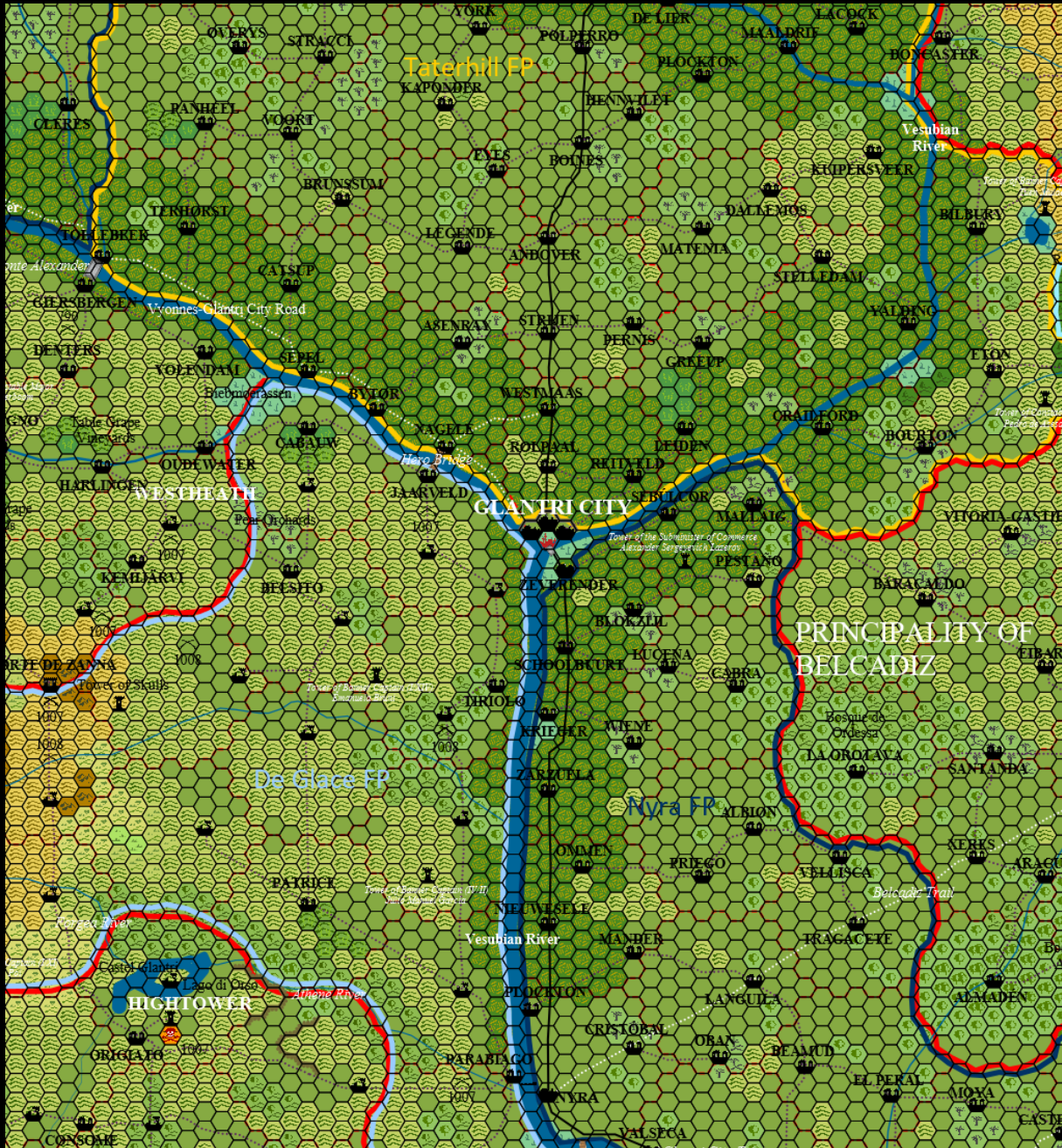


# The Glantrian Almanac Vol 3

## The Great Recovery - AC 1010 – AC 1014



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## Foreword

This is the third of the four planned Glantrian Almanacs. For those not familiar with my previous writings or my detailing of Glantri let me summarize the changes I have made and the reasons why I made them. The biggest and more important was the elimination of the meteor strike and resulting Great Crater that destroyed much of southwest Glantri including the Principalities of Caurenze and Blackhill. While one can debate the implausible science (basic physics) of its impact or that it might have crossed that fine line between fantasy and 'fantasy fantasy', the event created a huge problem that there really was no debate about and logically no way around that didn't violate some important rules about Glantri made in Gaz3. Princess Dolores/Synn was a major player in the post Great War Glantri and removing her would change the entire setting and many of its post *Wrath Of the Immortals* plot lines. Yet why would one need to remove her?

Gaz3 was VERY clear about the rules of establishing Principalities in Glantri. Fenswick could **never** actually become a Principality by Gaz3, a *huge* misstep by later canon, thus if there was no Blackhill there could be no Princess Dolores without drastic changes and some serious explanatory gymnastics involved to how she logically became a Princess yet still remain true to Gaz3. So, in order to stay true to Gaz3, the higher order canon than anything that came afterward, I ditched the event of the meteor strike in Volume 2 of the Glantrian Almanac and reworked some events to get to the same result of having the Night Dragon Synn become a Princess of Glantri in the form of Dolores Hillsbury immediately after the end of the *Wrath Of The Immortals*. Thus, the plot lines of the years that followed in the years AC 1010 – AC 1020 could largely move ahead with very little change other than her actual title and location of the Principality she ruled.

This Glantrian Almanac was very different than the first two as for those first two volumes covering AC 1000 – AC 1009 it was simply a matter of creating events or filling in the broad strokes of the events of the *Wrath of the Immortals* (called the Great War in Glantri). For the years covered in Volume 3 here we had official Almanacs done, complete with detailed specific events for Glantri, for the first four years (AC 1010 – AC 1013) and then fandom almanacs starting in AC 1014 for the following years. What I did literally was go through all the Almanacs and picked out all the events related to Glantri. From there I altered (or eliminated) any references to the Great Crater. The canon Almanacs were very much a mixed bag, two were done very well IMO, and two were not. Thus, with one in particular, I made several large corrections (along with a major rant) which came out of transferring the Glantrian entries from PWAII covering the year AC 1011. The voting power of the Princes were disregarded in entries regarding the succession battle between Henri and Isidore. For example Isidore lost a vote because only 6 of 13 Princes supported her, yet when their CV scores were tallied her measure would have passed due to the high CV of those 6 Princes. Another change was in how PWAII covered the charges brought by Malachie against Henri. As the Council of Princes was not a Court of Law, and the charges were legal not political, so the entries regarding the charges brought by Malachie against Henri were rewritten to take place in the High Court of Glantri (detailed in [The Citadel Quarter](#)) not before the Council of Princes.

I also took the liberty of shifting some events around from later fandom Almanacs to this volume. The two main ones being the prelude and preparations to the Ethengarian invasion of Glantri which is covered in Volume 4 of the Glantrian Almanac. While the actual invasion of Glantri was exciting and well

written in the fandom AC 1015 Almanac, the run up to the invasion needed a bit of work, as Jamal explained in full to the Golden Khan. The change I made being that Ethengar had to completely surprise Glantri with its invasion, there could be no declaration of war or anything like that, giving Glantri months to prepare. It didn't take [Jamal](#), any General, or student of military history to see that it had zero chance of becoming the dramatic event the fandom almanac had it becoming without some drastic changes to the fandom events leading up to the invasion itself.

The 2<sup>nd</sup> change goes back to the elimination of the Great Crater and the destruction of Blackhill and Caurenze. While the massive depopulation and physical destruction of Blackhill could be easily switched from the meteor impact to its brutal sacking during Thar's invasion and very little change was needed to make the change of its ruler from Prince Volospin to Princess Dolores but that left the matter of Caurenze and its ruling Prince Innocenti. Caurenze survived the Great War relatively intact though cut off by Thar from the rest of Glantri for several years. However, Prince Innocenti in later canon and the following fandom almanacs was left hanging, there but ignored, for some time as some half-assed half-baked insane 'sole survivor'. The fandom almanacs eventually detailed a plot line around Prince Innocenti and the mother of Prince Jaggar but that didn't happen until AC 1018 – AC 1019. I advanced that plot well forward for several reasons, the first being Hildegard wasn't young and had been preparing for that event for years (Gaz3/AC 1000). The second point and perhaps most important, Prince Innocenti like all the Princes gain massive dominion XP generation via the Companian Rules thus was gaining a level a year and was soon to reach archmage state (level 30+). Hildegard would have been smart to have struck as soon as she was ready and not waited for Innocenti to further narrow the gap in the respective levels between them (note Hildegard's class and level has long been identified as an error in Gaz3). Thus, I moved the event up from Volume 4 to Volume 3 of the Glantrian Almanac.

As far as the actual events of the years covered here are concerned, the title should be a hint of the general theme here. Glantri, though victorious in the Great War was left crippled having lost a substantial percentage of its population and was left near the edge of financial ruin, saddled with a crippling debt in had to take on to finance the massive expansion of its army and strengthening of its defenses against a direct attack by Alphatia. One of the two main themes of this volume was Glantri's economic recovery from the Great War. The second theme was a very profound yet less than obvious change to the setting that really was not covered, either in the official almanacs or the fandom almanacs and that was the disappearance of Etienne d'Ambreville, the immortal Rad, at the end of the Great War. The profound change was not for his title of Prince of Noevelle Averoigne, nor his charge of Grand Master of the Great School of Magic, it was in his 3<sup>rd</sup> role in the setting, the leader of the Brotherhood of the Radiance and the glossed over or ignored implications of his disappearance regarding the Brotherhood and the Radiance. A subject that gains paramount importance in the years to come with the events of AC 1019 and AC 1020.



# The Glantrian Calendar AC 1010

There were two new dates were incorporated into the Glantrian Calendar since Vol. 2 of the Almanac. The first on Eirmont 24 is a national holiday celebrating the defeat and sinking of Alphatia in AC 1009. The second addition is far celebratory but much like a national holiday is a day off for most Glantrians and the Day Without Magic on the last day of the year on the 28<sup>th</sup> of Kaldmont.

GLANTRIAN CALENDAR																												
Nuwmont - Mid Winter 1							Vatermont - Late Winter 2							Thaumont - Early Spring 3														
Lu	Gr	Ts	Mo	Ny	Lo	So	Lu	Gr	Ts	Mo	Ny	Lo	So	Lu	Gr	Ts	Mo	Ny	Lo	So								
1	2	3	4	5	6	7	1	2	3	4	5	6	7	1	2	3	4	5	6	7								
8	9	10	11	12	13	14	8	9	10	11	12	13	14	8	9	10	11	12	13	14								
15	16	17	18	19	20	21	15	16	17	18	19	20	21	15	16	17	18	19	20	21								
22	23	24	25	26	27	28	22	23	24	25	26	27	28	22	23	24	25	26	27	28								
Flaurmont - Mid Spring 4							Yarthmont - Late Spring 5							Klarmont - Early Summer 6														
Lu	Gr	Ts	Mo	Ny	Lo	So	Lu	Gr	Ts	Mo	Ny	Lo	So	Lu	Gr	Ts	Mo	Ny	Lo	So								
1	2	3	4	5	6	7	1	2	3	4	5	6	7	1	2	3	4	5	6	7								
8	9	10	11	12	13	14	8	9	10	11	12	13	14	8	9	10	11	12	13	14								
15	16	17	18	19	20	21	15	16	17	18	19	20	21	15	16	17	18	19	20	21								
22	23	24	25	26	27	28	22	23	24	25	26	27	28	22	23	24	25	26	27	28								
Felmont - Mid Summer 7							Fyrmont - Late Summer 8							Ambyrmont - Early Fall 9														
Lu	Gr	Ts	Mo	Ny	Lo	So	Lu	Gr	Ts	Mo	Ny	Lo	So	Lu	Gr	Ts	Mo	Ny	Lo	So								
1	2	3	4	5	6	7	1	2	3	4	5	6	7	1	2	3	4	5	6	7								
8	9	10	11	12	13	14	8	9	10	11	12	13	14	8	9	10	11	12	13	14								
15	16	17	18	19	20	21	15	16	17	18	19	20	21	15	16	17	18	19	20	21								
22	23	24	25	26	27	28	22	23	24	25	26	27	28	22	23	24	25	26	27	28								
Swiftmont - Mid Fall 10							Eirmont - Late Fall 11							Kaldmont - Early Winter 12														
Lu	Gr	Ts	Mo	Ny	Lo	So	Lu	Gr	Ts	Mo	Ny	Lo	So	Lu	Gr	Ts	Mo	Ny	Lo	So								
1	2	3	4	5	6	7	1	2	3	4	5	6	7	1	2	3	4	5	6	7								
8	9	10	11	12	13	14	8	9	10	11	12	13	14	8	9	10	11	12	13	14								
15	16	17	18	19	20	21	15	16	17	18	19	20	21	15	16	17	18	19	20	21								
22	23	24	25	26	27	28	22	23	24	25	26	27	28	22	23	24	25	26	27	28								

## Glantrian Events and Holidays

Nuwmont 1: New Years Day, Good Sprite Day

Vatermont 1: First Day Of GSoM School Year

Thaumont 1: Spring Equinox, First Day Of Parliament

Vatermont 10: 1st Tax Day  
Vatermont 18: Monsters Fair

Thaumont 7: Landfall Day  
Thaumont 14: Spring Break  
Thaumont 25-28: Arcanium

Flaurmont 3: Parliament Day  
Flaurmont 20: Parade Day

Yarthmont 10: 2nd Tax Day  
Yarthmont 14: Gondola Games  
Yarthmont 21: Start of Football season

Klarmont 1: Summer Solstice  
Klarmont 15: Night of the Red Moon

Felmont 14: Feria de Toros  
Felmont 25: Beggar's Hope

Fyrmont 10: 3rd Tax Day  
Fyrmont 15: Vyonnese Carnival

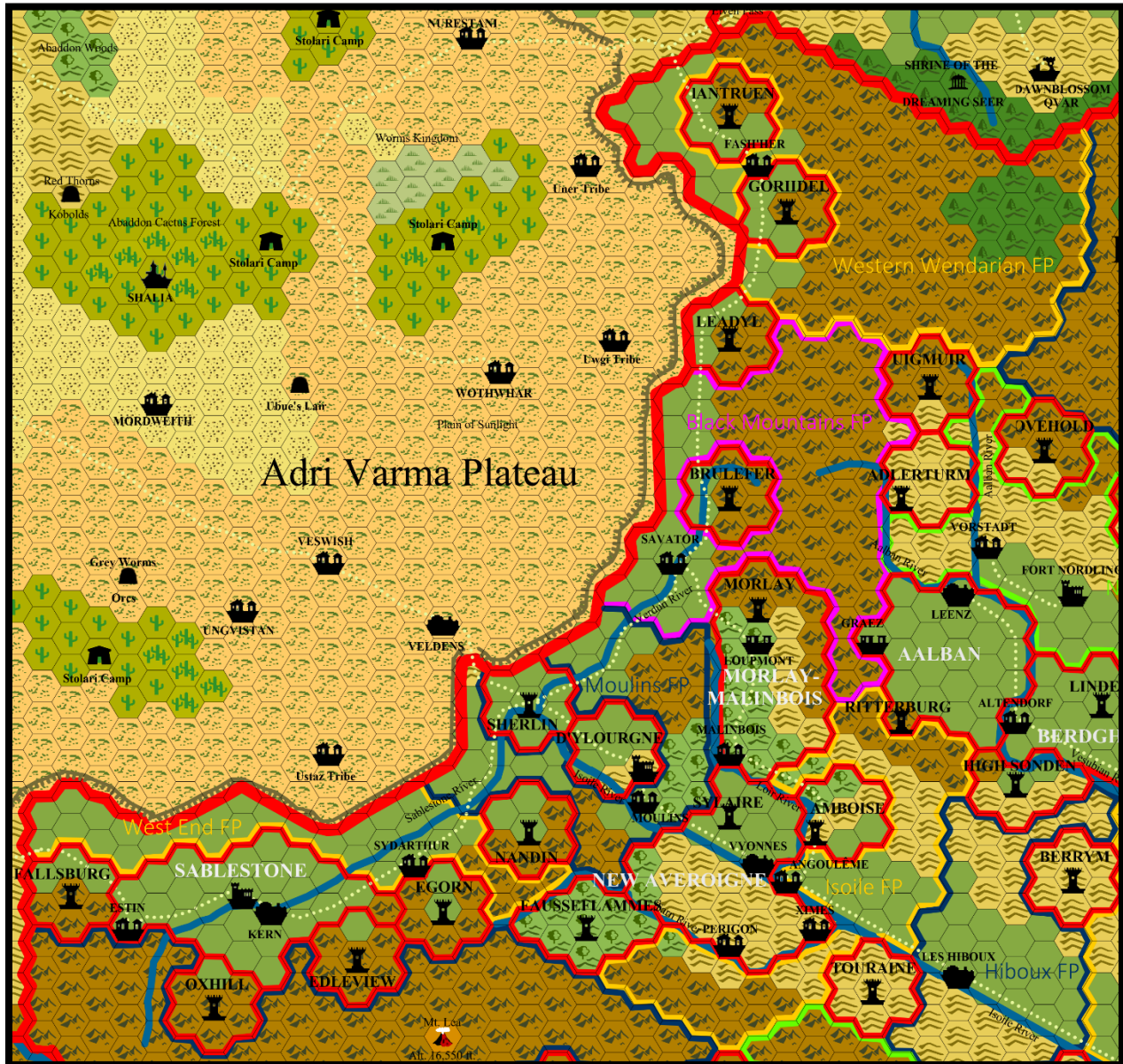
Ambyrmont 1: Fall Equinox  
Ambyrmont 7: Last Day Of Football Season  
Ambyrmont 26: Fire Night

Swiftmont 6: Best Wishes of Krondahar  
Swiftmont 14: Raising the Walls

Eirmont 5: Necromantia  
Eirmont 15: Boldavian Procession  
Eirmont 24: 4th Tax Day, Victory Day (after AC 1009)  
Eirmont 28: Last Day of GSoM School Year

Kaldmont 1: Winter Solstice  
Kaldmont 14: Annual Glantrian Ice Games  
Kaldmont 27: Alexander Day  
Kaldmont 28: Day Without Magic (after AC 1009)

## N.W. Glantri AC 1010



### New Dominions created since AC 1004

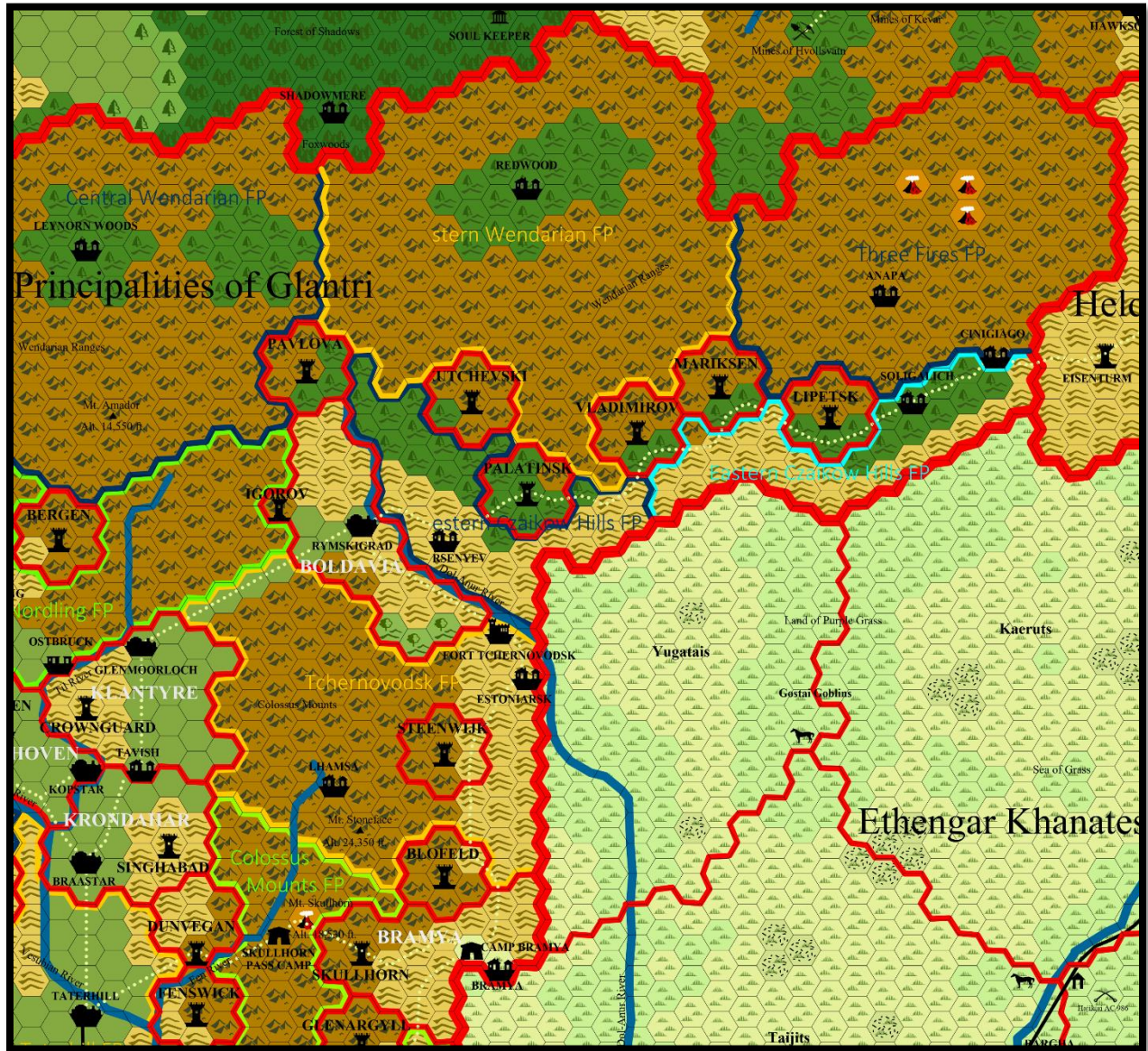
AC 1005 - The [Principality of Morlay-Malinbois](#)

