



With the Emperor's death and his army's surrender, the war to conquer Venifica is over. Essential to his defeat were the efforts of Prince Louis of Meath and his retinue, who were celebrated as saviors everywhere from western Corthas to eastern Ha'Pharad, from northern Estacea to southern Ha'Sareem.

What follows is the story of the heroes thereafter...

Louis, Prince of Meath

After putting his father and brother to rest, Louis was crowned King of Meath. and dedicated his efforts to rebuilding the lands ravaged by Belst. All the world praised him for bringing the continent together to oppose the Emperor, and he was proclaimed the “Unity King”.

He kept close ties with Princess Sirma, who often visited through the port city of Linane. Fire has a way of sparking when flint strikes steel, and one day, they found themselves aflame with love for each other. They wed, their bond a sign of the new close relations between the free Garishans and Meath.

Even as years passed, King Louis’s renown remained. When King Murdoch of Haranth passed away, the dukes met and agreed that their ideal ruler lay to their south. Recognizing their shared culture, they declared him the ruler of The United Kingdom of Craeiona, and King of Garisha.

Louis mourned his family, and tended to his aging mother. He never lost his passion for peace, and always worked in the name of hope.

Darragh, Meather Magister

Darragh oversaw the funeral of King Stephen and Prince Arthur, and returned to his post as foremost magical advisor on King Louis’s council. The old bishop had surprised himself, having learned more about the magic of healing during the war than he ever did in peace. Magic as a form of healing across Meath, on his recommendation.

The people of Meath grew healthy under Darragh’s watchful hand. Their support for him pressed upon the Council of Theology, and he was inducted into the Council as a special member. His popular support carried him into the office of Olpaidamh, where it carried significant weight in mending schisms between bickering Bishops.

In his old age, he encountered one final test: in the west, the tribes of Sythraea had met once again. The Iwadha tribe had grown large, and threatened to persecute the rest of their kin under the dogma of their Sky-Father. Darragh traveled to Sythraea and convinced Chief Iwadha that his people’s beliefs did not justify his own bloodshed, and ended what could have been the next great crisis.

After his passing, Darragh was considered a saintly figure in Craeoina. Statues of the twin Bishops, staves extended in both of their left hands, are now the symbol of healinghouses.

Riffat.

The post-war celebration was completely absent of the Supreme Summoner. Historians would struggle to maintain the records of the shaman. While many would attempt to brave the sands of Ha'Sareem, all of them would be turned around by phantoms of the Emperor that guarded the villages.

Meanwhile, rumors of ghosts populated the continents, piles of robes and clothing seemingly moving on its own before vanishing into the shadows.

Kha-Ra, of the Peacekeepers Long-Traveled

Tori/Feia/Jim John,

Varis, Life Anew

With his Emperor slain & his life restored, Varis chose to take his newfound life in his own direction. He abandoned his former loyalties to Belst & gave his life to Prince Louis, offering himself to serve as his guard until his second life ran out. He became one of his royal guards, defending Louis & his realm from any that sought to disturb the peace of The United Kingdom of Craeiona.

Even though Varis may never have found a partner, his new love for life fulfilled him as he hoped to spread hope to those around him. Teaching others to value the life they were given and make the most of it became one of his greatest undertakings when he had time to spare. His experiences post mortem & youth in Belst made him quite the curiosity for many, but still he strove to help people and encourage them to be their best selves as Prince Louis had inspired in him. Over time, people seemed to accept him and his strange ways more and he continued to work alongside & for the people.

One thing that continued to pester Varis throughout his life were scholars, philosophers, and mages that came to him asking what happened upon his death. His answers proved unfruitful and unresourceful as his mixture of Belst faith & his own lack of understanding proved to only irritate many that came to him. All that people seemed to discover was that Prince Louis forging the Fire Emblem seemed to have some effect on restoring natural life. Alas such a miracle could never be created and Varis took the secrets to his grave.

Runa,

Morrow,

Siegemaster,

Isabel, the Silent Saint and Ordway, the Mighty Mercenary

Before the couple would settle down in their home, the happy couple made a trip to Ha'Pharad. There, the couple took in the sights of Ordway's desert homeland and, more importantly, met Ordway's family. There, Ordway introduced his future bride to his family and Ordway gave the amount of gold needed for his family to avoid their debt. The pair stayed in his village for a brief moment, although the chaos of his family was one that at times overwhelmed Isabel, she just wondered if such insanity was just "country folk" or her being a chronic loner as per usual.

With the Emperor of Belst defeated, and the Prince of her adopted land coronated, Isabel and Ordway moved to the edge of a market town on the border of Meath and Ha'Pharad. Isabel for her part, learned a lot of things about housekeeping, farming, and masonry from her boyfriend as they built up their plot of land and new home together. The town had hosted a large number of Estacean refugees, and to Isabel's delight, they had built a small chapel for the community, where the two were wed. They were from thereafter, Mrs. and Mr. Gladwyn. Isabel would become pregnant in the months that followed, with her first child being a girl named Abayomi, and a boy would be born a year-and-a-half later named Olabisi.

