, one of his colleagues, so that he could go spy on No Man's Land. Several weeks went by and nothing was found, but then, one day, a DS member was spotted next to the Plains of Despair. The spy carefully followed him to the gates of the East, which then suddenly opened for the MDA citizen. Draconas seized that opportunity and snuck up on the enemy, managing to follow him inside the Lands of the East.

Once inside, Draconas ventured deeper and found a suspicious gathering at the Temple of the Void. Queen AmberRune and lashtal were among them. Approaching the crowd, Draconas caught a glimpse of the unexpected: a Drachorn was being mutated by the Necrovian. It turns out lashtal had naturally risen to become Necrovion's new King during their exile and managed to master the mutating technique. The Dimensional Shifters were

smuggling Drachorns to the East so they could create an army of Wind Dragons to retaliate against the Lair Keepers.

When he discovered what was happening, Draconas immediately jumped back to the Drachorn Master and reported his findings. The master was infuriated. In his eyes, that was an atrocity to his beloved Drachorns and the land of Golemus itself. He then gathered the whole army of Golemus and stationed it at the front of the gates of the East. At that point, he would do anything to enter the Tribunal and destroy everything.

The Beginning of the War

It was day 312 of Year 12 when the Lair Keepers sacrificed all Drachorn Melodic Charms in their possession to force an opening into the East. The Golemian army then proceeded to invade the Tribunal looking for any members of the East-Necrovion-Shifters alliance. Aware of what was coming, regents AmberRune and lashtal were ready with their army at the Plains of Liberty.

“You shall not take any step further!”, said Queen AmberRune, with lashtal and an army of Wind Dragons by her side. The Caretakers, Seal of Six and Dimensional Shifters were also ready to fight, each with their own squad of Wind Dragons.

The Master, riding the strongest Drachorn, did not fear her words. “Show me what you’ve got!”, he yelled, and the battle begun.

The Apparent End

After a few days, it was evident that Golemus had the upper hand and the allied forces were starting to lose ground and morale.

“We wield the power of Wodin Ullr! You have no chance!”, roared the Seven Dragons, commanding a massacre on the battlefield.

“If only Eon was here..”, cried an Eastern recruit. “Worry not, my friend. Soon, the winds will change direction”, said lashtal, in an attempt to comfort the young recruit. He was not sure of his words, but he had a strange feeling...

On the seventh day, the allied forces were retreating when suddenly a loud voice echoed:

“Surprise surprise...”

“That’s Granos’ voice!”, yelled AmberRune. Then suddenly a gold mist filled the air around them.

The Final Clash

When the mist begun to vanish, a few familiar faces were spotted: The Shattered Illusions, along with Granos, had brought Azull back, and by their side, the Shade Sentinel stared at the battlefield.

“Where were you guys?”, asked JadenDew, a Tainted Warrior.

“We were busy actually doing stuff!”, replied the Shattered Illusions’ leader, dst.

Azull summoned a Wind Dragon of his own and the Shade Sentinel approached it.

The Drachorn Master, consumed by bloodlust, screamed:

“Great! Now I will finish you all. You shall no longer be a threat to this realm!”

Very slowly, as if nothing else in the world mattered, the Shade Sentinel begun spiraling around the Dragon. The Goleman army was rushing towards them when suddenly time seemed to stop flowing and the spiral started moving insanely fast, then the Dragon was enveloped by it. Shortly after that, time went back to normal.

The former king of Necrovion quickly mounted the Wind Dragon and started repelling the Golemians with ease. Surprised by that power, the GG army stopped attacking.

“What do we do, Master?”, asked a Guerilla commander.

“I see... there is no other way then. Azull, let’s duel, you and me alone.”, said the Drachorn Master.

Everyone else stood still as Azull looked at his Dragon for a moment then lifted his head up and nodded.

The two warriors went to the middle of the Plains and started fighting. Their power was unbelievable.

The fierce combatants then started charging a powerful attack, their eyes filled with determination. When they were about to strike, the black figure standing at the Lands of the East foundation turned around, faceless, and from it, Mur’s voice echoed: “Interesting...”. The figure seemed to make a gesture and suddenly everyone was movelocked.

There was a loud noise and a dark mist started filling the whole realm.

“This is what happens when you disturb balance. You had it coming.”, said Mur’s voice.

Then, unexpectedly, everyone present in the battlefield disappeared and night mode entered a permanent state from that day on.

Epilogue

It was the end of year 12, when a newbie was being helped by a LHO at the Gazebo of Equilibrium:

“This doesn’t look like New Year’s Eve, it’s too creepy out there”, said the newbie.

“Indeed. It seems Dark Days are ahead”, replied the LHO.

...and that conversation marked the transition of an era for this realm.