AC 1006 - The [Viscounty of d'Ylourgne](#), the [Barony of Edleview](#), the [Baron of Nandin](#), the [Barony of Brulefer](#), the [Barony of Leadyl](#), the [Barony of Lantruen](#), the [Barony of Goriidel](#), and the [Barony of Dovehold](#)

AC 1009 - The [Viscounty of Amboise](#), the [Barony of Fallsburg](#), and the [Barony of Sherlin](#)



## N.E. Glantri AC 1010



New Dominions created since AC 1004

AC 1009 - The [Viscounty of Steenwijk](#), and the [Barony of Lipetsk](#)



## S. Glantri AC 1010



### New Dominions created since AC 1004

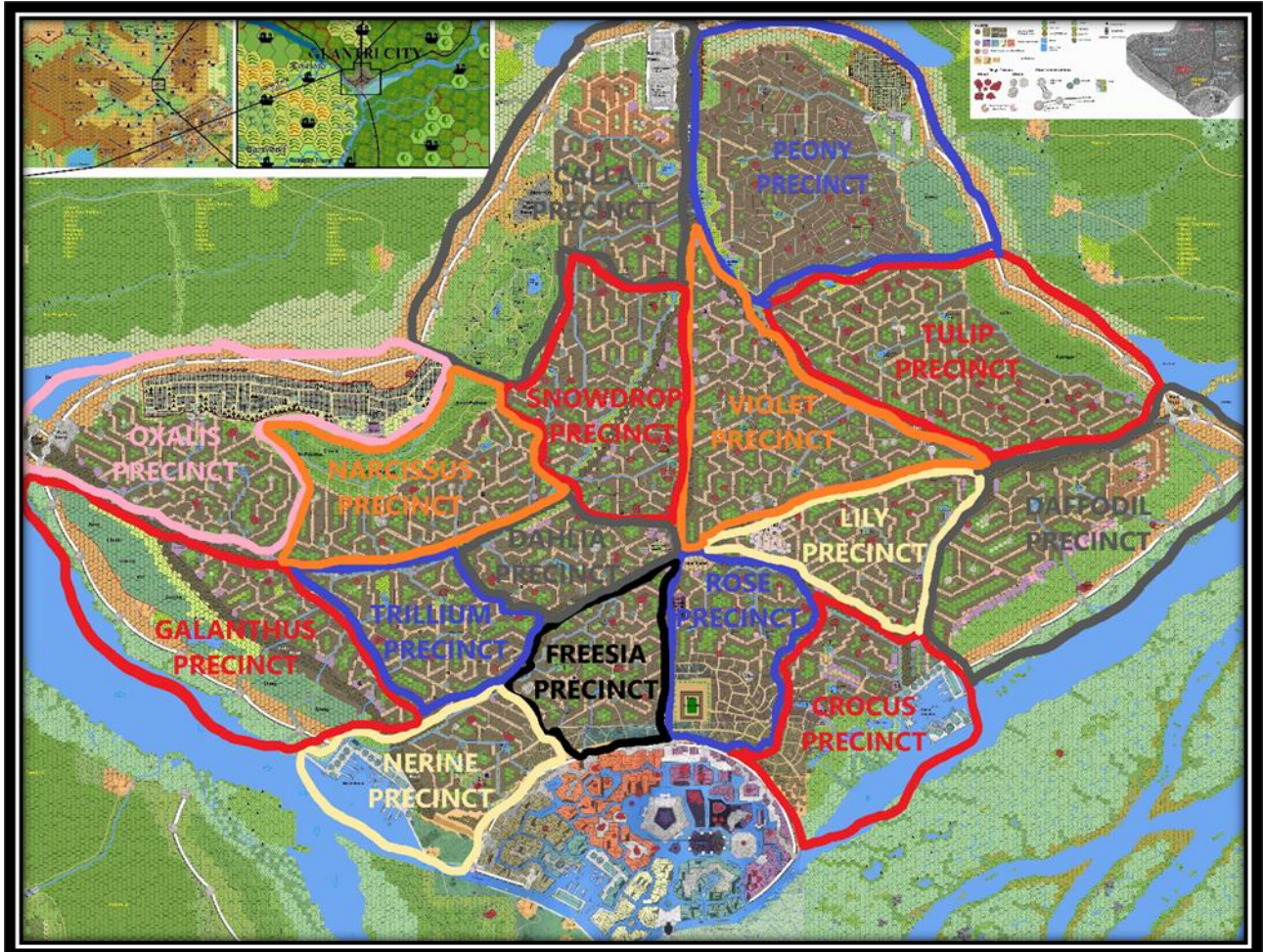
AC 1009 – The **Barony of Rittermour**



## Outer Glantri City

Population 34,500

(originally done by Robin)

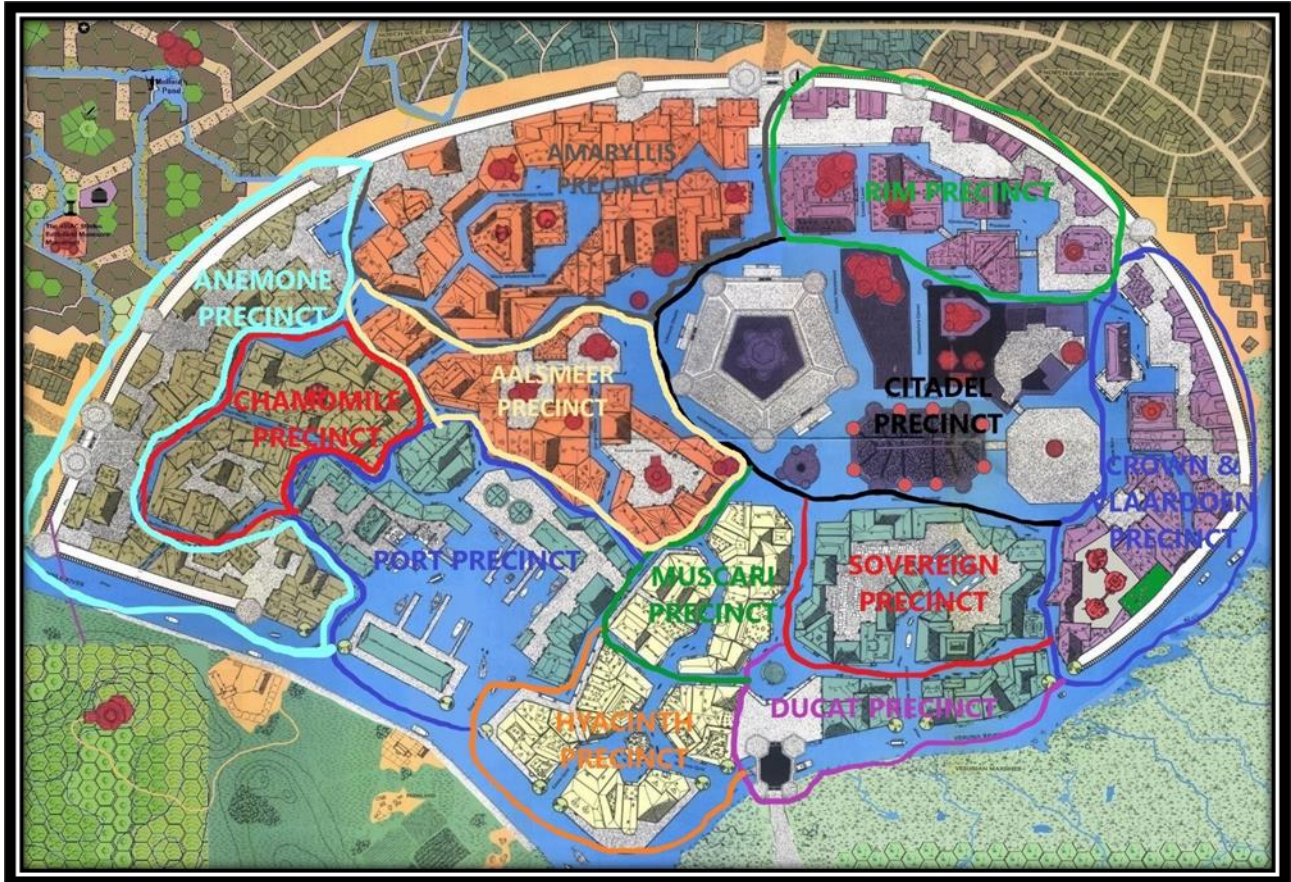


For more information on the outer precincts of Glantri City see [Glantri City and Suburbs](#)



## Inner Glantri City

Population 10,000



For more information on the inner precincts of Glantri City see:

[The Citadel Quarter](#)

[The Noble Quarter](#)

[The Business Quarter](#)

[The Entertainment Quarter](#)

[The Middle Class Quarter](#)

[The Port Quarter](#)

[The West End Quarter](#)



## **AC 1010 Glantrian Events**

### **NUWMONT 1, AC 1010: A New Day, A New Year!**

**Location:** All throughout Glantri, Principality of Erewan

**Description:** Today marked the first day of the new year on the calendar and the beginning of a new decade! Oh, and it just happened to also be the national celebration day, Good Sprites Day, for the elves of Erewan.

**What This Means:** A big excuse to party, though celebrations will be rather muted after the trauma of the last couple of months and the end of the war followed by the devastating Week Without Magic. Many in Glantri just hope this next decade is far more peaceful than the war-torn years as well as the twin natural disasters (plague, Week Without Magic) of the last decade.

### **NUWMONT 6, AC 1010: Better Late Than Never**

**Location:** West End Quarter/Chamomile Precinct, Glantri City

**Description:** In the middle of the night in a long-abandoned building in Glantri's West End Quarter (the former home of the People's Spellcasting Company) a solitary cloaked and hooded child sized wizard arrived via teleport and after he had made sure he was alone removed a large crystal receptacle from a bag and placed it upon a still functional table found tossed into a corner. If anyone had been around to watch, in the moments before the wizard would have fried them, they would have seen the room temporarily lit by an intense blue light as the wizard cast a spell. A few moments later after some less spectacular castings of spells an evil childlike laugh was heard as the child sized wizard packed the crystal receptacle back into his back and teleported away again. (see [Th. 1](#))

**What This Means:** Finally, after three years of tests but tragically several months to late, the Brotherhood of the Radiance has finally mastered the long-lost powerful spell once employed by the Dragon wizards some 500 years ago that creates a Radiance powered Anti-Teleportation dome over a large area preventing teleportation directly to or over a site. If a wizard tries to teleport to an area, like Glantri City, protected by such a spell it automatically fails.

### **NUWMONT 3 AC 1010, Demobilization Station**

**Location:** Throughout Glantri

**Description:** The last of the 3<sup>rd</sup> and 4<sup>th</sup> waves of Glantri reserve divisions were formally demobilized today which left a standing army of some 32 divisions to guard Glantri's borders. Roughly half of the divisions are in the southern part of Glantri to guard against any future raids or invasions by the humanoids of the Broken Lands. (see [Th. 27](#))

**What This Means:** Less than two months ago Glantri had exactly 100 divisions, well over a hundred thousand men and women, mobilized to defend against the invasion of Glantri by Alpathia which was expected to begin in the spring of AC 1010. After the sinking of Alpathia and the end of the war the

Grand Army of Glantri rapidly began to demobilize, starting with the 3<sup>rd</sup> and 4<sup>th</sup> waves. The divisions of the 4<sup>th</sup> wave of mobilizations (the 61<sup>st</sup> through 100<sup>th</sup>) that were called up just after Thyatis surrendered and were still in the process of training were easily and rapidly demobilized. The divisions of the 3<sup>rd</sup> wave (the 33<sup>rd</sup> through the 60<sup>th</sup>) had been in the field for several years and had been called up in AC 1007 after Thar's lightning thrust through south Glantri to the gates of Glantri City and had seen heavy combat took longer to demobilize and the last of those divisions was finally demobilized today. (see *Vol 2. of the Glantrian Almanac AC 1005 - AC 1009 for all the details of the Great War with Alphatia*)

### **NUWMONT 18, AC 1010: For Whom The Bell Tolls**

**Location:** Tower of Adlerturm, Barony of Adlerturm

**Description:** The Baron of Adlerturm, Walther von Lienitz, passed away in this sleep with no heir. As it was well known that he had no heir the well-practiced Glantrian political machine worked quickly. Two days after the Baron's passing the Council of Princes formally announced the passing of the heirless Baron and thus opened up the rich and highly desirable Barony to an Awards Festival. The Council announced the Awards Festival was to be held on Thaumont 22. (see [Th. 22](#))

**What This Means:** Adlerturm is a rich and prestigious Baronial title for any prospective noble. Many potential nobles will be likely to compete for it thus the Council allows more time than normal for the candidates to declare their candidacies and to attempt to campaign and allow the field to sort itself out before they individually petitioned the Council of Princes.

### **NUWMONT 22, AC 1010: There Goes The Neighborhood**

**Location:** the former Capostria mansion, Noble Quarter/Vlaardoen Precinct, Glantri City

**Description:** Today one of the grandest residences in the most exclusive and expensive real estate in all Glantri was finally sold. Once the building where the Vlaardoen city guards were quartered it was sold in 891 to the Viscount of Redstone Philippe Capostria. The Capostria family were famed architects of their day and renovated the former Vlaardoen guard quarters into a fabulous and opulent mansion. After years of being on the market due to its enormous price it was finally sold today to Baron Gerrid Rientha for a vast sum rumored to be upwards of 145,000 ducats. (see [Fe. 2](#))

**What This Means:** Very little unless one is in the market for a home in the Noble Quarter or looking to sell. The enormous price paid by the Baron is sure to be noticed by both sellers and buyers and drive up the already notoriously high real estate values in the Noble Quarter.

### **NUWMONT 23, AC 1010: Zzonga That Ruling Jazz Man!!!**

**Location:** The Aendyr Estate, Noble Quarter/Rim Precinct, Glantri City

**Description:** Today, Lathan Aendyr, the declared heir to the destroyed Principality of Blackhill, announced in a letter sent to the Council of Princes that he had no interest in succeeding his father and



becoming the next ruling Prince of Blackhill. He formally renounced any claim to the Principality and heartily endorsed his half-sister Dolores Hillsbury-Aendyr to become the next ruler of Blackhill.

**What This Means:** Prince Volospin of Blackhill was last seen battling an Alphatian archmage (rumored to be the famed imperial magist Terari) over Glantri City. After the battle no sign of him could be found. He was feared dead, but the Council decided to put off the succession of Blackhill, with the permission of Volospin's son Lathan and declared heir, in hope of that the Prince might reappear. After several months the Prince has not reappeared and since Sir Lathan has now stepped aside the way is clear for Dolores to become the next ruler of Blackhill.

### **NUWMONT 24, AC 1010: Gimme My Crown You ... You... You Rancid Elven Harpy Hag!!!**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Today the Council of Princes reluctantly announced that Volospin Aendyr was being declared 'missing and presumed dead' and his Council Charge as Chancellor of Princes would be declared open. After that announcement Dolores Hillsbury-Aendyr decked out, as if for the coronation she expected, in an extravagant gown adorned with fabulously expensive jewelry, was admitted to the Council chamber where she petitioned the Council to be declared Prince Volospin's heir and confirmed as the next ruler and new Princess of Blackhill.

Prince Jaggar called for a motion of unanimous consent as Dolores flashed a predatory smile at him and he asked if any here objected. At first there was silence but the smile melted from Dolores's face quickly as Princess Carlolina raised his hand and said '*yeah.. you bet ya ass I do bubba*' (or said something noble and elven-like to that effect). Carlolina, then stood up and shook her head and scolded the other overwhelming male members of the Council and asked a guard to have book 27 of the Glantrian Code of Law brought to the Chamber immediately. Once it arrived she thanked the guard and turned to a page and read aloud from it.

*'By law no new Principality may be established closer than 80 miles...'*

Whoops, said Carlolina with an impish grin, wrong section and turned the page and started to read again

*'one must be a wizard to become a ruling noble. The wizard must also either perform a great deed for the Council or have graduated from the Great School of Magic'*

Carlolina then directly addressed Dolores and told her she had checked the records at the Great School and there never had been a Dolores Hillsbury, not a Dolores Aendyr for that matter that had attended the Great School, much less one that had graduated it. She asked her if she had performed some great deed for the Council that they might recognize to satisfy Glantrian law?

Dolores answered that she had killed that Black Dragon which elicited a laugh from Prince Malachie who remarked something to the effect of '*woo hoo...well then that about qualifies every sword swinging muscle bound meathead who has ever killed a dragon in a B-series adventure module*'. Princess Carlolina stifled a smile and turned back to Dolores and told her no, regardless of whose loins she came from and even if being a wizard as she was, the law was clear that legally and clearly stated in Glantrian law she

could not be considered a legal heir to Blackhill thus the Council could not consider or debate much less accept her petition.

The three Primes of the High Court of Glantri were then summoned by Prince Jherek and they confirmed Princess Carlolina's interpretation of the law. Unless the Council declared that Dolores had performed some great deed worthy of the title of Prince or Princess of Glantri, she was ineligible to be considered an heir to Blackhill. At those words Dolores furiously stormed out of the Council chambers and the Council was left with a decision as to what to do next. (see [Va. 4](#), [Va. 10](#))

**What This Means:** It is funny how people get in a rush or don't pay attention to the little things Glantrian Law (Gaz3) had clearly stated. The succession of Blackhill is in the air right now with a strong likelihood of being declared open and passing to the Archduchess of Westheath Judith Beaumarys-Moorkroft. As far as the Council Charge of Chancellor of the Princes. Three Princes immediately declared their candidacies for the vacant Council Charge; Princes Malachie, Innocenti and Urmahid. The voting is scheduled to be held in 3 weeks' time, which is likely when the Council will declare Blackhill open and heirless unless something changes, or something happens before then.

#### **VATERMONT 1, AC 1010: Where is the Grand Master??**

**Location:** The Great Auditorium, Great School of Magic, Glantri City

**Description:** Today marked the first day of first Quarter of the 1010 Great School of Magic term. Traditionally the Grand Master held a function that evening at the Great Auditorium and personally welcomed all new and returning students and gave a speech on the state of the Magocracy. However, the Great Master Prince Etienne d'Ambreville had not been seen in the two months since the end of the Great War and was not seen today or the evening of the function. The Arch Master of Alteration and Prince of Sablestone Harald Haaskinz filled in for the missing Grand Master and delivered an abbreviated speech welcoming all the new students, faculty, and giving congratulations to those promoted to new positions for the upcoming term such as the new Mistress of Admissions Sibylle d'Oléans and the new Master of Economic and Business Pierfrancisco Battiato. (see [Fl. 5](#), [Ei. 28](#))

**What This Means:** Questions and rumors swirled around the Great School but more importantly throughout the halls of Glantrian politics as while wizards are known to disappear and occasionally for quite some time, Prince Etienne has never missed the first night of term function. Very serious questions have started being asked at the Great School, Parliament, AND at the Council of Princes if Etienne really is still alive or was a silent unwitnessed casualty of the final days of the war and the mass Alphantian assault on Glantri.

#### **VATERMONT 4, AC 1010: Princess Dolores Becomes National Hero**

**Location:** Southern Hills Free Province

**Description:** In the last few days Dolores Hillsbury-Aendyr had been a woman possessed. She suddenly showed herself to the commander of the 29<sup>th</sup> (Blackhill) Reserve Division and by sheer force of personality took command of the division, warning of a surprise attack by the humanoids of the Broken Lands and she personally led forces on the battlefield to repel several large humanoid attacks.



Today she came to Glantri City, on griffon-back, claiming to have seen a large force of humanoids headed for Glantri City in the hills to the southwest of the city. Prince Jaggar mobilized the forces around Glantri City and with Dolores leading from the front; they repelled what was no longer a surprise attack from King Thar. This success in thwarting a major attack on Glantri City helped make Dolores very popular to the soldiers and citizens of Glantri as well as to many of her fellow Princes. (see [Nu. 24](#); [Va. 8](#))

**What This Means:** Synn is making a last-ditch attempt to gain power in Glantri. She has her own spies in the Broken Lands who arranged for Thar to hear of a marvelous opportunity to sneak right up to Glantri City. She then was prominent in thwarting the attack to gain popularity for herself as Dolores, and to weaken the faith of the humanoids in King Thar. She is viewed as a hero by a great many people. The question is whether she did do enough in the few short weeks she had to work with.

### **VATERMONT 8, AC 1010: Gimme My Crown You ... You... You Hapless Horny Dogs!!!**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Prince Jaggar spoke before the Council today and gave a brief summary, in case any of the Princes had not heard the stories and all had as seemingly *everyone* in Glantri had, of the exploits of Dolores Hillsbury-Aendyr on the battlefield in the last week. Prince Jaggar invited in Dolores and started giving her a round of applause which all the other members of the Council also gave (though the men in general were far more enthusiastic). Jaggar turned back to the Council and implored them to consider what was a 'great deed done for the Council' if this was not one. Jaggar put forward the motion to have Dolores given the rare honor and title of *Hero of Glantri* (last awarded to Viscount Michel Leconte last year for his exploits at the Battle of Retebius leading the Glantrian Expeditionary Force and leading a group that captured an Alphatian Men-At-War, a flagship of the Alphatian sky-ship navy). The motion passed with all Princes voting for it.