Motherhood provoked particular stressors on Isabel, who still burdened many regrets and traumas from years of war, and having pretty strong inclinations towards introversion. Accordingly, though she loved her children immensely, it did prove to drain her energy and emotions to care for the first two Gladwyn children. In time, she would (unintentionally) give birth to a set of twins, Ximena and Rolando. It was around this time that the former mercenary began to accept the struggles of maternity, though she coped with it in some odd ways.

As the children grew up, Isabel would take them to services in the Church of Estacea and raise them in the faith. A part of how she grew, not quite out of, but with, her introversion, was by

connecting with other immigrants and reconnecting with her childhood values. She took the skills she learned from her husband and assisted in building two new churches in the general region around their town, as well as volunteering in the general community when she wasn't hunting or farming.

Garek eventually too settled down and sired a number of broods. Garek's spawn were eventually called the "Ha'Pharad Emperors". The breed became well known for their large size, striking red eyespots and loyalty. The Emperor Wyvern breed became the standard for the Ha'Pharad army when Ordway's sister, Miriam joined the Wyvern Knights of Ha'Pharad and her wyvern, born from the first of Garek's eggs quickly out performed the standard wyverns in almost every way.

Hunting provided Isabel with the alone time she craved while still being able to put her skill with the bow and knife to good work. Deer, antelope, and other tasty, furry creatures were brought home in bags for the family quite often by Isabel. As the children got older and Ordway mastered "the art of fatherhood", she grew to spend more time on hunting trips, sometimes days, even. And by the time the children were teenagers, the now middle-aged Isabel began to seek new prey: slavers. Her old enemy found once again, in the borderlands of Ha'Pharad, that her arrows were the last thing they never saw.

Isabel instructed the Gladwyns from young on matters of archery, and Meather knights across the kingdom would come to her in hopes of learning from the "great master from the island". When she wasn't busy on hunting trips or working with the Church, she offered lessons and training to those who came, though she began charging fees due to the demand. Never quite interested in establishing a proper school, she often shoo'd immature wannabe adventurers away and suggested they take more proper careers like "being a dealer at cards".

Although larger than life Ordway died away from his homeland, his homeland did not forget him. Although two of his sisters obtained fame of their own (one was a wyvern knight who matched him in skill, the other a famous scholar) he himself became a folk hero in his own village. Among the dunes, many talk about the exploits of a mountain of a man who climbed up to the top of the highest mountain to wrestle and tame a king among wyverns, only to help defeat the Emperor.

Isabel's legacy would not be forgotten. Ordway died before her, so she continued her life as a nun, passing away in the arms of her children and her sisters-of-faith at the age of 80. She felt no regret. For her service to the Church, her battles in the war, and for her relentless pursuit of those who would enslave others, she was named a saint. One of the churches she helped build would immortalize her in a stain-glass window, depicting a scarred, beautiful archer among a field of flowers and friendly birds.

Inary, Finally Free

Special Thanks

There are some people who deserve thanks. As part of this credits sequence, I have included them here. Over the years, I may have forgotten people—but that does not mean you're undeserving.

I want to thank my GMAs:

I want to thank CTS, for helping in the early days when he had time,
and TC, for staying on for so long, even as his work with other teams split his focus.

I want to thank Bemoney, for sitting me down and encouraging me to care about the gameplay side of Team H just as much as the story side. My maps are not only pretty things, but tactical things, because of him. Without his help, the Astrology system and the weapons list would not be in the state it was for Endgame. He deserves credit for making sure there was a game, and that it was fun.

And, I want to thank Dom, for being the essential morale boost I needed. Dom reminded me that there were people outside of Team H who were passionate about its success, to some extent more than I was at the time. I don't know if Team H would have ended as quickly as it did without his encouragement.

Past the GMAs, there are some more people that I want to thank.

MG, for giving his approval for the team.

Eclo, for all the work she did in ensuring our calculator worked.

VG, for being one of the people I bounced ideas off of.

Ama, and Deme, for holding me accountable as a GM.

And Rod, for making sure the Astrology system made the players think. It's funny to me now, knowing that the guy who joined the server for my team became a mod before the game even ended.

I also want to give a special thanks to everyone who played in Team H. I want to thank my players for tolerating the hiatuses, the failures, the system changes, and the system tweaks over these six years of play.

Thank you for staying along for the ride for this long. Thank you for helping me run my favorite ever video game, and for helping me make it even better than the original. Thank you for watching my first ever creative endeavor unfold.

Even as I worked on it, I feared that Team H would either never end, or be archived as one of the lost teams. Every time I posted a chapter, the anxiety of "what if nobody posts" hung over me. Thank you for proving me wrong each time, no matter how long it took each map to come out. Thank you, too, for coming along in spite of the

slowness that you saw. I did not spring fully-experienced from the mind of a game designer, wielding a spreadsheet and calculator. Thank you for helping me figure out how to run a game. It let me remember why I was running it.

Louis's story tells us that trust in your comrades can shake the foundations of this world. Thank you all for believing in me.

I love you all,
AOMRocks20
Game Master, Team H (and maybe one day H2!)

