

The Nightfall Wars

Nightfall Wars Overview

The Nightfall Wars were a series of wars and conflicts started by various cults and groups worshipping Dark Aether. Starting by infiltrating, sabotaging, and subverting numerous of Corvantis' strongest governments, while also inciting civil unrest, the actions of these Dark Aether-worshipping groups eventually led to a series of conflicts all across Corvantis among different nations, from small border skirmishes to all-out War. The arc will be divided into 4 sections.

Stage One

Theme: Mystery and Intrigue.

- Cultist networks begin moving in the shadows, laying the groundwork for chaos.
- Events can include:
 - Political Subversion: bribery, blackmail, and planting cultist operatives in government.
 - Economic Sabotage: factories burned, trade routes raided, banks destabilized.
 - Espionage & leaks: secret documents stolen or forged to implicate innocent nations.
 - Civil Unrest: riots and protests sparked by cult propaganda, sowing division within nations.
 - Targeted Assassinations and Attempts: journalists, scientists, diplomats silenced to bury the truth.
 - Religious & Cultural Manipulation: cults disguise themselves as new faiths or movements, drawing desperate populations into their ranks.
- The world doesn't yet see the bigger - nations only know that someone is pulling strings, but not who.

Player Opportunities:

- spy RP, thriller plots, covert ops, national paranoia, false accusations.

Stage Two

Theme: Chaos and Misdirection

- Tensions boil over, and nations begin lashing out. Retaliation leads to border clashes, air raids, and even full-on wars.
- For the Cultists, this is ideal:
 - War distracts the great powers, preventing them from uniting against the real threat.
 - War also feeds Dark Aether, as battlefields, massacres, and atrocities generate the dark energy they crave.
- Not every nation fights by choice. Some governments are already compromised by corrupted officials or generals — these NPC nations will keep fighting no matter what.
- This stage will only end when enough nations realize that the wars themselves are only strengthening the real enemy.

Player Opportunities:

- Choose whether your nation escalates to war or tries to stay neutral.
- Engage in border skirmishes, air/naval battles, or even diplomatic standoffs.
- Risk being manipulated into striking an innocent nation — only to discover too late it was a false flag.

Stage Three

Theme: Horror and Realization

- While nations fought, the cultists escalated their atrocities. Their actions are now impossible to hide:
 - Mass disappearances turn into the discovery of mass killing sites — forests filled with shallow graves, torture chambers uncovered beneath cities, entire towns vanished overnight.
 - Corrupted landscapes emerge: forests stained purple, dead rivers, cities where Dark Aether pours from the ground.
 - Anomalies appear openly, no longer dismissed as rumors — twisted monsters birthed from corruption begin to terrorize civilians and soldiers alike.
- The Vanguard of Unity forms — a coalition of nations committed to stopping the spread of Dark Aether. But unity is fragile: some nations halt hostilities immediately, while others refuse to lay down arms.

Player Opportunities:

- Send military task forces to cleanse corruption zones.
- Conduct rescue ops for hostages trapped in cultist facilities.
- Debate whether to abandon grudges or continue your war despite the revelations.

- Face the horror of anomalies in direct combat.

Stage Four

Theme: All-out War

- Cultist forces unleash their full strength. What were once scattered cults and militias are now a coordinated, fanatical war machine — armed not only with conventional weapons, but also forbidden Dark Aether sorcery.

- Cities burn, armies falter, and corruption spreads faster than ever before. Even the strongest nations find themselves on the defensive, retreating in the face of overwhelming assaults.

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Player Opportunities:

- Play out large-scale battles where the outcome isn't certain.
- Showcase your nation's forces at their most heroic — or most desperate.
- Decide how far your leaders will go to hold the line: last stands, retreats, scorched earth, or forbidden experiments to match the cultists.