Then Prince Innocenti put forward the motion to recognize the Hero of Glantri, Dolores Hillsbury-Aendyr, as eligible, under Glantrian Law, to attain noble rank. Again, the measure passed, though with several abstentions, Princess Carlolina and Isidore d'Ambreville (serving as Etienne d'Ambreville's representative). Thus Dolores Hillsbury-Aendyr was confirmed by the Council of Princes as the next ruler of Blackhill. She took Volospin's empty chair at the table of Princes. The new Princess Dolores of Blackhill and Countess of Silverston now had a CV (council voting) power of 16. (see [Va. 4](#))

**What This Means:** Dolores/Synn were almost thwarted in her plans to gain rulership in Glantri in order to break it from within, but her last second Hail Mary worked, and she managed to get recognized as eligible to hold a noble title in Glantri. Synn/Dolore is now on the Council of Princes.

### **VATERMONT 10, AC 1010: 'Cause I'm the Taxman**

**Location:** Across the entirety of Glantri.

**Description:** Today was the first tax day of the year in Glantri with quarterly taxes due from Sviftmont-Kaldmont of last year. By each designated quarterly Tax Day all received taxes, with notarized records were due, having been collected from throughout Glantri in each Principality and at all 22 of the regional

offices of the Department of Collections and then were forwarded to the Council Vault at the House of Ministers in Glantri City and received by the Department of Reckoning. Reckoning counted the actual tax payments from the whole of Glantri and verified totals against the receipts. Nobles collected their own taxes from their population then paid their taxes to the Department of Collections. Most nobles came directly to the House of Ministers and submitted their records and taxes there. (see [Ya. 10](#))

Quarterly taxes consisted of two elements. The Council tax took 20% of a Glantrian's earnings during that quarter. Magic could be used to help verify a taxpayer's claim of an income by indicating possible fraud which would trigger a visit to the taxpayer by an agent of the Department of Reckoning, part of the Ministry of Coin. A quarterly flat tax was also collected from each adult citizen (legal age in 16 in Glantri) based upon where each citizen lived.

- Urban (city or town over 1000 inhabitants) **9 sv.**
- Rural (settled areas and settlements less than 1000 inhabitants) **3 sv.**
- Borderland (unsettled areas) **1.5 sv.**

### **VATERMONT 10, AC 1010: A New Chancellor Of Princes**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Today marked the day the Council had scheduled to settle the matter of the open Council Charge of Chancellor of Princes. Three Princes had decided to compete for the open Council Charge; Princes Malachie, Innocenti, and Urmahid. All three candidates made presentations to their fellow council members and then were voted upon. Prince Urmahid received the most votes and thus became the new Chancellor of Princes. The Council Charge of Treasurer now became vacant and was scheduled to be voted upon in two weeks' time. As a result, Prince Urmahid's voting power increased by 4 (+6 for Chancellor, -2 for Treasurer). (see [Nu. 24](#); [Va. 24](#))

**What This Means:** The fallout of the concluding events of the Great War late last year are still being dealt with by Glantri and with these moves Glantri has moved a big step closer to moving on and starting to recover post war. Once the position of Treasurer of the Council is filled only the question of the status of Prince Etienne will remain.

### **VATERMONT 12, AC 1010: Who Will Aim For The Sky???**

**Location:** Chambers of the Secret Craft of Air Elementalists, Great School of Magic, Glantri City

**Description:** On the 22<sup>nd</sup> of every month the Secret Craft of Air Elementalism was scheduled to meet in their secret chambers underneath the Great School of Magic. This month's meeting was usually one of the most fully attended of the year as the new term had just started at the Great School of Magic and this one was no different as nearly every member attended. This month's meeting was important for several reasons.

The first and most important reason for the importance of this particular meeting was the apparent need to replace the High Master, Prince Volospin, who had not been seen since the end of the war and

was legally declared missing and presumed dead by the Council of Princes last month. Like most Secret Crafts do, the senior members (4<sup>th</sup> circle and the High Master) of the Secret Craft of Air Elementalism always meet prior to the meeting of the full membership to catch up on any news or developments related to the field of their secret craft and choose who would lead that month's meeting, thus preserving the secrecy to junior members of the identity of the High Master even if in many cases it was easy to guess who was High Master (as it was with the membership of Air Elementalism).

It was a solemn gathering of the senior members of the Secret Craft as Prince Volospin, if not beloved, was highly respected and considered a paragon of Air Magic. The senior members of the Craft in AC 1010 were as follows: Lord *Taivas Urbaal* (M36) the Arch Master of Enchantment at the Great School; *Paasikivi* (M31) the Master of Penmanship, Inks, and Scrolls at the Great School; *Black Aevel* (M21) the owner of many blackstone mines in the Siver Sierra Free Province; Colonel General *Firstiri* (M20) vice commander of the 7<sup>th</sup> Infantry Division; Lady *Tereis Haaskinz* (M17) Senior Professor of Astronomy and Meteorology at the Great School; and *Christa Heinrichs* (M18), a brewer from Aalban. There were really only two choices to try to reach 5<sup>th</sup> circle and become High Master and those were the two Masters from the Great School. Paasikivi quickly took any drama out of the proceedings and offered Lord Urbaal, if he so wished, the first chance to attempt to reach 5<sup>th</sup> Circle and said he would only attempt it if Lord Urbaal failed. Lord Taivas graciously accepted the offer and said he would start the long process after the end of 1<sup>st</sup> Quarter classes at the Great School and after he had spoken to the High Master of Magic, as the Grand Master was missing, and then made the proper preparations. (see [Fe. 1](#))

**What This Means:** There really was little doubt in who should attempt to succeed Prince Volospin as Lord Taivas (the younger brother of the recently deceased Marquis of Satolas Emeth) was a legend in his own right as a wizard who created and enchanted the legendary Dragonfly flying ships for Glantri in AC 997 and was known as a very powerful and knowledgeable Air Wizard.

The process, however, to reach 5<sup>th</sup> Circle is a long one (70 days) and an expensive one (175,000 dc.) and with a chance of failure at the end thus Taivas requested a meeting with the High Master of Magic Yuri Atropov the next day and put in an emergency request for an extended leave from his duties at the Great School as the Arch Master of Enchantment which was granted by the High Master. Urbaal will spend the next several weeks preparing and securing the substantial funding he needs to try to reach 5<sup>th</sup> Circle.

## **VATERMONT 24, AC 1010: Counting The Cost**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Today the Council of Princes met to determine who would be the next Treasurer of the Council after Prince Urmahid became the new Chancellor of Princes last month. While lacking prestige as a Council Charge there might be no more important position in Glantri currently considering the financial wreckage left in the wake of the massive expenditures and crippling debt of the Great War.

Princes Malachie and Innocenti as well as Princess's Dolores and Juliana decided to compete for this Council Charge and all four made presentations to the Council of not just their personal qualities but thoughts on the state of the finances of the Magocracy. Being the daughter of the long time and wartime Treasurer of the Council Prince Vanserie Vlaardoen, before his death in AC 1008, Princess Juliana delivered a particularly insightful and knowledgeable presentation about her plan to bring Glantri



back from the brink of financial ruin. As a result, she received the highest number of votes and became the next Treasurer of the Council. Juliana's voting power increased by 2. (see [Va. 10; Th. 2](#))

**What This Means:** One of the most important tasks the nation has post war is economic recovery and though lacking the prestige and political power of the other Council Charges there might be no more important a Council Charge in Glantri for the years to come than that of the Treasurer of the Council.

### **THAUMONT 1, AC 1010: WHERE IS RAD!!!**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Spring Equinox. The members of the Brotherhood were usually spoken to by Rad himself, but this marked the 2<sup>nd</sup> straight meeting of the Brotherhood of the Radiance that Rad had not presided over. Considering that Rad had never missed one (at least not in living memory of any member), much less two meetings in a row the members of the Brotherhood were very worried that something could have happened to Rad, perhaps out of the events of the Great War and spent the entire meeting again trading theories on what they thought could have happened to Rad. The one bright spot was the announcement by Brother Morningsun that he had successfully tested the anti-teleportation spell powered the Radiance, discovered by the Dragon Wizards over 500 years ago, which could protect a wide area, like a whole city. Preventing teleportation spells from working, failing to work for casters who try to teleport to an area protected by such a spell. (See [Nu. 6; Kl. 1](#))

#### **New 9<sup>th</sup> Level Radiance Spell**

[Morningsun's Shade of Uninvited Instantaneous Ingress](#)

**Range:** 50'

**Duration:** 1 hour/level of caster

**Effect:** 1000' radius per level of caster

**Description:** This spell creates a hemispheric bubble that prevents any teleportation, dimension door or similar means of instantaneous transport from outside the bubble to the area inside the bubble. Any spell which attempts to do so will automatically fail and leave the caster safely where they were but losing the spell from memory. The spell does not, however, affect such spells cast from inside to areas outside the dome which extends upward as well as outward. A Radiance wizard of 21st level (the minimum level to cast the spell would have dome of 21,000 feet high and wide around him which is more than enough to protect the entirety of both inner and outer Glantri.

**What This Means:** The Brotherhood is really beginning to worry about Rad but the news of the successful test of the anti-teleport spell was welcome news if a bit bittersweet for being several months too late to have prevented the mass Alpathian attack on the city by the teleporting wizards.

### **THAUMONT 1, AC 1010: Parliament in Session**

**Location:** House of Lords, The Parliament Building, Glantri City

**Description:** Today marked the traditional first day of Parliament to meet to handle the year's business. The Parliament elected a President pro temp as its first matter of business which was a ceremonial

position which lasted for the next year. Marquis of Dunvegan Eachainn McDougal was elected to be the honorary chairman of the House of Lords after the death of Duchess Margaret Hillsbury late last year. The new Parliamentary session of AC 1010 also brought many other changes to the Glantrian Parliament and its sub-committees due to losses in the nobility in the last year of the war. The Chairmanship of the Judicial Review sub-committee was passed to Don Fernando de Casanegra after Lady Hillsbury's death. Lord Nyraviel's seat on the Military Affairs sub-committee was taken by Viscount Leconte and his previous seat on the Foreign Relations sub-committee was taken by Sita Peshwir the Viscountess of d'Ylourgne. After fierce competition for the open seat on the Judicial Review sub-committee the Viscountess of Castelbianco Wilhamine gained enough support to claim the open seat. The open seat on the Financial Matters sub-committee previously held by Don Juan Manuel Cagigal y Monserrat was taken by the Viscount of Fausseflamms Niccolo Galateo. The current Parliamentary Sub-Committee structure in the spring of AC 1010 was as follows:

President pro temp of the Parliament: Lord Eachainn McDougal, Marquis of Dunvegan (7)

#### Judicial Review:

Chairman: Don Fernando de Casanegra, Duke of Hightower (8)

Dame Geneviève de Sephora, Comtesse de Touraine (6)

Signor Antonio di Tarento, County of Glenargyll (6)

Dona Isabella de Montebello, Countess of Soth-Kabree (6)

Lady Kristiana Wilhamine, Viscountess of Castelbianco (5)

#### Financial Matters:

Chairman: Lady Judith Beaumarys-Moorkroft, Archduchess of Westheath (9)

Lady Mariana Terlagand, Marchioness of Berrym (7)

Lord Ezechiel Naramis, Viscount of Nathrat (5)

Lord Pieter Vandehaar, Viscount of Steenwijk (5)

Lord Niccolo Galateo, Viscount of Fausseflamms (5)

#### Military Affairs:

Chairman: Lord Eachainn McDougal, Marquis of Dunvegan (7)

Lord Quanil Urbaal, Marquisate of Satolas (7)

Herr Franz Löwenroth, Count of Wylon (6)

Herr Rolf von Graustein, Viscount of Blofeld (5)

Sire Michel Leconte, Viscount of Amboise (5)

#### Foreign Relations:

Chairman: Lady Sinaria Verlien, Countess of High Sonden (6)

Signor Griseo Fulvina, Viscount of Verazzano (5)

Lady Rowena Krollnar, Viscountess of Bergen (5)

Sir Ansel Wifefarer, Viscount of Redstone (5)

Lady Sita Peshwir, Viscountess of d'Ylourgne (5)

Once the formalities of a new legislative session were completed the Parliament usually spent the next couple of months handling mundane affairs the Council of Princes left the Parliament to handle, such disposal of allocated funds, and handling administrative and bureaucratic minutia. After the Parliament finished it ended its yearly session it came back only when called into special session by the Council of Princes.

## **THAUMONT 2, AC 1010: One Step From the Poor House**

**Location:** The House of Lords, The Parliament Building, Glantri City

**Description:** Among the many important issues Glantri faced this first year after the Great War with Alphatia none were more pressing than the dire financial straits Glantri was in after the massive expenditures during the war years. Today the Treasurer of the Council, Princess Juliana, spoke to the assembled House of Lords and gave the annual Financial State of Glantrian speech and it was in *bad* shape. After the massive expenditures of the Great War, on top of the massive loss and displacement of population, the Council Treasury at the beginning of this year stood at the lowest it had been since the AC 800's at just over 1500 cr. On top of that Glantri's debt to lenders, both foreign and domestic, was over 325,000 cr. or in laymen's terms, Glantri though it won the war it came out of it owing some *16 million gold pieces* to lenders, nearly 70% of that was owed to Darokin. Juliana concluded her speech by inviting the President pro temp of the Parliament and the members of the Financial Matters and Military Affairs Sub-Committees to the Council of Princes that evening for dinner and discussions on how to address the financial issues facing Glantri.

This year's budget allocated some 1500 cr. a month to land development. While most of that amount would go to helping rebuild war ravaged southern Glantri several hundred crowns were allotted to the previously approved in AC 1009 improvement to good quality of the Northwestern Trail between the Black Mountain Free Province and the Isoile Free Province at the Sablestone - Glantri City Road. The project is expected to take three years to complete and should be an economic boon to northwestern Glantri and Morlay-Malinbois through which a poor-quality road presently runs. (see [Va. 24](#); [Th. 5](#), [Th. 27](#))

**What This Means:** The meeting later that night at the Council of Princes involved much analysis of expense reports and projected incomes and came up with a feasible plan to trim spending and raise revenue. Not an easy task considering the amount of rebuilding necessary, especially in war ravaged southern Glantri, but also with a massive loss of population. Several immediate steps were undertaken. Cost cutting measures are implemented such as moving expenditures from the Glantrian budget to that of the Great School of Magic such as covert aid for foreign wizards, and support of education via the Temples of Rad. The sub-committee for Military Affairs started to work on plans for a reorganization of the Great Army with an eye for savings as well as greater efficiency.

## **THAUMONT 5, AC 1010: Not All Rewards Need Be Financial**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** In a meeting of the Council of Princes a proposal was made by Sir Boris, Prince Morphail's representative to the Council. He made the case of stating the obvious that the Council Charge of Treasury of the Council was probably one of the most important positions and Council Charges in all Glantri right now and proposed an increase in the voting power and stipend given to the holder of the Council Charge. Several hours of debate ensued as the Princes, while realizing the truth of the situation and the words of Sir Boris, were very resistant to give more political power to any their rivals. A vote on the proposal was taken and the measure barely passed as enough of the Princes and Princesses put the good of the nation over their own individual political machinations.



The Council Charge of Treasurer of the Council had its voting power raised from 2 to 5 and the monthly stipend raised from 200 cr. to 300 cr., though Princess Juliana had declared she would refuse this stipend until the last of the debt Glantri had incurred had been paid off, a gesture that might have been the difference between passing and failing in the very close vote upon the measure. Princess Juliana's personal voting power increases by 3. (see [Th. 2](#))

**What This Means:** Though victorious in the Great War with Alphatia Glantri was grievously wounded and left very weak and a reconsideration of values and priorities means the Glantri of AC 1010 and beyond will be a much different place than that of pre-war Glantri. While the politics, scheming, and personal rivalries of the individual ruling Princes will never end, there will be more actions like this taken for the overall good of Glantri than might have been seen before the war.

### **THAUMONT 15, AC 1010: Die Easy**

**Location:** Château Sylaire, Principality of Noeville Averoine

**Description:** A band of expensive, sophisticated thieves and assassins with great looking hair and bitchin' accents managed to break into the heavily defended Château Sylaire. They rendered Richard and Isidore unconscious, bound and gagged them, then smuggled them out and carted them off toward Glantri City. Unfortunately for the kidnapers, it was the night of the full moon; for both Richard and Isidore were werewolves. The moon awoke the unconscious victims and their began transformation. The two d'Ambrevilles got woolly, got furry, and broke out of their bonds, and killed their kidnapers. It was obvious to both Richard and Isidore that these kidnapers had intimate knowledge of the defenses of Sylaire. This indicated to them that this was an inside job, almost certainly an attempt by Henri d'Ambreville to take control of New Averoine. Unfortunately for them however, they have no proof. (see [Kl. 12](#))

**What This Means:** With Prince Etienne not seen for months since the end of the Great War last year, and possibly dead, this is a declaration of war in a secret pre-emptive struggle between Henri and Isidore for control of Nouvelle Averoine.

### **THAUMONT 19, AC 1010: Last of Traces Of The Attack Are Gone**

**Location:** The Musikverein, Entertainment Quarter/Hyacinth Precinct, Glantri City

**Description:** Today the famed musical venue The Musikverein reopened after being heavily damaged by the Alphatian attack upon the city last Eirmont. Repairs were slowed by the cold and wet winter and much of the damage was to the roof of the structure which needed substantial repairs after a dying large Roc (with its dead Alphatian wizard rider still strapped to its back) crashed through the roof after being hit by the Radiance powered Flak piece atop the Citadel tower.

The reopening featured a special concert by the legendary soprano singer Anna Sokolova and the impressive young tenor Karl Ludwig who performed what most call the greatest of all Glantrian operas, Kristin und Irmide. Nearly every Prince and noble in Glantri was in attendance the concert and even though the Musikverein can hold 600 people few tickets were available to the general public and those

tickets that were available were being sold for a minimum of 200 dc. and that was in the obstructed view (the giant chandelier) upper balcony seats.

**What This Means:** The last of the many buildings in Glantri City damaged in the attack by the Alphatian wizards last year is finally repaired.

### **THAUMONT 22, AC 1010: The Big Day!! Or Is it??**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** After months of campaigning the original field of nearly 20 candidates contending for the open Barony of Adlerturm had been winnowed, by many means including mysterious and fatal falls from fourth story balconies, to six candidates who appeared before the Council of Princes today. Each was allotted 15 minutes and spoke directly to the Council and made their final cases. When the candidates finished the Council voted, yes or no, for each prospective noble. At the end of the day two of the candidates were accepted by the Council, one received enough votes to not be rejected yet not enough to be accepted thus was passed on to Parliament to decide. The final two were rejected. The Council of Princes set a date of 1 Yarthmont for Parliament to vote on the remaining candidate. (see [Nu. 18; Fl. 1](#))

**What This Means:** There is a very high likelihood of the Barony being settled at the Dueling Court at the Great School of Magic unless one dropped out and the very rare chance of a 3-way duel if the final candidate managed to get enough votes in Parliament to qualify. Once word got out of the results of the Council of Princes vote the betting markets went crazy as the two accepted so far are both not just known to be impressive military wizards, but both are imposing and intimidating physical specimens.

### **THAUMONT 27, AC 1010: The Reorganization of the Grand Army of Glantri**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Today the Council, after weeks of analysis and discussion with the Generals of the Grand Army, passed a measure, *The Glantrian Military Reorganization Act of AC 1010*, which completely reorganized and streamlined the Grand Army of Glantri (GAG). The Act not only dealt strictly with the GAG but also brought significant political change and reaped big economic benefits to Glantri.

The reorganization to the GAG was largely modeled on proposals made to Morgaithe von Drachenfels in AC 980 by Hattian military theorist Joachim Kirschner. The reorganization reflected one of the primary hard-earned lessons of the Great War that most politicians and wizards were not particularly talented or knowledgeable about how to wage war and a more professional full time dedicated command structure was needed. Thus, the Act expanded, professionalized, and centralized the overall command structure and a new Glantrian Army High Command (GAGHQ) was created which would now have control over the Army both in peacetime and especially during times of war.

Another lesson learned was the original eight division standing army was not near enough to provide for the defense of Glantri or provided enough of a solid foundation for mobilization in times of war. However due to the critical financial constraints Glantri was under, the standing peacetime Grand Army would be downsized from its previously intended post war 32 divisions to a smaller force of 16 Divisions

which was still double the size of the pre-war Grand Army. Those 16 divisions were to be organized into 8 2-division groups, each group led by a Prince, and into 4 4-division corps when activated by the Glantrian High Command.

Politically the Reorganization Act brought significant changes to the Council Charges and the voting power of the Princes. The Warden of the Marches was made a permanent council charge. Viceroy's of Forts as Council Charges were eliminated, and Divisional Commands were made permanent Council Charges. The Warden of the Marches was made into a 3 point Council Charge and the 8 Divisional Group Commands would each be made a 1 point Council Charge.

No Council stipends were allocated for commanding the Army as Warden of the Marches, nor were any allocated for commanding divisions. Along with the elimination of the Council Charges of Viceroy and the stipends for them, the cuts saved the Council Treasury over *300,000 dc. a year* just in the stipends the Princes gave to themselves for Grand Army commands. It was decided that the increases in the voting power and the prestige of holding a command in the Grand Army were rewards enough for the already very rich ruling Princes. The Council vote for determining the Council Charge of Warden of the Marches was set for three weeks from today and the Council Vote for the eight Divisional commander was scheduled for another two weeks after that day.

On the subject of savings. One of the most important changes of the Act also had an important impact on the Glantrian economy as to effectively facilitate the expanded GAHC and larger army a new rank and pay structure was implemented. In AC 1000 there were 4,290,000 dc./yr. (7150 cr./month) budgeted annually for the GAG. Approximately 10% went to supplies and maintenance at a cost of 429,000dc/yr. leaving 3,861,000 dc./yr. for spending on the Grand Army. With the addition of the funds to the Military budget that was once paid to the Princes for of Viceroy Council Charges there now was 4,590,000dc/yr. available to spend annually which allowed Glantri to be able afford an expanded 16 full time division Grand Army in AC 1010 even as it struggles with debt repayment and reconstruction.

The supply and maintenance costs including the logistical 5th banners for the division doubled to 858,000 dc./yr. which left approximately 3,732,000 dc./yr. for spending directly on the Grand Army. With the new rank and pay structure the annual combined cost of the 16 divisions was 3,114,265.4 dc. Thus, while doubling the size of the Grand Army in AC 1010 Glantri was 600,000 dc. a year **under** AC 1000 funding levels for it 8 divisions. The remainder of the 600,000 dc. balance would go to pay the expanded staff of the Grand Army High Command as well as to help subsidize the Fuhrburg Military Academy in Aalban where the best and brightest in the Glantrian Army could receive advanced training and professional education. With the elimination of the Council Charge of Viceroy; Prince Jaggar, Prince Morphail, and Princess Carnelia all saw their CV and PV drop by one. (see [Nu. 3](#), [Th. 2](#); [Fl. 20](#))

**What This Means:** The morbid arrogance of the Glantrians in the power of their army may have seemed like a distant memory, forgotten by all but a very few (as we will soon see), but some lessons from the Great War were learned that Glantri could not afford to keep such a small standing army of 8 divisions with 0.9% of its population defending it when all other nations routinely maintained standing armies of 2 to 3 percent of their population. While the original reorganization plan envisioned a standing army of 32 divisions the financial realities of a much-weakened Glantri made it impossible to afford. Once Glantri finally recovers financially it will likely expand to the originally planned 32 division standing army. Those planned 16 additional standing army divisions remain on active duty for the time and are based in the south of Glantri to protect against further intrusions by King Thar. They are to be demobilized and become reserve divisions once the humanoids are thought to no longer pose a threat to Glantri.



### **FLAURMONT 1, AC 1010: 2/3's or Bust**

**Location:** The House of Lords, The Parliament Building, Glantri City

**Description:** Today the House of Lords took up the matter of the vacant Barony of Adlerturm. Only one candidate was referred by the Council of Princes to the House of Lords to either accept or decline. That candidate, Manuel y Costa de Martinez a Belcadizan human from Nyra, was given 30 minutes to state his case to the nobles before they voted upon him. Manuel needed to receive 2/3's of the vote or else he would be rejected. After a stirring closing summation that invoked his experiences from Thar's Invasion, which earned a round of polite applause from the nobles, the Parliament voted, and Manuel won 71% of the vote and became the 3<sup>rd</sup> accepted candidate for the vacant Barony. Later that day the Council of Princes announced that the title of Baron of Adlerturm would be settled in a week at the Dueling Court. (see [Th. 22; Fl. 8](#))

**What This Means:** In a weeks' time the three candidates: the diminutive 5'1" 100-pound soaking wet Professor of Glantrian Literature at Erewan Dateless University Manuel Costa Martinez; and the two former Glantrian military wizards, the towering 6'2" Brunhilde Niemeier, and even taller 6'6" Julian Steurt are to meet at the Dueling Court with the winner becoming the next Baron of Adlerturm. The bookies in Glantri City quickly post early odds and have Costa Martinez down as 3/2 to withdraw prior to the duel for his own safety and have Niemeier as a slight favorite over Steurt to win the duel.

### **FLAURMONT 5, AC 1010: The Council Reaches A Decision On Etienne**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Today the Council of Princes decided that the time had finally come to tie up the last loose end of the events of the end of the Great War with Alphatia late last year and deal with matter of Etienne d'Ambreville, the missing Prince of Noevelle Averoigne and perhaps more important position, the vacant position Grand Master of the Great School of Magic. While Isidore d'Ambreville had been ruling competently since last year it had been clear that the Great School of Magic had suffered and was inefficient without a Grand Master present and the situation finally needed to be addressed.

As Etienne d'Ambreville had not been seen in public or attended any of his duties as Prince or Grand Master for nearly six months he was officially listed as 'missing' by the Council of Princes and his titles and charges were declared vacant. Since he was declared as 'missing' by Glantrian law he would automatically assume his previous duties upon returning if he did so within two years. If the Prince returned after that window the matter would be taken up by the Council of Princes much as it did when Etienne returned in AC 984 after a mind boggling 103-year absence.

A measure was immediately introduced by Prince Malachie to officially confirm Isidore d'Ambreville as the new Princess of Noevelle Averoigne. The measure passed but not without dissent as Princess Dolores and surprisingly Prince Jaggar both argued unsuccessfully for opening the matter of succession to other members of the large family. The matter of who was to become the next Grand Master of the Great School of Magic, the most prestigious Council Charge, and the most powerful title in all Glantri was scheduled to be voted upon in two weeks' time. (see [Va. 1; Fl. 19](#))

**What This Means:** The Council of Princes realized that they could no longer put off dealing with the disappearance of Prince Etienne. While his Principality was being ably ruled in his absence it became

increasingly clear that the Great School of Magic was suffering for the lack of a Grand Master. The Council felt it could wait no longer however as wizards, even those who are Princes, have been known to disappear for reasons all their own and do so for months at a time. There are laws in Glantri dealing with situations like this and how to handle a noble wizard reappearing after being declared missing or dead. Nothing that happened today was unexpected but one small matter, Prince Jaggar's rather surprising and quite unexpected objection to the immediate confirmation of Isidore d'Ambreville. Many on the Council of Princes are left scratching their heads with his stand with Princess Delores against such an obvious decision. Especially as it was generally thought that Isidore had ruled well and was generally pleasant and had no real enemies. Or so most thought.

### **FLAURMONT 8, AC 1010: One For the Price of Three**

**Location:** The Dueling Court, Great School of Magic, Glantri City

**Description:** Today was the day many in Glantri City have been waiting for. The 3-way duel for the open Barony of Adlerturm. Tickets for the event were hard to find and expensive if you did. The lowest prices for the cheapest seats were still well over 100 dc. and the best seats available for general admission sold for almost 500 dc. At 6:55 a.m., Manuel, Brunhilde and Julian, all blindfolded, were led to opposite sides of the arena and left facing outward. In accordance with Dueling Court tradition, each carried material components needed for their spells and personal magic items of their own crafting, but nothing else including magic weapons like staves or daggers. At 7 a.m., the referees activated the anti-magic shell around the 50' diameter circle within which the duel would take place and Yuri Atropov, the High Master of Magic at the Great School and acting Grand Master, gave the signal to begin.

As widely expected, both of the military wizards began the duel by joining together to try to eliminate the 3<sup>rd</sup> and 'weakest' member. However, to the crowds and two wizards great surprise the professor was able to resist the opening attacks of the two experienced combat wizards and emerged from their initial attacks unscathed (as Wizards do not wear their actual level on their robes, it was not known that while not being known as a combat experience Manuel had a wide and powerful range of defensive spells as well as being a 30<sup>th</sup> level wizard, well above his more combat experienced opponents). After the surprise of seeing their attacks come to naught wore off, Julian and Brunhilde broke off their attacks and the three warily circled each other as the crowd went absolutely wild anticipating a duel for the ages between apparently not just two but three powerful wizards and with the biggest Baronial prize of all in Adlerturm on the line.

The next stage of the duel started when Julian fired off several medium level attack spells at Brunhilde which she was able to fend off. However, it was at this point that Manuel shifted his tactics from defensive spells to using his attack spells. Between the two of them and their sustained attacks they finally broke Niemeier's defenses and she raised her hand giving the signal she had withdrawn. With her out of the dueling ring it left Julian and Manuel to duel for the title of Baron of Adlerturm.

The next quarter hour was full of action but little result as both tried to get through each other's defenses. The greater offensive abilities and array of spells of Julian was offset by the greater array of defensive spells and overall higher spellcasting level of Manuel. Finally, after an hour Julian used the last of his offensive spells but Julian had enough defensive spells in effect to turn away the last feeble attacks of Manuel. High Master Atropov at a signal from both Stewart and Costa de Martinez declared the Duel to be a tie.

The crowd and the two candidates for Adlerturm waited breathlessly as Atropov and nine other jury members made of up Master of the Great School gathered and voted for who they thought won the duel. After a 20 minute wait the High Master declared Julian the winner. Both Julian and Manuel left the dueling court arm in arm and saluted the roars of the crowd. Upon being declared the winner of the duel Julian Steurt became the next Baron of Adlerturm. He declared for Crown Guard which raised its PV by 4. (see [Fl. 1](#))

**What This Means:** While three-way duels are rare in Glantri it is even rarer to see a duel not settled by magic. If a duel is declared to end in a tie, as happened here, when none of the duelists are able to win with magic, then a jury of 10 Masters of the Great School of Magic vote to select the winner.

### **FLAURMONT 15, AC 1010: Frau Gertrud Dies**

**Location:** Lizzieni, Principality of Caurenze

**Description:** Gertrud von Drachenfels, Princess of Aalban and wife of Prince Jaggar died unexpectedly on a visit to Caurenze. Examination of her remains indicated that she was poisoned. Innocenti di Malapietra, a known expert in poisons, visited her earlier in the day and was briefly suspected but had no obvious motive for the murder. Prince Jaggar was saddened, and Princess Dolores spent the night with Jaggar to help comfort him. Fingers were also pointed at Jaggar's mother, Hildegarde, who always hated Gertrud, but like Prince Innocenti there was no proof for investigators to find. (see [Ya. 3](#))

**What This Means:** Innocenti actually did deliver the poison that killed Gertrud at the behest of Princess Dolores who promised the favor would be returned tenfold if he did this favor for her. Intrigued by the offer and believing no investigation could lead to him, Innocenti accepted the offer.

### **FLAURMONT 18, AC 1010: Erewan Elves Make Proposal**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Princess Carlolina Erewan put forth a formal proposal before the Council of Princes. She insisted that the Council levy new taxes specifically for the reinforcement of Erewan, so that she can lure foreign mercenaries to help bolster her forces. She said that Erewan was now the shield between the monsters of the Broken Lands and the heartland of Glantri, and that if Erewan fell, the whole nation could follow. To her considerable surprise, the Council quickly voted down the motion. Of the 11 current council members six voted against it. Princesses Dolores, Carnelia, Princes Brannart, Morphail, Innocenti, and Prince Jaggar all vote against it and thus the motion was not accepted but received enough votes to be passed to Parliament. Carlolina expected many votes against her, but she was blindsided and dismayed by Jaggar's vote which was the difference between passing and being referred to Parliament. Jaggar did not explain himself.

**What This Means:** Jaggar is increasingly under the influence of Princess Dolores. The two are now lovers and her advice seems to be very sound to him. Dolores, who hates the good-natured elves of Erewan has poisoned him against Carlolina. She used compelling arguments about the effects increased taxation would have on the already-overburdened peasants of Glantri. Carlolina must now continue to face the



teeth and weapons of the Broken Lands humanoids with only the resources of her own principality. The proposal stalled in Parliament later that week at 55% which was not enough to pass.

### **FLAURMONT 19, AC 1010: Every Little Thing He Does Is Magic!!!**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Today was the day the Council of Princes determined who would become the next Grand Master of the Great School of Magic, a position that was held by Prince Etienne d'Ambreville for the last 25 years after his mysterious return after disappearing for 103 years. The Council Charge of Grand Master became vacant when the Council declared Etienne officially 'missing' and his title and Council Charges were rendered vacant earlier this month.

In spite of the lure of the political power and social prestige of the position of Grand Master, its specialized academic nature kept most of the ruling Princes from even considering competing for the position. Only two competed for the position, the two that were expected and were most qualified, Prince Harald and Princess Carlolina, who in addition to being two of the most powerful wizards on the Council of Princes also had long experience in academia and also at the Great School of Magic. Both were allotted 30 minutes to speak to the Council before a vote was taken.

Prince Harald, though humble to a fault, could not succeed in sounding humble when talking about his immense qualifications. He was the current Arch Master of Alteration at the Great School. One of the greatest child prodigies in Glantri's history and suspected to having achieved the highest mastery of magic and one of the most powerful, if not THE most powerful wizard in Glantri with Etienne being missing.

Princess Carlolina perhaps knowing, as all do, the strength of Prince Harald's resume was neither humble nor self-deprecating and extolled her own immense qualifications. Born in Alfheim to the magically powerful Long Runner Clan. Founder of Erewan Dateless University in AC 803 with hundreds of years of experience in academia. Much later, after the establishment of the Great School of Magic, she served as a Master in the field of Botany. Carlolina is also known to be one of most powerful wizards in Glantri and may be one of the most powerful, if not THE most powerful elven wizards and experts in Elven magic in all Mystara.

After stating their cases the Council voted on each of the candidates and not surprisingly Prince Harald easily won the vote and became the Grand Master of the Great School of Magic. His former position as Arch Master of Alteration was taken by Andrea Cortese (Age 75, M36, 4th Circle Earth Elementalist, AL-N). Prince Harald's voting power increased by a whooping 10 points to 24 thus in a blink of an eye becoming one of the most politically powerful on the Council of Princes, second only to Prince Jherek. Princess Isidore's CV drops to 15. (see [Fl. 5](#))

**What This Means:** The last of the loose ends of the Great War and the losses of ruling Princes and nobles has finally been resolved and now Glantri can truly begin to move forward into a very uncertain future post Great War.

## **FLAURMONT 20, AC 1010: Tell Us How You REALLY Feel GURL!!!**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Today the Council of Princes met to vote upon who would become the first holder of the now permanent Council Charge of Warden of the Marches, the supreme commander of the Grand Army of Glantri. To the surprise of none of the Princes, most did not run against the current and longtime Warden of the Marches Prince Jaggar, but he did not run unopposed. Only one of the three other rulers who had held the very highest command positions in the Grand Army during the Great War announced a candidacy against Jaggar; Princess Carnelia who commanded Army Group South during the Great War and led it skillfully in protecting the right bank of the Vesubian and southeastern Glantri from both the humanoid invaders and heavy Alphatian attacks in the last days of the Great War.

Prince Morphail, who led Army Group North during the Great War but saw little action, declined to compete for the position perhaps feeling as most did that Prince Jaggar was sure to win and it would be a waste of time to even compete and was more interested in command of any forces in the Boldavia and Tchernovodsk region. Similarly, Prince Jherek who commanded Army Group Center and showed great leadership in the defense and eventual relief of Glantri City during Thar's invasion expressed no interest in commanding the whole of the Army and was more interesting in being in command of any divisions in the Bramya and Skullhorn Pass region who guard against possible direct Ethengarian threat from the east. Thus, the Council Charge of Warden of the Marches came down to a vote between Prince Jaggar and Princess Carlolina as the other Princes felt they lacked the military and command experience to compete for the Council Charge. Lots were drawn to determine the order in which the two would address the rest of the Council and it was determined that Jaggar would speak first then Carnelia with each given 30 minutes to speak.

Prince Jaggar perhaps feeling secure in the inevitability of winning the vote only took 10 minutes of his allotted time and spoke not of the past but of the future where the new Grand Army of Glantri would be both the envy of the world and give pause to any aggressor who thought to attack Glantri again. He concluded his speech by exclaiming:

*"Give me.. Prinz Jaggar the tools of this new powerful army and we shall never face the teeth, claws, weapons, spells of our enemies on our soil ever again!!"*

He left the podium to great applause with one notable exception, the next speaker Princess Carnelia who took to the speaking podium immediately after Prince Jaggar.

She did not waste time getting to her point

*"While many here might not remember... I have not forgotten what I read once in the Glantrian papers years before the Great War. Are these your words Prince Jaggar spoken to that correspondent from the Glantrian Times... Bruce Heard wasn't it?"*

*'Our military forces are rather few in number but the quality of the troops more than makes up for the size. Because of the infusion of highly trained spellcasters in our ranks, the Grand Army is one of the most effective in the known world.'*

*Did you not say this Prince Jaggar? Was this your expert military opinion?"*

Jaggar immediately grew red in the face and started to answer but was immediately cut off by Princess Carnelia who was only just getting started.

*“Just last month when we voted to reorganize the Grand Army you spoke of learning from our mistakes. Well, whose mistakes were those? They were **YOURS** Prince Jaggar! **YOU** overestimated the ability of our divisions. **You** spoke of their invincibility of our spellcasters when \*Carnelia pulled out some notes\* **ONLY 12% of the combat strength of a pre-war Glantrian Division was actually made up of spellcasters, and they were very low level spellcasters at that!!! Only capable of casting a spell or two a day.**”*

Jaggar by now was standing and yelling but no one was listening to him as Princess Carnelia raised her voice and continued.

*“What good is reorganizing the Grand Army... created an army of lions when it **CONTINUES** to be led by an ass whose arrogance and pride will lead them to the same death as befell hundreds of thousands of Glantrians, not just our brave soldiers but also the very people who depended on their leaders to defend them when we were attacked with no warning, no preparation by the very same arrogant Warden of the Marches who didn't think the humanoids were capable of what they did..”*

By this time Jaggar had sat and had silently listened and watched the expressions and reactions of his fellow Princes as Princess Carnelia spoke her mind, *spoke the truth* by the opinions of most foreign military analysts.

*“and we are being asked to summarily hand this charge to simply because he had long been Warden.. not because he will make a good one... not because he had been a good one... but are because he had proven himself to be a **POOR** one? Does this make any sense to any of you??? ‘It is time for a change. Vote for me Princess Lord Field Marshal Carnelia y Fedoria de Belcadiz and I will make sure no enemy is underestimated not underestimated out of narcissistic arrogance. With me as Wardeness of the Marches, Glantri will be safe, and our enemies will tremble in fear of ever facing our armies”*

As Carnelia finished and retook her seat at the semicircular table of the Princes (on the opposite side of Prince Jaggar it must be said) it was not to applause but a shocked silence in which one could hear a pin drop. It was now time for the Princes to vote and select the Warden of the Marches.

Unlike most votes held at the Council of Princes this vote was held differently than for laws, or for vacant noble titles. No there is no chance Prince Jaggar and Princess Carnelia were going meet at Dueling Court (as much as both would relish the opportunity) because of an inconclusive vote. In select cases like this, and voting for Council Charges, each candidate gets voted upon. Princes can vote yes, no, or abstain but there is no pass, fail or referral to the House of Lords as a result of the voting. Quite simply whoever got the most votes would win. The Princes subject to the vote were allowed to vote for themselves and against their opponents. Voting commenced as soon as Princess Carnelia finished her ‘speech’. The votes were as follows...

**Jaggar – Brannart – Yes (16); Juliana – Yes (21); Jaggar – Yes (20); Morphail – No; Innocenti – Yes (15); Harald – No; Isidore – No; Malachie – No; Jherek – Yes (24); Urmahid – Yes (22); Carlolina – No; Carnelia – No; Dolores – Yes (16)**



Carnelia – Brannart – No; Juliana – No; Jaggar – No; Morphail – Yes (14); Innocenti – No; Harald – Yes (24); Isidore – Yes (15); Malachie – Yes (14); Jherek – No; Urmahid – No; Carlotina – Yes (17); Carnelia – Yes (17); Dolores – No

And the votes were tabulated....Jaggar got... 119 votes...  
and Carnelia received... ... 101 votes

Prince Jaggar *barely* won the vote and became the Warden of the Marches, and his previous Council Charge of Chamberlain of the Land became open. His CV and PV are decreased by 1. The selection and voting for the 8 new Council Charges of Grand Army Division Command and the Chamberlain of the Land are scheduled to be held at the Council of Princes two weeks from today. (see [Th. 27; Ya. 6](#))

**What This Means:** While Prince Jaggar won the vote as expected that was the only part of the proceeding that went as expected. Otherwise, it was a complete disaster for Prince Jaggar. Princess Carnelia said little that was untrue and tore off the blinders and exposed the doubts that some Princes had about Prince Jaggar. Now much more doubt will surround the new supreme commander of the Grand Army of Glantri and now many eyes on the Council of Princes will be watching not just how he performed but also how his relationship with Princess Carnelia evolved as it was even more a surety as Jaggar was to become Warden of the Marches that Princess Carnelia would win a vote for one of the Divisional Command Council Charges and be in charge of the forces around Monteleone and the vital southeastern approaches to Glantri City.

Many will also watch to see if Jaggar can swallow the many hard feelings, he must have at having his expected landslide Council Charge coronation vote so thoroughly ruined by Carnelia and being humiliated and having his very qualities and military performance so publicly destroyed in public in front of his ruling peers. Will he seek retribution or look past his sure to be now personal hatred of Carnelia and judge her on her sterling and flawless abilities as a battlefield commander. We shall see....

### **YARTHMONT 3, AC 1010: A New Leader!**

**Location:** Leenz, Principality of Aalban

**Description:** With the death of the group's leader Frau Gertrud von Drachenfels last month, the members of the Free Anachronic Society of Aalban gathered to select a new leader. Countess Sinaria Verlien was chosen and became the secretive societies new leader. (see [Fl. 15](#))

**What This Means:** Probably very little as the group's activities are generally confined to Aalban on case-by-case basis's, and the Countess has a good many things on her plate thus it should not be expected that Sinaria will devote any time or have any desire to mold the group into something different more wide ranging in its concerns.

### **YARTHMONT 6, AC 1010: Council Charges Galore!!!**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Today was the day the Council of Princes selected the 8 new Divisional Command Council Charges as well as filling the vacant Council Charge of Chamberlain of the Princes. The Council took up the vacant Council Charge of Chamberlain first, for which three of the four Princesses on the Council competed for. Princesses Isidore, Carlolina, and Dolores all gave presentations to the Council which extolled their virtues but with varying degrees of detail and thought their ideas on how the rebuilding of Glantri should proceed.

Though many thought that Princess Carlolina would have been the most natural choice for the position in addition to her years of previous experience as a past holder of this position it was Princess Isidore who just edged Carlolina by a few votes and became the new Chamberlain of the Land. Princess Dolores brought a great deal of charm to her presentation, and more than a little leg wearing red dress that left little to the imagination, but seemed to have no real idea on what she would be doing as Chamberlain only received the votes of two Princes; herself naturally and of Prince Jaggar. Isidore's CV and PV was increased by 4.

With that business taken care of the Council of Princes next moved on to the business of selecting the holders of the new Council Charge of Divisional Commander. Each of the holders of the charge would command two of the divisions of the Grand Army. A measure was introduced at the start of the session by Prince Harald who suggested streamlining the process that those Princes who commanded prewar divisions be awarded the Council by unanimous consent. The measure was approved and all the surviving (Vanserie and Volospin being dead thus ineligible) and eligible (Jaggar as Warden of the Marches was not) prewar divisional commanders: Morphail, Jherek, Carlolina, Carnelia (all eyes were on Prince Jaggar to see if he objected which thankfully, he did not), and Prince Brannart were awarded the new Council Charge. Princess Juliana attempted to have herself included on the consent voice vote, even though it wasn't her who commanded the Flaemish division but her father, but several of the Princes objected and said that Juliana's youth and lack of military experience needed debate and discussion.

Since the Flaemish make up such a large percentage of the Glantrian population, nearly 25%, but also compose a large segment of the spellcasting population a number only topped naturally by the elves it was easy to see the difficulty the Council had with Princess Juliana who insisted a Flaem should command Flaemish troops, especially the very elite 3<sup>rd</sup> Division which was 100% Flaemish in composition and with a large spellcasting makeup. After many hours of discussion, a compromise was reached. Princess Juliana would gain the support of the Council and become a divisional commander but only if she delegated the actual command to someone else, specifically her uncle Anton, who was a well-known and much respected warrior. The compromise was accepted by all by unanimous consent and Princess Juliana became the 6<sup>th</sup> holder of the Council Charge of Divisional Commander.

Prince Malachie won the 7<sup>th</sup> Council Charge due his surprising talent as a battlefield commander shown in the Great War and, much like the Flaem, reflected the need the Council felt that an Averoignian should be in command of the Averoignian divisions. As the Averoignians were the 2<sup>nd</sup> largest ethnic group in Glantri behind the Flaemish and would be able to field multiple divisions in the Grand Army.

The final Council Charge position was the only one that was to truly be contested. As Harald had no interest in military command, nor did Princess Isidore or Prince Urmahid, that left Princess Dolores and Prince Innocenti to compete for the last position. The feelings on the Council of Princes were mixed on both of the remaining Princes. Princess Dolores though new had already shown great talent in commanding forces in the field earlier in the year against Thar however Prince Innocenti had shown

excellent command abilities defending his cut off and isolated Principality after Blackhill was overrun by Thar in 1007. In addition, Innocenti and his Thyatians were able to field large numbers of troops who naturally would want one of their own in command whereas tragically Dolores had few Alphatians to command as her own and the Thyatians might not react well to have an 'Alphatian' as a commander. Those concerns were born out in the final vote and even with Prince Jaggar supporting Dolores, Innocenti edged Dolores and won the 8<sup>th</sup> Council Charge as Divisional Commander. All eight Princes had their CV and PV increased by one. (see [Fl. 20; Fy. 2](#))

**What This Means:** While it might take a few years to bear fruit, the final initial steps in the reorganization of the Grand Army of Glantri are complete. The Army will not just be larger but more flexible and better organized than the divisions of prewar Grand Army were.

### **YARTHMONT 10, AC 1010: YEAH, I'm the Taxman**

**Location:** Across the entirety of Glantri

**Description:** Today was the second tax day of the year in Glantri with quarterly taxes due from Nuwmont-Thaumont of this year. (see [Va. 10; Fy. 10](#))

### **YARTHMONT 21, AC 1010: Start of Football Season**

**Location:** Across the Principalities of Glantri

**Description:** Every child in Glantri that does not dream of being a powerful wizard does dream of being a famous football star. Glantrians were mad about their football and was the national passion. After a suspension of play for five years due to the Great War today marked the return of play and traditional start of the Glantrian football season which continued for the next 14 weeks. (See [Am. 7](#))

This year the top division, Serie 1, consisted of: the 33-time winner Metro Glantri City, as well as FC Taterhill, Braastar, SC Vyonnes, AC Lizzieni, UC Oreggiano, Glenmoorloch, and Rymskigrad.

Serie 2 this year consisted of: FC Leenz, Hiboux SC, BFC Kopstar, Westheath, New Alvar, AS Nyra, BSV Altendorf, SC Vorstadt.

Serie 3 this year consisted of: Tavish, Kern, FC Ximes, AS Graez, Estioniarsk, Arsenyev, Moulins, and Bramya.

**What This Means:** Glantri Land of Magic is not without its more mundane passions. The Thyatian settlers brought football and their passion for it to the Highlands where over the course of a few decades it gradually displaced Hardball, the traditional sport of the Flaem and Alphatians, as the national sport and passion of Glantri. Only the elves of Erewan remain aloof from the charms and beauty of the game. While Hardball still has fans and players in Bergdhoven and Blackhill, they tend to be among the elite. Even in those Principalities the passion for football has taken deep root, especially among the commoners.



### **KLARMONT 1, AC 1010: What Do We Do Without RAD!!!**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Summer Solstice. The members of the Brotherhood were usually spoken to by Rad himself, but this marks the third straight meeting of the Brotherhood of the Radiance that Rad had not presided over. (See [Am. 1](#))

**What This Means:** Considering that Rad had never missed one, much less *three* meetings in a row the members of the Brotherhood have progressed beyond very worried that something has happened to Rad, perhaps out of the events of the Great War and are now in a full panic without the guidance of their leader. The entire meeting is spent arguing about how best to proceed if Rad is gone and it is apparently looking very much like he is.

### **KLARMONT 5, AC 1010: You Are From Where???**

**Location:** The Chancellery Centre, The House of Parliament, Glantri City

**Description:** A rather odd but completely Glantrian in a way kind of event happened at the House of Parliament today when a stranger showed up, introduced himself as the great wizard Zacarius, and presented papers claiming to be the new Ambassador to Glantri from Cathos. Cathos? One might ask where that is, and was the question the Chancellor of Princes asked when he was summoned to meet this new Ambassador. A map was hurriedly brought from the Chancellery Centre and unrolled on a table a constable had grabbed from the Grand Foyer and when asked to show where Cathos was, Zacarius (Age 33, M12, AL-L) pointed towards a section of the map that showed nothing but empty ocean west of Ierendi. With a shrug Prince Urhmahid welcomed the newest Ambassador to Glantri and instructed his staff to find a space for the Ambassador. (see [Fy. 16](#))

**What This Means:** Zacarias is assigned the open 1<sup>st</sup> floor space of the Penny House which he immediately settles into. Not having much of anything to do he soon becomes a fixture in the Grand Foyer of the Parliament Building hawking beautiful seashells.

### **KLARMONT 12, AC 1010: Werewolf Hunt Goes Bad**

**Location:** Outside the village of Ximes, Principality of Nouvelle Averogne

**Description:** Isidore and Richard d'Ambreville decided to respond to continued rumors of werewolf depredations in southwest New Averogne. But it was a trap: the rumors were false, spread by Princess Dolores. Richard, Isidore, and their hunting party were set upon by Henri d'Ambreville and by a group of trolls. Richard was swarmed over and defeated by the trolls, and Henri incapacitated Isidore with magic. Isidore and Richard were thrown into the dungeons below Château Sylaire while Henri debated the best ways to wrest their secrets from them. (see [Th. 15](#); [Fe. 25](#))

**What This Means:** Princess Dolores of Blackhill recommended this plan to Henri. She supplied the trolls and spread believable rumors to lure Richard and Isidore out. In return for helping elevate Henri to

becoming Prince of Nouvelle Averoigne, Henri will support Dolores at the Council of Princes when called upon. Henri readily agreed to the proposal and now Isidore (along with her husband) is out of the way and Henri can try to take control of Nouvelle Averoigne.

### **FELMONT 1, AC 1010: A New High Master Or 175,000 dc Flushed Into The Black Pudding Unit?**

**Location:** Tower of Satolas, Marquisate of Satolas

**Description:** Today marked the last day of the 70 days of research, with assistance from his nephew Quanil, and study that Lord Taivas had spent in his attempt to reach the 5<sup>th</sup> Circle of the Secret Craft of Air Elementalism. However, just because a wizard invested the time and the money needed to reach a higher circle, there was no guarantee they automatically gained the higher circle. Today was the day for Lord Taivas and would make an attempt to use the 5<sup>th</sup> Circle Air Elementalist power of Metamorphosis to see if he had indeed attained 5<sup>th</sup> circle after all his research and study. Later that evening after a good luck dinner served by the household staff of Marquis Quanil Urbaal, Lord Taivas retired to his guest chambers at the Tower of Satolas and made his attempt.... and failed... to actually become an Air Elemental but he was able to make the attempt thus had succeeded in attaining the 5<sup>th</sup> Circle. The next day he left Satolas and returned to Glantri City to resume his duties as Arch Master of Enchantment at the Great School of Magic. (see [Va. 12](#); [Fe. 22](#))

**What This Means:** Lord Taivas passed his Intelligence check needed for any Secret Craft member to gain a higher level after spending the mandatory time and money to advance. However, his chances to use his newly gained powers are half what they should be until he gains more experience thus, he was able to attempt the 5<sup>th</sup> Circle power of Metamorphosis, but he was not successful in his first attempt to actually become an Air Elemental.

Incidentally Lord Taivas will be more active outside the Great School of Magic for the next few months earning coin by taking on private tutoring and even some custom magical item creation as he had to take out several loans, one each from the Bank of Glenmoorloch and one from the Glantri City Bank and Trust to help cover the massive expenditure of gold required to attempt to reach the 5<sup>th</sup> Circle.

### **FELMONT 2, AC 1010: The Social Event of the Calendar Year!!!**

**Location:** The Rientha Mansion, Noble Quarter/Vlaardoen Precinct, Glantri City

**Description:** Today at the opulent mansion of Baron Gerrid Rientha the Baron of Egorn married his fiancée Danira Voshane who was the Master of Glantrian History at the Great School of Magic. After the ceremony a grand party was thrown with many of Glantri's political, social, and magical elite in attendance including Princesses Dolores, Juliana, and Cernelia as well Princes Harald, Malachie, Urmahid, and Jaggar. Many heads were turned by the sight of Jaggar and Dolores on the dance floor and hand in hand and seemingly very much now a couple. (see [Nu. 22](#))

**What This Means:** The rumors about a romantic liaison between Prince Jaggar and Princess Dolores were proven right as they made their debut publicly as a couple, arriving and departing together and were the center of everyone's attention during the course of the party.

## **FELMONT 18, AC 1010: We've Got Lots Of Beer, The Key Word Is Survival On The New Frontier**

**Location:** The Citadel, Citadel Quarter, Glantri City

**Description:** After three years of excavation and construction the 3 sub-levels of the Citadel fortress in the heart of inner Glantri City were finally completed today.

**What This Means:** The lowest three levels are new to the Citadel and were started during the height of the Great War in AC 1007. The subterranean floors are home stockpiles of food and water in case of siege as well as the armories and barracks of the Banner's assigned to the Citadel with plenty of space for additional troops in case of war or civic emergency. The lowest floor also contains several large spaces, doomsday bunkers, where the Council of Princes, House of Lords, heads of the House of Ministers and the leadership of the Grand Army can shelter, meet, and maintain control of Glantri.

## **FELMONT 22, AC 1010: The New High Master Is Confirmed**

**Location:** Chambers of the Secret Craft of Air Elementalists, Great School of Magic, Glantri City

**Description:** On the 22<sup>nd</sup> of every month the Secret Craft of Air Elementalism was scheduled to meet in their secret chambers underneath the Great School of Magic. As word of Lord Taivas's return to the Great School after having missed the 2<sup>nd</sup> Quarter on sabbatical spread it was with great anticipation that all the senior members of the Secret Craft made their way to Glantri City and attended their regularly scheduled leadership meeting which was held before the general meeting of all the members.

Lord Taivas confirmed to the 4<sup>th</sup> Circle members that he had successfully attained the 5<sup>th</sup> Circle of power. He attempted the Metamorphosis power but again it fizzed out on him again (only 28% chance of success until he achieved more experience), but the attempt was proof enough to the other members that he had attained 5<sup>th</sup> Circle thus he confirmed by the senior members as the new High Master of Air. (see [Fe. 1](#))

**What This Means:** Much like the Secret Craft of Fire Elementalism, the Secret Craft of Air is dominated by a particular ethnic group of Glantri, and the position of High Master is by tradition held by the Alphatian (or Flaemish for Fire) Prince. However, unlike Heije Schnitger who became High Master of Fire after Prince Vanserie Vlaardoen's death in AC 1008 and is only caretaking the High Master position until Princess Juliana attains the experience necessary to take the position for herself, there are no Alphatian Princes to caretake for so Lord Taivas is likely to remain High Master of Air for some time, until his death or was challenged and defeated. As none of the current 4<sup>th</sup> circle members are anywhere close to the ability or magical power Lord Taivas has thus, he is likely safe in his position for many years to come.

## **FELMONT 25, AC 1010: Henri Becomes New Prince**

**Location:** Council of Princes, Glantri City

**Description:** Henri d'Ambreville came before the Council of Princes and demanded that he be declared the new Prince of Nouvelle Averoine as Isidore had seemingly abandoned her duties and not been seen by anyone since early last month. After many hours of debate the Council of Princes declared Henri the

new Prince of Nouvelle Averoigne. Upon reaching that decision Princess Carlolina put forth a measure to put the just awarded Council Charge of Chamberlain of the Land to a new vote but the measure was rejected in large part due to strenuous objections of Princess Dolores and Prince Jagger who argued one member of that family was as good as another and as Isidore barely had a chance to do anything in her new position and Henri should be given a chance.

Several Princes agreed with them to a degree but thought it bad precedent to allow Council Charges to be passed from one Prince to another. They agreed to defeat Carlolina's proposal on the condition that the Council reserved the right within a year's time to evaluate Prince Henri's performance and declare the Council Charge vacant and reopened to a new vote if he failed to fulfill its duties or did so unsatisfactory. Henri, Dolores, and Jagger agreed to that condition and enough Princes voted against Carlolina's measure to defeat it. (see [Kl. 12](#))

**What This Means:** Another truly nasty human being is a Prince of Glantri, and the bubbling chaos that is engulfing the nation gets a little worse. Hiding behind the face of Princess Dolores of Blackhill, Synn can only lick her sensuous lips and smile.

## **FYRMONT 2, AC 1010: The Brand-New GAG Is Unveiled!!**

**Location:** The Citadel, Glantri City

**Description:** Now that its command structure had been solidified the new structure of the Grand Army of Glantri took form officially today as its TO&E was announced through a series of orders from the Citadel in Glantri City. As Glantri was still at war with Thar and the Broken Lands the Grand Army still consisted of 32 divisions (the 1<sup>st</sup> – 32<sup>nd</sup> divisions) rather than the 16-division peacetime force detailed in the Reorganization Act passed earlier this year. The forces were commanded, organized, and deployed as follows: (see [Ya. 6](#))

**1st Corp:** The Shield of the North. Headquarters at Fort Tchernovodsk  
Commander - Prince Field Marshal Morphail Gorevitch-Woszlany  
Deputy Commander - Lord Field Marshal Anton Vlaardoen

6th, 16th divisions: Morphail's divisions.

3rd, 11th divisions: Anton's divisions.

6<sup>th</sup> Division - Ft. Tchernovodsk

16<sup>th</sup> Division: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Banners- Ft. Tchernovodsk

4<sup>th</sup> Banner - Rymskigrad

3<sup>rd</sup> Division: Glantri City

11<sup>th</sup> Division: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Banners- Ft. Nordling

4<sup>th</sup> Banner – Kopstar

**2nd Corp:** The Shield of the West. Headquarters at Castle Sablestone

Commander - Prince Field Marshal Brannart McGregor

Deputy Commander - Prince Field Marshal Malachie du Marais

4th, 9th Divisions: Brannart's divisions



12<sup>th</sup> and 15<sup>th</sup> Divisions: Malachie's divisions

4<sup>th</sup> Division - Castle Sablestone

1<sup>st</sup>-4<sup>th</sup> Banner – one Banner in Glenmoorloch on 3 month alternating intervals

9<sup>th</sup> Division: 1<sup>st</sup>, 2<sup>nd</sup> and either the 3<sup>rd</sup> or 4<sup>th</sup> Banners - Castle Sablestone

3<sup>rd</sup> or 4<sup>th</sup> Banner – rotating deployments to Camp Randall

12<sup>th</sup> Division: 1<sup>st</sup>, 4<sup>th</sup> Banners - Vyonnes

2<sup>nd</sup> Banner - Loupmont

3<sup>rd</sup> Banner - Castle Sablestone

15<sup>th</sup> Division: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Banners - Glantri City

4<sup>th</sup> Banner - Les Hiboux

**3rd Corp:** The Shield of the East. Headquarters at Fort Monteleone  
Commander - Princess Field Marshal Carnelia de Belcadiz y Fedorias  
Deputy Commander - Prince Field Marshal Jherek Virayana IV

2<sup>nd</sup>, 10<sup>th</sup> Divisions: Carnelia's divisions

5<sup>th</sup>, 13<sup>th</sup> Divisions: Jherek's divisions

2<sup>nd</sup> Division: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Banners- Ft. Monteleone

4<sup>th</sup> Banner - New Alvar

10<sup>th</sup> Division 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> Banners - Ft. Monteleone

4<sup>th</sup> Banner - Nyra

5<sup>th</sup> Division - Bramya Camp

13<sup>th</sup> Division 1<sup>st</sup>, 3<sup>rd</sup>, 4<sup>th</sup> Banners - Skullhorn Pass Camp

2<sup>nd</sup> Banner – Braastar

**4th Army:** The Shield of the South. Headquarters in Volnay  
Commander - Princess Field Marshal Carlolina Erewan  
Deputy Commander - Prince Innocenti di Malapietra

XX Corp – Headquarters at Ellerovyn: The 8<sup>th</sup> Regular Division and the 21<sup>st</sup>, 26<sup>th</sup>, 27<sup>th</sup> and 30<sup>th</sup> (Erewan) Reserve/Militia Divisions. Commanded by Lord Colonel General Qenildor Erewan (EwL10 Attack Rank D)

XXV Corp – Headquarters at Huledain (village): 7<sup>th</sup> Division Regular Division and 18<sup>th</sup> and 29<sup>th</sup> (Blackhill) Reserve Divisions as well as the 20<sup>th</sup> and 31<sup>st</sup> (Glantri City) Reserve Divisions. Commanded by Colonel General Firstiri (M21 4<sup>th</sup> Circle Air Master, Brother 'Kuolema' of the Radiance)

XXX Corp - Headquarters at Soth Kabree: 1<sup>st</sup> Regular Division and the 17<sup>th</sup>, 24<sup>th</sup>, 28<sup>th</sup> (Aalban) Reserve Divisions as well as the 32<sup>nd</sup> (Bergdhoven) Reserve Division. Commanded by Colonel General Hans Grüber (M28, Brother 'Snape' of the Radiance)

XXXV Corp – Headquartered at Camp Huledain: The 14<sup>th</sup> Division and the 19<sup>th</sup>, 22<sup>nd</sup>, 23<sup>rd</sup> (Caurenze) Reserve Divisions as well as the 25<sup>th</sup> (Averoignian) Reserve Division. Commanded by Colonel General Sergey Trofimenko (F15)

**What This Means:** Though the Great War ended late last year with the sinking of Alphatia, and the humanoids of Thar being driven back into the Broken Lands, Glantri still remains at war and will not be

able to draw its forces down to the desired 16 division standing army until the threat of the humanoids is neutralized or some sort of a peace treaty is formalized.

### **FYRMONT 10, AC 1010: Here's One for You and Nineteen For Me**

**Location:** Across the entirety of Glantri

**Description:** Today was the third tax day of the year in Glantri with quarterly taxes due from Flaurmont-Klarmont for this year. (see [Va. 10](#), [Ya. 10](#); [Ei. 24](#))

### **FYRMONT 16, AC 1010: To Find A Seashell Is To Discover A World Of Imagination**

**Location:** The Silver Tower Inn, Noble Quarter/Crown Precinct, Glantri City

**Description:** Glantri's finest gossipers had their imaginations in overdrive and minds completely in the gutter today as the newest Ambassador to Glantri, Zacarius, was seen enjoying a quiet dinner with Princess Carlolina at the most exclusive of Glantrian establishments, the Silver Tower Inn. (see [Kl. 5](#))

**What This Means:** Absolutely nothing but fodder for the always voracious Glantrian gossip machine. Though seen leaving separately: Ambassador Zacarius for his quarters in the Parliament House and Carlolina for her personal quarters in a tower above the House of Ministers, the gossip mill went into overdrive for the for several weeks before the lack of sightings of the two in public together killed the rumors of Princess Carlolina perhaps getting her long-widowed itch scratched by the mysterious and quite handsome young Ambassador.

In truth it was nothing more than what it appeared to be, it was a pleasant dinner and polite friendly conversation. For the last several months, having nothing to do diplomatically, he would often be found in the Grand Foyer of the Parliament Building hawking beautiful seashells. While most nobles and diplomats found him annoying to the point of simply ignoring, Princess Carlolina took to Ambassador and had regularly greeted him and would buy up his entire collection of shells. Tonight, Ambassador Zacarius repaid the kindness and invited the Princess for dinner, his treat, but there is nothing more than that at play. Just a very un-Glantrian displays of empathy and kindness.

### **AMBYRMONT 1, AC 1010: We're Probably On Our Own Lads...**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Fall Equinox. The members of the Brotherhood were usually spoken to by Rad himself, but this marked the fourth straight meeting of the Brotherhood of the Radiance that Rad had not presided over. (See [Kl. 1](#); [Ka. 1](#))

**What This Means:** Considering that Rad had never missed one, much less *four* meetings in a row the members of the Brotherhood have progressed beyond very worried that something has happened to

Rad and have even passed a full panic they might be not have the guidance of their Brotherhoods founder and leader. The reality that Rad is gone has finally settled in with the Brotherhood and whether gone for good or just for some length of time and that they need a plan on how to move forward. The entire meeting is spent debating how the Brotherhood should proceed without Rad. Nothing is decided during the meeting but all promise to work together to find a path by the next meeting at the Winter Solstice.

### **AMBYRMONT 7, AC 1010: Kol Asks For Princehood**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** A group of emissaries, led by a human who was very obviously a wizard and spoke with heavy Thyatian accent, came before the Council of Princes in Glantri City today. The wizard, who introduced himself as Thurstol Cattaneo originally from Thyatis City, and claimed that he represented the Kobold mage Kol of the Broken Lands. They presented a proposal by Kol that the Council annex and recognize the Broken Lands west of the Vesubian River as a Principality of Glantri, subject to Glantri's laws, and ruled by Kol. Several of the Princes were outraged or amused by this seemingly ridiculous proposal, but Princess Dolores Hillsbury, Prince Jagger von Drachenfels and Prince Henri d'Ambreville recommended that they take it seriously. Kol's proposal was rejected but his emissaries could read that there was some hope perhaps in the future. Meanwhile King Thar, feeling betrayed by his right-hand goblin, ordered his forces to attack Kol's. Civil war broke out in the Broken Lands between the two humanoid forces and those of their supporters. (see [Sv. 25](#))

**What This Means:** Kol is positioning himself for a power grab: he thinks he's ready to snatch power away from King Thar. However, without some help from the Princes of Glantri, he probably won't be able to do it and it appears that not enough of the Princes take him seriously.

### **AMBYRMONT 7, AC 1010: 63 Year Wait Over!**

**Location:** Vyonnes, Principality of Noevelle Averoigne

**Description:** SC Vyonnes defeated Metro Glantri City at the Stade de Vyonnes 4-1 to win its first Glantrian Scudetto in 63 years and 9<sup>th</sup> title overall. Vyonnes was propelled by Yannick Vander, the 17-year-old wunderkind and winner of the Golden Boot award and finished the season 12-1-1. Glantri City finished the season 11-2-1. At the bottom of the table, Braastar had a terrible year and was demoted to Serie 2.

Elsewhere in the Glantrian Football league: BFC Kopstar won promotion to Serie 1, while Vorstadt was demoted to Serie 3. Kern finished on top of the Serie 3 table and earned promotion to Serie 2 next season, the first time the club had ever made it to Serie 2. Estioniarsk endured a disastrous AC 1010 campaign during which its manager and goalkeeper were eaten by a wandering monster during a road trip to Bramya and was demoted to the club circuit for the upcoming AC 1001 season. High Sonden FC would replace Estioniarsk in Serie 3 next season after a crackling season in which they went undefeated in the club circuit. (See [Ya. 21](#))

**What This Means:** All of Noevelle Averaigne will be partying like it is AC 937 again and will see a significant spike in newborns in AC 1001, as well as in arrests in the next few days for public intoxication/indecent exposure/Nocturnal Noise in Urban Areas/Destruction of Private Property, and in new orders to replace overturned and burned-out carriages.

### **AMBYRMONT 12, AC 1010: Death On the Road**

**Location:** Western Glantri

**Description:** The Baron of Sherlin, Edward Glascock, was found dead on the side of the Sablestone-Vyonnes Road today. The young Glascock had not married or had children nor had a legal heir so upon receiving word of the Baron's death the Council of Princes announced that an Awards Festival would be held for the new open Barony of Sherlin. The Council of Princes set the date for three weeks from today. (see [Sv. 5](#))

**What This Means:** Even in Glantri innocent accidents and untimely deaths can happen. Glascock had no enemies but the whiskey bottle and was a full-fledged alcoholic who died after he broke his neck falling from a horse travelling between d'Ylourgne and Sherlin.

### **AMBYRMONT 19, AC 1010: Isn't She Lovely!!**

**Location:** General Hospital, Business Quarter/Ducat Precinct, Glantri City

**Description:** Cesare Fulvina, oldest son, and heir to Verrazano, and his wife Flavia had their 3<sup>rd</sup> child, *another* girl they name Roberta.

**What This Means:** Watch the Glantrian Almanac for a future entry about the Fulvina's welcoming their 4<sup>th</sup> child. The wait for Cesare to have the son he so badly wants continues...

### **SVIFTMONT 5, AC 1010: Sherlin Gets a New Baron**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** The Averaignian adventurer and powerful wizard, Adik de Chevas, who was once a noble in Norwold who served King Ericall before he renounced his title out of protest to Alpathia's unprovoked war with Glantri won the open Barony easily over a Krondaharian wizard and another Averaignian wizard. He declared allegiance to House Sylaire. Sylaire's PV was increased by 4. Crown Guard's decreased by 4. (see [Am. 12](#))

**What This Means:** Sherlin and Glantri got a massive upgrade in the form of the new Baron. Already well ingratiated with the Princes of Glantri due to his unique background, experience, and insights about Alpathia as well as being a very powerful wizard he pretty much cleared the field of noble hopefuls when Adik declared for the open Barony. Even Princess Dolores appeared to be quite smitten with the dashing Adik and he easily won the Awards Festival over the two overmatched young ambitious wizards.



## **SVIFTMONT 25, AC 1010: Kol and Thar Make Peace**

**Location:** Broken Lands

**Description:** Abruptly, the warring factions of King Thar and Kol IV made peace today which quickly ended the civil war in the Broken Lands. With obvious pain, Thar declared himself Kol's minion, and Kol appointed him general of all the armies of the Broken Lands. Kol sent more messengers to Glantri City to find out if the Council would now consider his proposal. (See [Am. 7](#); [Ka. 5](#))

**What This Means:** Synn, the Night Dragon, was annoyed by this infighting between the two humanoids. She wanted Kol to be a Prince of Glantri so that the country would become still more monstrous and chaotic. She appeared before King Thar in all her draconic glory, cowed him, and told him she would destroy him if he did not accept a position subordinate to Kol IV. Thar reluctantly agreed. Now the Glantrian princes have to decide whether to consider the Kobold wizard king motion more seriously.

## **EIRMONT 4, AC 1010: What Do Glantri, Darokin, And Ylaruam All Have In Common??**

**Location:** Entertainment Quarter/Hyacinth Precinct, Glantri City

**Description:** This morning Glaundro Valkner, the owner and curator of Valkner's Museum of Worldly Wonders in the Entertainment Quarter found his nightwatchman dead, strangled sometime during the previous night. Valkner had reasons to suspect the murder was more than just the tragic result of an aborted break-in, so he bypassed the City Inspectorate and brought in some high-powered private investigators. Having heard that a noted adventuring party was in the city he contracted them to investigate the death. Being well funded by several nobles Valkner was able pique their interest with a healthy fee for taking the job. The adventurers accepted and eventually solved the murder and dealt with the murderer quietly and without attracting undue attention to Valkner or the museum, gaining not just the goodwill of Valkner but of the Glantrian nobles who were investors of the Museum.

**What This Means:** Valkner was part of the expedition earlier this year plundering the tomb of the Nithian Queen Nennaya-Sherat. Valkner is well aware than many of his companions on that expedition have since been murdered and suspects that it was, he, not his nightwatchman that was the intended target. The adventurers earn not just the good favor of Valkner and a few nobles but get free lifetime passes to the museum in case they ever wish to check out his latest exhibitions.

*(see [Dungeon Magazine #44](#) for details on running this adventure.)*

## **EIRMONT 24, AC 1010: Be Thankful I Don't Take It All**

**Location:** Across the entirety of Glantri

**Description:** Today was the fourth tax day of the year in Glantri with quarterly taxes due from Felmont-Ambymont for this year. Many Glantrians, especially spellcasters, took advantage of this last tax day of the year to attend to renewals of licenses and fees which for spellcasters could amount to a substantial amount of coin. The House of Ministers generally sees its busiest part of the year in the first three weeks of Eirmont. (see [Va. 10](#), [Fy. 10](#))

### **EIRMONT 24, AC 1010: Victory Day!!!**

**Location:** Throughout Glantri

**Description:** Today marks one year since the massed Alphatian attack on Glantri by its wizards and the sinking of the continent of Alphatia. It has been declared by the Council of Princes to be a National Holiday and people throughout Glantri took to the streets and inns and taverns celebrated the day as well as honoring the many Glantrians who did not survive the Great War, falling to the Alphatian attacks as well as Thar's invasion and the Great Plague. The three of which combined claimed nearly 20% of Glantri's pre-war population.

**What This Means:** A chance for Glantrians to both celebrate its victory and honor those who did not survive to see that victory.

### **EIRMONT 28, AC 1010: School's Out!!!**

**Location:** Great School of Magic, Glantri City

**Description:** Today marked the end of the AC 1010 term at the Great School of Magic. The last of final exams were held today and the last of the remaining full-time students still residing at the Great School vacated by the end of day to return home as the dormitories and kitchens were to be closed for the winter break. Nontraditional students and graduate students still could access the laboratories and libraries as well as receive private magical instruction from the masters of the Great School. This year saw the graduation of Sean McAllister the presumed heir to the Duchy of Fenswick and a potential heir to the Principality of Klantyre; and Ralindi Virayana oldest son of Prince Jherek and the likely heir to the Principality of Krondahar. (see [Va. 1](#))

**What This Means:** The scheduled end of the year long school term. Many of the faculty take vacations and leave the school but any number can be found in the school at any time during the two-month long winter break. Graduates can arrange for special magical instruction from masters if they are willing during the break. Sean McAllister though now graduated plans to stay on at the Great School as a graduate student and takes a small room at Sylvie's in the Noble Quarter as he had no desire to go home and is provided a healthy living stipend by his mother Barbara McAllister (nee McGregor) the sister of Prince Brannart of Klantyre.

### **KALDMONT 1, AC 1010: The New Reality**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Winter Solstice. The members of the Brotherhood were usually spoken to by Rad himself, but this marked the fifth straight meeting of the Brotherhood of the Radiance that Rad had not presided over. As the 13 members of the Brotherhood started to attend to the business of setting a framework and plan for moving forward without the guidance of Rad, they got a timely reminder of what their challenges were and how great they were. Their discussions were interrupted by a 14<sup>th</sup> voice... a new one...an upbeat one with a distinct Darokinese accent.

*"I hail the Light of Rad! A new brother comes forth in his quest for knowledge!"*

The typical response Rad would give to new members of the Brotherhood would involve him saying:

*"Tonight, a newcomer joins the Brotherhood. His intentions are just, and he is worthy of the secret"*

The Brotherhood quickly adjusted to the surprise new member and welcomed him as they were once welcomed. The new visitor took the code-name 'Darkforce'. Tonight's meeting was kept short and ended soon after welcoming Darkforce; with discussions about the future put on hold as the real problem of Rad's disappearance became apparent to the rest of the Brotherhood and extended far deeper than merely establishing a leader? Or a hierarchy without its leader? (See [Am. 1](#))

**What This Means:** Glantri and the members of the Brotherhood of the Radiance just realized they have a **huge and existential problem**. The lack of being able to control access to the Radiance and enforce the conditions of its use. Few outside the Brotherhood know that the whole basis of the Glantrian nobility system is based upon the Order of the Radiance with users having very specific rules and conditions set upon using the Radiance based on the nobles rank (or lack of one) which were managed by Rad, *who had the ability to detect improper or unauthorized use of the Radiance. The ability to accept or deny a wizard for seeing them unworthy or not loyal to Glantri not just for membership in the Brotherhood but in even allowing them the use of the Radiance.*

**Abilities none of the Membership have themselves.**

The profound implications of that for Glantri are easy for most anyone to grasp but in case they are not what that simply means now is that without Rad; anyone, noble or not, loyal to Glantri or enemy of Glantri can freely, and secretly, use the Radiance. The only barrier being the difficulty of the actual discovery of the Radiance and its secrets; and they do not have to make contact and join the Brotherhood and thus be known to the Brotherhood.

Much thought will be given by the 13 members on this problem and how to approach the newest member with the current situation, and the problems Glantri and the Brotherhood of the Radiance now have and determine if the newest member did have any contact with Rad and how they came to discover not just the Radiance but how to petition the Brotherhood if they were without Rad's guidance as most suspect was the case.

#### **KALDMONT 5, AC 1010: New Kol? Not Yet**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** The Council of Princes in Glantri voted on the proposal to create a new humanoid Principality in the western Broken Lands under the rule of Kol the kobold wizard king of the humanoids. The measure was narrowly defeated. Surprisingly, Glantri was not violently opposed to the idea. However, many of those who voted against the measure did so because a state of war still existed, or at least aggression, between the humanoids and Glantri. The Council recommended to Kol that he adhere rigidly to a truce and kept his hordes from invading Glantrian territory. It would if Kol could demonstrate how the humanoid population, he ruled could be a benefit to the nation of Glantri as a whole. If the

kobold-king could do all this and enforce peace between the humanoid and Glantri for a period of three months, the Council of Princes agreed to consider the issue again. (see [Sv. 25](#))

**What This Means:** Synn's influence is now very great in Glantri; else the Council would not even have considered Kol's measure.

### **KALDMONT 11, AC 1010: Golden Years gold whop whop whop!!!**

**Location:** Rymskigrad, Principality of Boldavia, Glantri

**Description:** Anatoly Borzakovsky who was previously appointed to become the Proprætor of the Western Czaikow Hills Free Province when Proprætor Claudia Merkle retired at the end of the year; took over the position today. The administrative staff of the WCFP threw Claudia a party at a high class establishment in Rymskigrad that got somewhat out of hand after multiple bottles of the finest Boldavian vodka and ended with Claudia last seen in the nude and swimming downstream with the fish and the ice in the Dul-Anur River.

**What This Means:** We all are looking forward to retirement man. And if anyone does see Claudia, be sure to let her know, we are all worried about her.

### **KALDMONT 28, AC 1010: Magic Fails Again!!!**

**Location:** Throughout Glantri and worldwide

**Description:** This was the last day of the year on the Glantrian Calander. In years past the day would be filled with a day of celebrations, festivities and ended by ritual checking of the night skies for portents of the year to come. However, before all that could happen, at midnight local time magic failed everywhere in Glantri and worldwide. It failed just as it had at the end of Sviftmont last year after the city of Sundsvall in Alphatia was destroyed by the great storm, however no great calamity like that either preceded or followed the loss of magic. Magic simply disappeared again and without any kind of warning.

The elves of Glantri grew ill and felt weak. Magical wards and barriers again failed as they did last year with unprepared (unlucky) wizards losing their lives when experiments went awry, or captive monsters got loose and killed suddenly helpless wizards. Glantri City was (again) especially affected as the many of the captive monsters held by the Monster Handlers Syndicate and Monster Hunters Union again got loose and ran amuck throughout Glantri City before the City Guard and City Constabulary could mobilize and destroy them.

**What This Means:** Unlike last year there were no triggering events such as the destruction of Sundsvall by the Radiance Doomsday Device and the disappearance of magic again surprised wizards and those that rely on magic again this year. Very few outside Glantri had any warning as it was thought that last year's event was an aberration and as the weeks and months went by without another occurrence the week without magic receded into the back of people's minds as a one-off event. Now that it has happened again the question that will be on many wizards minds, those not fighting or fleeing for their lives today... *When will magic come back? Will it be another week without magic?? Or longer this time??*



## AC 1010 Addendum

*The current state of Glantrian politics after the whirlwind last 15 months and where Glantrian politics stood at the end of AC 1010.*

**Crownguard:** Prince Brannart of Klantyre (10), Count of Crownguard (6), Divisional Commander (1) -> **17 CV**  
Allies: Lord Alasdair McAllister, Duke of Fenswick (8); Lord Eachainn McDougall, Marquis of Dunvegan (7), Lady Myra McDuff, Baroness of Uigmuir (4), Lord Julian Steurt, Baron of Adlerturm (4) -> **40 PV**

**Linden:** Princess Juliana of Bergdhoven (10), Countess of Linden (6), Treasurer of the Council (5), Divisional Commander (1) -> **22 PV**  
Allies: Lady Sinaria Verlien, Countess of High Sonden (6); Lady Kristiana Wilhamine, Viscountess of Castelbianco (5); Lord Pieter Vandelaar, Viscount of Steenwijk (5); Lady Rowena Krollnar, Viscountess of Bergen (5); Lord Roeland Koorteweg; Baron of Dovehold (4) -> **47 PV**

**Ritterburg:** Prince Jaggar of Aalban (10), Count of Ritterburg (6), Warden of the Marches (3) -> **19 PV**  
Allies: Lady Mariana Terlagand, Marchioness of Berrym (7); Lord Franz Löwenroth, Count of Wylon (6); Lord Rolf von Graustein, Viscount of Blofeld (5); Lord Josef Stransky; Baron of Brulefer (4) -> **41 PV**

**Igorov:** Prince Morphail of Boldavia (10), Baron of Igorov (4), Divisional Commander (1) -> **15 PV**  
Allies: Lady Natacha Datchenka, Baroness of Pavlova (4); Lord Piotr-Grygory Timenko, Baron of Kutchevski (4); Lord Youri Ivanov, Baron of Palatinsk (4); Lady Szasza Markovitch, Baroness of Vladimirov (4); Lord Laszlo Wutyla, Baron of Mariksen (4); Lord Mikail Zirchevski, Baron of Lipetsk (4) -> **39 PV**

**Sirrechia:** Prince Innocenti I of Caurenze (10), Viscount of Sirrechia (5), Divisional Commander (1) -> **16 PV**  
Allies: Lord Antonio di Tarento, Count of Glenargyll (6); Lord Griseo Fulvina, Viscount of Verazzano (5); Lord Vincienzo di Randazzi, Baron of Edleview (4); Lord Tenebras Favosi, Baron of Fallsburg (4) -> **35 PV**

**Kern:** Prince Harald of Sablestone (10), Baron of Kern (4), Grand Master of the Great School of Magic (10) -> **24 PV**  
Allies: Lady Sita Peshwir, Viscountess of d'Ylourgne (5); Lord Gerrid Rientha, Baron of Egorn (4) -> **33 PV**

**Sylaire:** Prince Henri of Nouvelle Averoine (10), Viscount of Sylaire (5), Chamberlain of the Land (4) -> **19 PV**  
Allies: Lady Genevieve de Sephora, Countess of Touraine (6); Lord Michel Leconte, Viscount of Amboise (5); Lady Circe DeVille, Baroness of Leadyl (4); Lord Adik de Chevas, Baron of Sherlin (4) -> **38 PV**

**Morlay:** Prince Malachie of Morlay-Malinbois (10), Baron of Morlay (4), Divisional Commander (1) -> **15 PV**  
Allies: Lord Niccolo Galateo, Viscount of Fausseflames (5) -> **20 PV**

**Singhabad:** Prince Jherek IV of Krondahar (10), Count of Singhabad (6), The Supreme Judge of the Council (8), Divisional Commander (1) -> **25 PV**  
Allies: Lady Judith Beaumarys-Moorkroft, Archduchess of Westheath (9) -> **34 PV**

**Skullhorn:** Prince Urmahid of Bramya (10), Count of Skullhorn (6), The Chancellor of the Princes (6) -> **22 PV**  
Allies: Lady Jella-Lan, Baroness of Goriidel (4) -> **26 PV**

**Ellerovyn:** Princess Carlolina of Erewan (10), Marchioness of Ellerovyn (7), Divisional Commander (1) -> **18 PV**  
Allies: Lord Ansel Widefarer, Viscount of Redstone (5); Lord Ezechiel Naramis, Viscount of Nathrat (5); Lord Iriel Newleaf, Baron of Lantruen (4); Lord Mirodor, Baron of Rittermour (4) -> **36 PV**

**Alhambra:** Princess Carnelia of Belcadiz (10), Marchioness of Alhambra (7), Divisional Commander (1) -> **18 PV**  
Allies: Lord Fernando de Casanegra, Duke of Hightower (8); Lady Isabella de Montebello, Countess of Soth-Kabree (6) -> **32 PV**

**Silverston:** Princess Dolores of Blackhill (10), Countess of Silverston (6) -> **16 PV**  
Allies: Lord Quanil Urbaal, Marquis of Satolas (7); Lord Borodin, Baron of Nandin (4); Lord Edward Newbute, Baron of Oxhill -> **31 PV**

*The current membership of the Brotherhood of the Radiance at the end of AC 1010.*

Prince Brannart McGregor of Crownguard (Brother Paleglow, M33) – joined AC 961  
Prince Harald Haaskinz of Sablestone (Brother Bluelight, M36) – joined AC 976  
Duke Alasdair McAllister of Fenswick (Brother Crabbit, M22) – joined AC 994  
Duke Fernando de Casanegra of Hightower (Brother Estocada, EM17) – joined AC 998  
Baron Tenebras Favosi of Fallsburg (Brother Moonshadow, M10) – joined AC 1009  
Baron Gerrid Rientha of Egorn (Brother Darkforce, M17) – joined AC 1010  
Lord Angus McGregor (Brother Morningsun, M19) – joined AC 999  
Lady Danira Vorshane-Rientha (Sister Azureone, M23) – joined AC 1006  
Colonel General Hans Grüber (Brother Snape, M28) – joined AC 1006  
Colonel General Chanash Teval (Brother Vuurzee, M23) – joined AC 1007  
Colonel General Firstiri (Brother Kuolema, M21) – joined AC 1008  
Constable Major Pedro de Asesalpha (Brother Decimo, M34) – joined AC 1006  
Wilbur Raknarod/Anton Vlaardoen (Brother Wilbur, M26/Dragon Wizard 26) – joined AC 1004  
Maximilian Hiltier (Brother Lightwave, M33) – joined AC 1008

## **AC 1011 Glantrian Events**

### **NUWMONT 1, AC 1011: A New Day, A New Year Fueled By Magic!**

**Location:** Worldwide (Glantri), Principality of Erewan

**Description:** Early this morning at the stroke of midnight as a new day and new year were ushered in Glantri; magic returned to the world after only a 24-hour disappearance. The return of magic was met with great relief as many wizards feared that magic might disappear again for another week, or perhaps longer. Many wizards take stock of any damage to their labs, towers, or homes but generally pass the day first in relief but then later worry, wondering if and when and for how long magic would suddenly disappear again and again with no warning.

Today also was the national celebration day, Good Sprites Day, for the elves of Erewan. This year the celebrations were cancelled as most elves spent the day recovering from the bouts of weakness and illness they felt yesterday. (see [Va. 2](#))

**What This Means:** Glantri and all its users of magic were greatly relieved and the short duration and that it wasn't a repeat of the entire week spent without magic late in AC 1009. Even if only one day, the costs of the disappearance of magic were still rather high and hundreds, from great wizards to lowly beggars, were estimated to have lost their lives, most at the claws and teeth of escaped (non-magical) monsters. After cleaning up and repairing the damage a great deal of effort will be spent to try to determine when and if such days without magic will happen again and for how long.

### **NUWMONT 7, AC 1011: Goodbye, Farewell, and Amen**

**Location:** Fortress of Udhgar, Broken Lands

**Description:** The Ex-King of the Broken Lands Thar, now reduced to merely being Chieftain of Orcus Rex after resigning as General of the humanoids, met with the Chieftain of OGREMOOR Alebane and commiserated about the indignities of serving and being ruled by a little puppy, a *Kobold*. What made that worse in their eyes was the peace enforced by King Kol upon the humanoids and the restrictions he placed upon them raiding Glantri or Darokin. Humanoids, both leaders earnestly believed, existed to fight, kill, and plunder. They decided to join forces, sharing joint command and find their battle glory elsewhere. The Yellow Orcs led by Moghul-Khan joined them later as Thar and Alebane's forces moved eastward. (see [Va. 12](#))

**What This Means:** The western Broken Lands are about to become very depopulated as two of the three main humanoid groups that reside west of the Vesubian River are leaving for Rockhome.

### **NUWMONT 12, AC 1011: A New Face and A New Player Arrives in Glantri**

**Location:** The Embassy of Darokin, The Parliament Building, Glantri City

**Description:** Today the newly appointed Ambassador to Glantri from Darokin arrived at Glantri City. Senior Diplomat of the DDC Elbridge Gerry (Age 56, NM, AL-L) was appointed by the Chancellor of

Darokin to do more than simply continue to maintain the good relations the two nations had always enjoyed but arrived with the orders to attempt to expedite the restoration of trade with Glantri which, because of Thar's humanoid invasion and the long war between Glantri and the humanoids, had pretty much stopped all trade for Glantri for most of the last four years.

Ambassador Gerry was met not only by the Chancellor of Princes Urmahid Krinagar but by several other of the ruling Princes. A large and extravagant reception was held by the Treasurer of Council Juliana Vlaardoen for the new Ambassador several nights later at the Vlaardoen Estate in Glantri City for which no expense was spared. All nobles and all the prominent Glantrian merchant houses were invited to attend. Very few of the political and economic elites who were in the city passed on the open invitation to attend and more than a few not in the city came to Glantri City just to attend the reception, enjoy a fine dinner, and get in some high society socializing afterwards. When the reception broke up, Ambassador Gerry along with Princess Juliana, the Minister of Mercantile Duane Berry Betts, the Subminister of Trade Aryan Pasayat, and the Mistress of Coin Hannie De Verstaeyen were seen retiring to the Princesses private quarters for discussions that were rumored to have gone on well into the early morning hours.

**What This Means:** As well as being longtime friends and allies Glantri and Darokin shared the same big problem, the recently concluded wars severely disrupted their economies. In addition to Glantri Darokin also lost a hugely profitable trading partner in Alfheim when it was overrun by the Shadow Elves and the humanoids under Thar shut down not just the trade routes to Glantri but also made caravans up the Streel River to nations like Ethengar, Vestland and the Heldannic Territories difficult to run and very costly thus negating profits as 1/3 of all caravans going through the Broken Lands were total write offs due to losses over the last 3 to 4 years.

Ambassador Gerry aggressively pushes either a final elimination of the humanoid problem or exploration of ways to bypass the humanoids and resume the level and profitability of the trade that both nation once enjoyed but now desperately need to rebuild their damaged economies. As Glantri is trying to rebuild not just its nation but regain financial solvency Darokin will have a very enthusiastic partner in finding a solution to the humanoid problem.

### **NUWMONT 20, AC 1011: Them Changes**

**Location:** Village of Aguilar, Colossus Mounts Free Province

**Description:** Propraetor Hosbayar Borjigin of the Colossus Mounts Free Province retired today and was replaced by the recently promoted and controversial appointment of Joséphine Fortescue who become the new Propraetor of the CMFP.

**What This Means:** And why is Fortescue controversial? She is not a career bureaucrat and had never served in an administrative position in the Glantrian government much less as a Propraetor of a Free Province. Fortescue was suggested by Princess Carnelia who had seen her work tirelessly to help the displaced and burned-out families of the Vesubian Valley who lost everything but their very lives when tens of thousands of humanoids under Thar rolled right through their homes on the way to Glantri City. A strong reassuring personal interview with the full Council of Princes put to rest the fears that some on the Council had about selecting someone so young and from outside the traditional Glantrian Bureaucracy for this important position.



## **NUWMONT 24, AC 1011: Another New Face? He's From *Where*???**

**Location:** The Towerbridge, Business Quarter/Ducat Precinct, Glantri City

**Description:** An urgent dispatch arrived for Prince Urmahid during his morning breakfast which informed him there was a man, along with a party of five retainers, trying to enter the city at the Towerbridge who claimed to be an Ambassador to Glantri from... some country called *Testland*? The Chancellor of Princes hurried down to the bridge and met the man who introduced himself as Lord Magnus Haraldson, the cousin of the King of Vestland King Bergthor Haraldson. Magnus explained to Prince Urmahid that he had been sent by the King of Vestland to Glantri to serve as the Ambassador of his country to Glantri. Prince Urmahid vaguely recalled that Prince Jaggar's cousin served as the Glantrian Ambassador to Vestland and had mentioned in his reports that he had been training Magnus in the magical arts. Urmahid decided to accept his letter of introduction as Ambassador to Glantri and warmly greeted him.

After some quick consultations with his staff at the Chancellery Centre Urmahid decided to put up the Vestlandian Ambassador in an official residence at the Penny House in the House of Parliament. The Penny House was where Ambassadors were housed from foreign nations, deemed relatively unimportant but having something worth maintaining foreign relations. (see [Va. 1](#))

**What This Means:** An Ambassador from Vestland was generally thought to be pointless, as much as one was to Vestland, but there was no reason to not accept him and Prince Urmahid did consider that if he could be trained as a wizard and then later ever came to the throne in Vestland, he could be a real ally and it never hurt to have sympathetic wizards as Kings and that are friendly to your nation.

## **VATERMONT 1, AC 1011: Doing A Double Shift**

**Location:** Great School of Magic, Glantri City; Deadwood College, Kern, Principality of Sablestone

**Description:** Today marked the first day of first Quarter of the AC 1011 Great School of Magic term. This year saw a marked increase from last year in the numbers of new students which was a good sign that Glantri was slowly returning to normal. Two new noble offspring, potential future heirs, were enrolled at the Great School for their first term; Tolui Krinagar (Age 5, NM) son and first child of Prince Urmahid and possible heir to the Principality of Bramya and Threndel Widefarer (Age 52, E1) son and possible heir of the Viscount of Redstone Ansel Widefarer. A special new student was enrolled this year; a royal student, the Ambassador to Glantri from Vestland: Lord Magnus Haraldson (Age 22, M6) who plans on attending part time as his 'duties' allowed.

Traditionally the Grand Master would hold a function at the Great Auditorium that evening and would personally welcome all new and returning students and gave a speech on the state of the Magocracy. This year marked the first full term that Grand Master Harald Haaskinz would be running the school, and he kept his remarks short, and thanked the student and faculty for their hard work and devotion to magic and Glantri. He introduced the one new faculty promotion for the upcoming term, the new Mistress of Astronomy and Meteorology Lady Tereis Haaskinz. Yes, his sister for those not familiar with her GPD dossier and they shared a nice moment together and a hug before the Grand Master concluded his speech with a few upbeat words about the state of the Magocracy and predicted how he thought it would be even stronger and more vibrant than it was before the tragic losses of the Great War. After he finished his speech, the Great Master disappeared in a puff of smoke....

.. and reappeared in an instant over 250 miles to the west, at Kern in his Principality of Sablestone, outside the main entrance to Deadwood College which was Prince Harald's pet project to provide good affordable education for the people of far west Glantri. Today the College opened its doors for students and Harald when stepped into the main hall he was serenaded with applause by the approximately 100 students that enrolled for classes at the college. Harald strode to the podium and spoke to the assembled students and faculty and gave a speech full of energy and passion extolling them to make the best they can of themselves here at Deadwood and after he finished Prince Harald left the podium to another standing ovation. (see [Nu. 24](#); [Ei. 28](#))

**What This Means:** The promotion of his sister to Great School Master was no surprise to anyone after the previous Master of A&M (as the students call those classes) passed away late last year. There were no whispers at all of nepotism as Lady Tereis was considered a genius and perhaps one of the great experts in Astronomy in the world in that field and probably would have been promoted no matter who was Grand Master.

Deadwood College is a labor of love of Prince Harald and heavily, bordering on completely, subsidized by the Prince. Far from just being a chance for a quality academic education for the shitkickers of the Glantrian wild west, its school of magic may be a real boon for Glantri as he plans to explore and focus on Sindhi spellcasting that has some unique qualities. To this effect Harald is very proud of the faculty he has assembled which has some prominent and powerful Sindhian wizards who had emigrated to western Glantri and also includes his son and heir Dominick Haaskinz who is serving as head of Deadwood's school of magic.

## **VATERMONT 2, AC 1011: A Homework Assignment To End All Assignments**

**Location:** The Grandmaster's Tower, Great School of Magic, Glantri City

**Description:** Prince Harald earlier in the day, in only the 2<sup>nd</sup> of the new term, invited Juan de Bazán y Olivar (Age 646, EM20, AL-L) the Arch Master of Divination magic at the Great School of Magic since AC 956 and the two Masters of Divination magic under Olivar; Jannetje Schaft (Age 95, M34, AL - L) and Hildegard von Hotty (Age 42, M27, AL-C) to dinner. After the particularly fine meal cooked up by Harald's always interesting personal chef Elly Den Adel (Age 275, M14, Nosferatu, AL-N) the four wizards retired to Harald's private lounge got down to business for none of the three Masters mistook the dinner invitation for a mere social visit.

Harald tasked the three wizards with using all means they could to try to determine if the disappearance of magic was going to happen again, and if so when it might and for how long. Harald impressed the importance of this assignment to the wizards, though they really needed little encouragement as most wizards were quite simply terrified of being caught in the middle of research or in any number of the dangerous things wizards do and having magic disappear on them again with no warning. (see [Nu. 1](#); [Fl. 8](#))

**What This Means:** This is a vital assignment and Harald, as Grand Master of the Great School, the very symbol of Glantri's magical power feels responsible for getting answers and preparing the nation as best as he can if he can determine when and how long any future disappearances might occur.

## **VATERMONT 10, AC 1011: Grab That Cash With both Hands And Make A Stash**

**Location:** Across the entirety of Glantri

**Description:** Today was the first tax day of the year in Glantri with quarterly taxes due from Sviftmont-Kaldmont of last year. By each designated quarterly Tax Day all received taxes, with notarized records were due, having been collected from throughout Glantri in each Principality and at all 22 of the regional offices of the Department of Collections and then were forwarded to the Council Vault at the House of Ministers in Glantri City and received by the Department of Reckoning. Reckoning counted the actual tax payments from the whole of Glantri and verified totals against the receipts. Nobles collected their own taxes from their population then paid their own taxes to the Department of Collections. Most nobles came directly to the House of Ministers and submitted their records and taxes there. (see [Ya. 10](#))

Quarterly taxes consisted of two elements. The Council tax took 20% of a Glantrian's earnings during that quarter. Magic could be used to help verify a taxpayers claim of an income by indicating possible fraud which would trigger a visit to the taxpayer by an agent of the Department of Reckoning, part of the Ministry of Coin. A quarterly flat tax was also collected from each adult citizen (legal age in 16 in Glantri) based upon where each citizen lived. As part of the effort to rebuild the Glantrian treasury and pay down its enormous wartime debt the flat tax was raised slightly from last year which was estimated to bring in tens of thousands of much needed extra ducats nationwide for the Treasury.

- Urban (city or town over 1000 inhabitants) **1 dc.**
- Rural (settled areas and settlements less than 1000 inhabitants) **4 sv.**
- Borderland (unsettled areas) **2 sv.**

**What This Means:** Glantri is showing more signs of finally starting to recover after the devastating years of war and the financial ruin it nearly faced.

## **VATERMONT 12; AC 1011: The West Is the Best**

**Location:** Fortress of Kol-Khat, Kolland, Broken Lands

**Description:** After King Kol received word from his personal magist, the Thyatian wizard Thurstol Cattaneo (Age 44, M28, AL-N) whom had been scrying the progress of the invasion of Rockhome at Kol's request, that Thar's forces had been crushed in a major battle and run to ground afterwards he decided to move his base of power to the place that would reinforce his status as King of the Broken Lands. Kol proclaimed Orcus Rex dissolved and renamed as New Kolland and that his personal seat of power would be at the fortress Udhgar, but which was being renamed as Skoldar. (see [Nu. 7; Th. 2](#))

**What This Means:** King Kol was told by his mage that Thar still lived but wasn't returning to the Broken Lands but heading east towards Vestland and Kol sees a great opportunity and decided to move his Kobolds and his throne to lands closer to Glantri which serves his real goal, joining Glantri and becoming a Prince not merely a King. The few Orcs left in Orcus Rex, mainly elders, women and children are hardly in a position to protest Kol's move and they have little choice but to acknowledge Kol not just as their King but also their chieftain. It is not just the Kobolds that are on the move as other humanoids from other parts of the Broken Lands pick up stakes and move west in hopes of finding prime rich lands for them to claim and settle.

## **VATERMONT 13; AC 1011: Blizzard Hits Hard**

**Location:** Northeastern Brun (Glantri)

**Description:** One of the biggest snowstorms in memory hit northeastern Brun today. By dawn Glantri was under a foot of snow. By noon Glantri was under two feet of snow.

**What This Means:** This blizzard is a natural occurrence. Stay inside. Stay warm and drink heavily.

## **THAUMONT 1, AC 1011: Lots Of Talk And Perhaps Finally The Start Of Some Action??**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Spring Equinox. The members of the Brotherhood were usually spoken to by Rad himself, but this marked the 6<sup>th</sup> straight solstice and meeting of the Brotherhood of the Radiance that Rad had not presided over. The first part of this night's meeting was spent bringing the newest member of the Brotherhood, Brother Darkforce, up to speed on how the Brotherhood used to function when Rad led them and the events since the end of the war including his disappearance. Many questions were asked of *Darkforce* in the hope that Rad was the one who guided him to discovering the Radiance. *Darkforce* played loose with the truth as to how he made his discoveries and dodged direct questions as his discovery was nothing more than pure research over the years but firmly stated to the Brotherhood that he never had any visions or guidance from Rad himself, which dashed any hopes the Brotherhood had that Rad might still be active but not attending meetings for whatever reasons.

The last half of the meeting was spent speaking of the difficulties the Brotherhood would face without Rad. Namely the inability to monitor and control who was using the Radiance either guiding the worthy and loyal or appearing before the unworthy and disloyal telling them to stop and warning of harsh penalties for those did not stop using the Radiance. In the meantime, what the Brotherhood decided they could do was to have a plan of action to make it harder for anyone to discover. Brother Crabbit spoke up in agreement and suggested that the Brotherhood make all efforts to track down any references to the Radiance and to remove the very means in which those who have not been vetted, as Rad once did, might discover the Radiance. All spoke in general agreement on the idea. Brother Vuurzee brought up an excellent point which the Brotherhood next discussed. He asked how were the Brothers to determine the 'illegal' from those in Brotherhood, as everyone's identity was secret? He suggested the Brotherhood implement a password system in case one of the Brotherhood should come across a wizard using the Radiance. They could be challenged with the password and if the wizard failed with the correct response the member would know he had come across an illegal user of the Radiance. Brother Lightwave spoke up at that moment and asked '*what then Brothers? What do we do then??*' Silence was the only answer *Lightwave* got in return. The meeting ended on that note as the hour was getting early. (See [Kl. 1](#))

**What This Means:** Some hope had been held out by the Brotherhood that Brother Darkforce who joined the Brotherhood on the Winter Equinox last year might have had contact or guidance with Rad, but it was sadly not the case. The Brotherhood has correctly identified the biggest problem and danger Glantri faces if Rad is gone for any length of time. Unknown at best, unworthy or disloyal users at worst of the Radiance. It is the greatest of secrets Glantri has as well as its greatest weapon and defense. The

Brotherhood has correctly ascertained the nature of the danger, unfortunately it has few ways to really act effectively to restrict discovery and use by others not of the Brotherhood.

### **THAUMONT 1, AC 1011: Parliament in Session**

**Location:** House of Lords, The Parliament Building, Glantri City

**Description:** Today marked the traditional first day of Parliament to meet to handle the year's business. The Parliament elected a President pro temp as its first matter of business which was a ceremonial position which lasted for the next year. Last year's President pro temp of the Parliament, Marquis of Dunvegan Eachainn McDougall was unanimously reelected to a second term as the honorary chairman of the House of Lords. For the first the first time in years, since the early days of the Great War, there were no changes to any of the sub-committees from last year as only two new low-ranking Baron's passed away last year and neither served on a sub-committee. The current Parliamentary Sub-Committee structure in the spring of AC 1011 was as follows:

President pro temp of the Parliament: Lord Eachainn McDougal, Marquis of Dunvegan (7)

#### Judicial Review:

Chairman: Don Fernando de Casanegra, Duke of Hightower (8)

Dame Geneviève de Sephora, Comtesse de Touraine (6)

Signor Antonio di Tarento, County of Glenargyll (6)

Dona Isabella de Montebello, Countess of Soth-Kabree (6)

Lady Kristiana Wilhamine, Viscountess of Castelbianco (5)

#### Financial Matters:

Chairman: Lady Judith Beaumarys-Moorkroft, Archduchess of Westheath (9)

Lady Mariana Terlagand, Marchioness of Berrym (7)

Lord Ezechiel Naramis, Viscount of Nathrat (5)

Lord Pieter Vandehaar, Viscount of Steenwijk (5)

Lord Niccolo Galateo, Viscount of Fausseflamms (5)

#### Military Affairs:

Chairman: Lord Eachainn McDougal, Marquis of Dunvegan (7)

Lord Quanil Urbaal, Marquisate of Satolas (7)

Herr Franz Löwenroth, Count of Wylon (6)

Herr Rolf von Graustein, Viscount of Blofeld (5)

Sire Michel Leconte, Viscount of Amboise (5)

#### Foreign Relations:

Chairman: Lady Sinaria Verlien, Countess of High Sonden (6)

Signor Griseo Fulvina, Viscount of Verazzano (5)

Lady Rowena Krollnar, Viscountess of Bergen (5)

Sir Ansel Widefarer, Viscount of Redstone (5)

Lady Sita Peshwir, Viscountess of d'Ylourgne (5)



Once the formalities of a new legislative session were completed the Parliament usually spent the next couple of months handling mundane affairs the Council of Princes left the Parliament to handle, such disposal of allocated funds, and handling administrative and bureaucratic minutia. After the Parliament finished it ended its yearly session it came back only when called into special session by the Council of Princes.

### **THAUMONT 2, AC 1011: Only One Returns**

**Location:** Fortress of Skoldar, New Kolland, Broken Lands

**Description:** Alebane, the leader of the Ogres and ruler of Ogremoor, arrived at the newly renamed Fortress Skoldar today after being summoned by King Kol upon arriving back in the Broken Lands after the failed invasion of Rockhome. Alebane gave a detailed report on the invasion and its battles to Kol and Kol's senior military advisors and was dismissed with a stern warning that attacking Rockhome without his King's permission was acceptable but under no circumstance was Alebane or his clans to cross the border and attack Glantri. At this point Kol showed his own magical power in a display of frightening spells, even to a battle-hardened warrior like Alebane. Alebane told the King that he understood and would obey. (see [Va. 12](#))

**What This Means:** One of the two problems Kol (and Princess Dolores) had in his plans to become a part of Glantri returned in the form of Alebane and Kol meant to impress upon Alebane that under no circumstances was the truce between humanoid and Glantri to be broken. Alebane seemed to take the very unsubtle hint that failure to obey would likely be fatal.

As far as the other thorn, Thar and his surviving Orc warriors did not return but instead did head east to the mountains of Vestland. The 3<sup>rd</sup> member of the invading group, Moghul-Khan also did not return to Glantri but decided to settle in the Orclands and be free of any humanoid kings. Yellow Orkia while already severely depopulated of warriors will see the majority of its remaining population pick up and move east to join their Khan in the Orclands thus leaving the lands of Yellow Orkia largely vacant and unclaimed.

### **THAUMONT 3, AC 1011: YOU DIRTY #\$@!%!!!!**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Early this morning Prince Malachie received a letter at his home in Glantri City from his Seneschal in Morlay-Malinbois, his sister Suzanne, detailing how work had been halted on the Northwestern Road running through the Principality connecting the Vyonnes-Glantri City Road with the Black Mountains Free Province to the northwest of Morlay-Malinbois. Suzanne said that the explanation she had been given was that the project, which started last year and expected to take three years to complete, was halted on command of the Chamberlain of the Land, Prince Henri d'Ambreville.

A furious Prince Malachie called for a meeting of the Council of Princes for that evening and once the Princes were assembled Malachie called on Henri to explain himself. Prince Henri confirmed he did indeed cancel the project as he considered it a waste of precious funds and an intrusion into the privacy of the wizards who chose to reside north of the Averoignian lands for its quiet and solitude. Malachie

pointedly reminded Prince Henri that that decision was NOT his to make as that road project was not only proposed by his predecessor Princess Isidore but was passed by the Council and the funds allocated for its construction by the Treasurer of the Council. Prince Henri replied that he was the Chamberlain of the Land now, not Isidore, and that he was in charge of such projects, and he had the authority to end that project and he was ending it Raddamnit!

Prince Malachie then appealed to the Council having seen that Prince Henri was not going to budge. Malachie restated the benefits of this project; a quicker trade route for trade with Wendar cutting more than a week off the route, better and quicker means for moving troops for the lack of good internal roads was deemed a major reason why Thar was able to get to Glantri City before the Army could reinforce it, he also mentioned the 100's of well-paying jobs the project had created. Princess Juliana spoke next and pointedly reminded Henri that financial matters were her concern and responsibility not his and this project was approved and appropriated for last year. Henri at that point lost his temper and unleashed a stream of profanity and Henri shot back dismissably to the young Princess, that the land and construction upon it was HIS concern. Prince Harald, who rarely spoke in council meetings, did at this point, and pointedly reminded Henri that that particular concern and responsibility of his was a very temporary thing and still was subject to review. *He* was never confirmed as Chamberlain of the Land, Harald reminded him, it was Isidore in fact who had been confirmed by the Council. Henri, who was not reading the mood of the Council of Princes correctly, just shook his head and appeared to be resolute in killing the project until Princess Carnelia spoke up. She offered the choice to Prince Henri. He could refuse to see reason and stand by his decision to kill the project but tomorrow she would introduce a measure to strip Henri of the Council Charge and put it back open for a vote. Prince Henri then shot an impossible to miss glance towards Princess Dolores and she gave him a quick shake of the head and Henri sullenly agreed to revoke his order and to let the construction process resume.

**What This Means:** Princess Dolores (Synn) put Prince Henri up to this stunt, and a stunt it was as this project had already been approved by the Council and appropriated for. She did to test the reactions of her fellow council members and perhaps just sow a bit of chaos and uncertainty using the perfect agent of chaos, Prince Henri.

### **THAUMONT 16, AC 1011: What To Do With Family Members...**

**Location:** Tower of Morlay, Principality of Morlay-Malinbois

**Description:** Prince Malachie finally reached his breaking point with Noussoir and his constant rumor-mongering about Malachie and had prepared Treason charges against Noussoir with lesser charges of sedition and disturbing the public order. Fortunately for Noussoir, Suzanne intervened and persuaded him not to take any definitive action against him. In return for saving his skin Suzanne convinced Noussoir to leave Morlay-Malinbois to start a life elsewhere but not without a monthly stipend, one secretly arranged for him by Suzanne.

**What This Means:** Far from fixing the problem the brotherly love Suzanne felt for her brother and getting him to leave Morlay-Malinbois might have made the situation even worse for Malachie.

### **THAUMONT 24, AC 1011: Werewolves Stage a Rescue**

**Location:** Château Sylaire, Principality of Noevelle Averoigne

**Description:** An elite band of adventurers from Nouvelle Averoigne and Morlay-Malinbois got into the dungeons beneath the d'Ambreville mansion and made an attempt to rescue Richard and Isidore d'Ambreville. They failed as the guards of Sylaire were experienced warriors armed with magical weapons and were prepared to face werewolves. Thus, they were not surprised when some of the rescuers transformed into wolves and attacked them. After a bloody skirmish, the rescuers fled Chateau Sylaire. (See [Fl. 1](#))

**What This Means:** Prince Henri of Nouvelle Averoigne has been holding his brother Richard and sister-in-law Isidore prisoner in Chateau Sylaire since Klarmont of last year. Henri has resisted the advice of Princess Dolores and been reluctant to kill them, as he believes they have information that could prove useful to him. So far, both torture and magical means had proved to be useless - Henri knew little more now about the werewolves of Nouvelle Averoigne than he did before capturing the two.

The failed rescue attempt does serve to convince Henri that it is time to move the prisoners and decides to hand the two prisoners over to Genevieve de Sephora, Countess of Touraine, who is a an ardent werewolf hater. De Sephora has been begging Prince Henri to not kill them but to let her have the prisoners as she has great plans for them and furthering her own research especially upon a very rare and hard to study specimen, a werewolf spellcaster.

### **THAUMONT 27, AC 1011: Rad Bless the Child**

**Location:** General Hospital, Business Quarter/Ducat Precinct, Glantri City

**Description:** Prince Urmahid and wife Lady Rinnath welcomed to the world their third child, a healthy beautiful girl they name Edbuskun.

**What This Means:** Prince Urmahid desperately wants another son, but Lady Rinnath may be telling Urmahid to talk the hand. Now we'll see who really wears the robes in that family.

### **FLAURMONT 1, AC 1011: White Wolf's Fury**

**Location:** outside the village of Esclavelles, Isoile Free Province

**Description:** A cavalcade of Prince Henri's guards was detailed to escort a prison cart which contained Isidore and Richard d'Ambreville from Sylaire to the County of Touraine. As they traveled along the Isoile River two miles from the village of Esclavelles just after the sun had set, howls suddenly filled the night air. The cart halted and the guards surrounded the cart and made preparations to fight. However even Prince Henri's warnings couldn't prepare them for what they saw in the torch light ; the hills seemed to come alive with hundreds of glowing eyes which surrounded the cart and its guards. A giant wolf with brilliant white fur loped toward the guards, its tongue lolling in a wolfish grin. It stopped a few yards away from the guards and suddenly the white wolf blurred into a wolfman. It stood erect and spoke to the guards. The white wolfman suggested this matter could be settled without bloodshed if they simply

released the prisoners. The guard captain looked at the surrounding wolves which had come closer into the torch light, more than a hundred of them, and then looked at his own mere score of his own men. Without a word, he proceeded to unlock the prison cart and stood aside. Within minutes, the rescued captives, the White Wolf, and the legion of werewolves and their wolf brethren were gone. (See [Th. 24; Fl. 18](#))

**What This Means:** There was no way that Prince Malachie was going to let Prince Henri deliver Richard and Isidore to his bitter enemy without at least making an all-out attempt to rescue them. Something perhaps Henri and Genevieve should have realized. To attempt to prevent bloodshed, Prince Malachie employed shock and awe tactics and mobilized as many as his werewolves allies as he could in addition to showing the wolfman transformation to discourage any resistance by the guards transporting the captives. The Guard Captain, knowing he was a dead man if he showed back up at Sylaire, disappeared and he wasn't alone as most of the guards did the same rather than face Henri's temper.

### **FLAURMONT 6, AC 1011: Secret Agent Men**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Prince Urmahid called a meeting of the Council of Prince and brought their attention important information he received today. Prince Urmahid in his duties of Chancellor of the Princes was also in charge of the vast foreign intelligence network Glantri maintains. Prince Urmahid noted that the southern front had been quiet, nothing more than small raids by the humanoids since Sviftmont of last year. He believed he had found out why. Urmahid informed the assembled Council that not only was Thar subjugated by Kol late last year but also had later left the Broken Lands taking a large number of his troop and sympathetic followers of the other humanoid races with him. Today he was informed by his agents that it had been confirmed visually by Glantrian agents among the Ethengarian that Thar was behind the invasion of Rockhome last month and after the defeat of the humanoids was strongly believed to have gone east and taken refuge in the mountains of Vestland. Urmahid stated that it was very likely that Glantri had seen the last of Thar and with him, perhaps the last of the threat the Broken Lands was to Glantri.

Prince Jaggar, if not the first to see the implications was the first to speak out loud of them and asked if perhaps the time had finally come to begin the final reduction of the Grand Army to its planned peacetime levels? After several hours of debate the Council agreed that Prince Jaggar should start the process and instructed him to draw up the plans and once the plans were complete, he was to present them to the Council which then would authorize the draw down if indeed Kol continued to keep the humanoids reigned in as he seemed to have done since last year. (see [Fl. 7](#))

**What This Means:** Many of the Princes have had suspicions of why the humanoids had gone quiet over the last six months but with this information seemingly confirmed those suspicions that Thar had left the Broken Lands and was behind the (in hindsight all too coincidental timing) of the invasion of Rockhome. Thus it could perhaps be time for the final draw down in the Glantrian military to its planned peacetime standing army of 16 divisions from its current 32 which will free up *substantial* amounts of ducats for other things such as reconstruction of southern Glantri as well as paying off the massive Glantrian wartime debt.

## **FLAURMONT 7, AC 1011: The War *Finally* Over??**

**Location:** The Citadel, Glantri City

**Description:** In the light of the Council of Princes meeting the night before the Warden of the Marches called for a meeting early today of the High Command of the Grand Army of Glantri. He passed on the intelligence given by Prince Urmahid and asked the Chief and the department heads of the Intelligence branch if they have any information, suspicions, or any purely gut instincts that the intelligence provided by Prince Urmahid might be incorrect. None of the officers did and most in fact said it lined up completely with the little they have learned as the intelligence services of the GAG were far more limited than the wide reach of the resources the Chancellor had at his disposal.

Prince Jaggar then informed the assembled officers of the High Command that it was the wish of the Council of Princes that Glantri to make plans to implement its final draw down from 32 divisions to the planned standing peacetime force of 16 divisions. He ordered the assembled staff to start drawing up the plans for the implementation of a demobilization of the 17<sup>th</sup> – 32<sup>nd</sup> Divisions and to have them on his desk in no later than seven days from today. *You are dismissed!!!* (see [Fl. 6](#); [Fl. 15](#))

**What This Means:** The old saying is true, while good soldiers win battles, good staff work wins wars. This is a good place for the true worth of the new Glantrian High Command to show itself and come up with a good plan for drawing down the defenses on the southern Glantrian border and yet have good contingency plans in place just in case something or *everything* goes wrong.

## **FLAURMONT 8, AC 1011: Be Ready**

**Location:** Great School of Magic, Glantri City

**Description:** Over the course of the last couple of months the Masters of Divinity magic at the Great School of Magic had researched the disappearance of magic on Kaldmont 28<sup>th</sup> last year as they had been tasked by the Grand Master to determine if, when, and how long it might happen again. Today they reported back to the Grand Master and shared their findings. They were nearly certain that the magic disappearing from Glantri (and Mystara) was going to be an annual event. The good news they gave Prince Harald however, was it did appear to be only be for one day a year. They were less certain of the timing, but most felt it would reoccur the same day every year, the same day it did last year, Kaldmont 28<sup>th</sup>. (see [Va. 2](#); [Am. 3](#))

**What This Means:** Unlike most countries that have greater contact with the immortals and had already been told directly the answers to the questions Glantrians were still asking, Glantri is only now coming to terms with the nature of the Day Without Magic. Prince Harald feels some responsibility to the wizards of the Glantri to act as its penultimate wizard and will be informally soliciting opinions on how the nation and its wizards can be prepared for that day.

## **FLAURMONT 15, AC 1011: A Plan Is Devised And Approved**

**Location:** Council of Princes, The Parliament Building, Glantri City



**Description:** The plan for the demobilization of approximately half the Glantrian Army was indeed put on Princes Jaggar's desk yesterday. After he had reviewed it, he briefed the Council of Princes on it and gave the plan his approval and told the Council that he considered it a good plan but also a cautious plan. The Council of Princes concurred after they reviewed it themselves and passed a measure which authorized the draw down effective Yarthmont 1<sup>st</sup> as long as the current situation in the Broken Lands continued to be quiet and that no new threats had emerged. (see [Fl. 7](#); [Ya. 1](#))

**What This Means:** The Grand Army will begin the demobilization of half its strength and trim 16 divisions from its OOB as well as its payroll. The chance of surprise attack from Kol has deemed highly unlikely as Glantri has significant intelligence assets around Kol and inside the broken lands. In addition, it keeps constant aerial observation (via Carlolina's Banner on flying mounts) watching for any troop movements above ground anywhere near the border with Glantri.

### **FLAURMONT 17, AC 1011: King Kol Petitions Council Again**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** King Kol, the Thyatian mage Thurstol Cattaneo, and a troop of elite kobold bodyguards appeared before the Council of Princes today to again propose the annexation of the western Broken Lands by Glantri and its enfeoffment as a humanoid Principality. The Council again narrowly defeated the measure just as it did last year. The Princes reminded King Kol of his promise to control the humanoids and cited some minor raids on Glantrian communities bordering the western Broken Lands.

After the disappointment of being rejected again King Kol left the council chamber. Prince Malachie pointed out that Kol seemed to have firm control over his own kobolds. If Kol could also control the other humanoids, he could prove to be a great asset to Glantri. (See [Ya. 14](#))

**What This Means:** Few of Glantri's Princes actively oppose the idea of a humanoid Principality. Most are willing to entertain the idea if it proves beneficial to Glantri - or to themselves. Synn (in the guise of Dolores Hillsbury) again breaks the 4<sup>th</sup> wall and smiles at you dear reader as she suggestively licks her sensuous lips. She loves the idea, and she hopes it will plunge Glantri into chaos.

### **FLAURMONT 18, AC 1011: Prince Henri Is In BIG Trouble**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Today an emergency session of the Council of Princes was called by the Mistress of Justice, Ruth Baden Ginsmuller. After all the Princes had arrived, Mistress Ginsmuller strode to the lectern and spoke to the Council. She told the Council that it was her sad duty, as the Mistress of Justice appointed by the Council of Princes, but duty nonetheless to inform them that credible charges had been filed with the Ministry of Justice against one of their own, Prince Henri d'Ambreville. Henri jumped out of his chair and started to unleash a stream of profanity, but he was quickly silenced by his fellow Princes and Minister Ginsmuller was allowed to continue to speak.

She told the Council that Prince Henri was being accused of assault, kidnapping, unlawful torture, defamation of character, and *tax evasion*. The last charge drew some gasps and elicited many murmurs

from the Council for it was one of the few crimes in Glantri which had equal punishment for nobles and commoners alike. Prince Henri again tried to speak in his own defense but again was silenced quite firmly by Prince Jherek. She informed Prince Henri that the High Court of Glantri had been made aware of the charges against him, and that he was to have no contact with them, and the trial would begin in seven days' time. After she finished the Mistress of Justice turned and walked out of the stunned and silent Council of Princes. (See [Fl. 1](#); [Ya. 4](#))

**What This Means:** Grab the popcorn and beer. As if Glantri wasn't interesting enough, things are about to get *really* interesting. Short of assassination there is no more enjoyable way of disposing of an enemy than publicly destroying them. Prince Malachie's spies, investigators, and hired bean counters had been working on tracing Henri's finances since late last year. Prince Malachie acted on this information right after rescuing Isidore and Richard earlier this month and met the Mistress of Justice and turned over all the evidence he had uncovered since late last year. After several weeks of secret examination of the evidence Ginsmuller (who was 1<sup>st</sup> Prime on the High Court of Glantri prior to being selected by Prince Jherek to be Mistress of Justice) deemed the charges credible and filed the charges against Henri on behalf of Glantri.

Prince Henri had been living on the edge of not just ethical but legal behavior for many years before he even became Prince of Noevelle Averoigne and if convicted of the most serious charge of Tax Evasion, Henri could face removal of all titles, lands, and private wealth, along with one to ten years imprisonment at the Tower of Sighs. Quite simply Prince Henri is in a **lot** of trouble because naturally he is completely guilty and has defrauded the Treasury for many years. His only hope is the evidence the Ministry of Justice has is not enough to convict him.

## **YARTHMONT 1, AC 1011: The Orders Are Posted**

**Location:** The Citadel, Glantri City

**Description:** Today the orders were posted from the GAGHQ based at the Citadel which began the process of the demobilizing of the 17-32<sup>nd</sup> Divisions and implementing the final sections of the *Glantrian Military Reorganization Act of 1010*. The 16 to be demobilized divisions were given orders to return back to where they were originally raised where they would be met by officers and staff of the Versorgungsabteilung (logistics and supplies) and Verwaltungsabteilung (administrative) Departments. At that point they would turn in their weapons and armor, receive their discharge paperwork, and receive their final pay before returning home. Those who wish to remain in the Grand Army could seek transfer to one of the active-duty divisions.

The 4<sup>th</sup> Army command was deactivated, and the 4<sup>th</sup> Corp command implemented per the Reorganization Act with Princess Carlolina to command the corp and two of its divisions; the 7<sup>th</sup> and 8<sup>th</sup>, while Prince Innocenti was considered the Vice-Commander of the corp and also commanded the other two divisions of the 4<sup>th</sup> Corp, the 1<sup>st</sup> and 14<sup>th</sup> Divisions. Orders were given for the redeployment of the 7<sup>th</sup> Division to Soth-Kabree and the 1<sup>st</sup> Division to join the 14<sup>th</sup> Division at Camp Huledain. (see [Fl. 15](#))

**What This Means:** After six years of war that cost Glantri tens of millions of ducats and hundreds of thousands of lives, Glantri finally considers itself at peace, even if it is a wary one as Glantri still keeps a close eye on the western Broken Lands and watches for any signs of renewed humanoid aggression.

## **YARTHMONT 4, AC 1011: The Trial Of The Century Begins**

**Location:** Courtroom of the High Court, The Parliament Building, Glantri City

**Description:** Today the trial of Prince of Nouvelle Averoigne Henri d'Ambreville started. This was a special event in Glantri as the High Court generally served as an Appellate Court as well as acting as judicial advisors to the Council of Princes, and the House of Lords, on all matters regarding Glantrian Law. The High Court would only adjudicate a case when it was one of the Council of Princes who had been formally charged with a crime. While the case against Prince Henri had not been publicly posted, nearly all the nobles had heard that he was going to trial at the High Court and would stand trial for a crime that could see him stripped of his title, his personal wealth, and be imprisoned, so due to the novelty and history of the trial (over 70 years since a Prince stood trial before the High Court) the gallery was packed with nobles and prominent high ranking Glantrians who wanted to witness a bit of history made in their own time.

The trial was set to start at 9am and the gallery was packed before the first participant of the trial even entered the courtroom. As a sign of the importance of this case the Subminister of Procuracy Lord William Hillsbury (Age 76, F2, AL-L), the uncle of the former Duchess of Fenswick Margaret Hillsbury, was selected to prosecute the case for Glantri and was the first to enter. Next to enter the courtroom were Prince Henri along with his hired defense Magistrate, none other than Guildmaster of the Magistrates, the legendary orator Viktor Vasnetsov. A respectful hush descended upon the gallery as the rest of the Council of Princes filed into the courtroom and took the plush chairs set out for them in front of the gallery. Finally, one could hear a pin drop in the courtroom the three great judges of Glantri who would decide Henri's fate all solemnly entered and took their seats behind the long hand carved mahogany desk: the 1<sup>st</sup> Prime Hugh Keir DGLISH, the 2<sup>nd</sup> Prime Lord Heini Aendyr-Heliövaara, and the 3<sup>rd</sup> Prime Giorgio Maggi. DGLISH told Lord Hillsbury he could proceed, and the trial started. (See [Fl. 18](#); [Ya. 12](#))

**What This Means:** The first day of the trial was spent on the lesser charges, though still Felonies, of assault, kidnapping, unlawful torture, defamation of character. As neither Isidore nor Richard d'Ambreville had recovered enough to testify in person the High Court ruled that the evidence was nothing more than hearsay and threw out the charges. The far more serious charge of Tax Evasion, considered Treason against Glantri, will be presented by Lord Hillsbury starting tomorrow.

## **YARTHMONT 10, AC 1011: Keep Your Hands Off Of My Stack!**

**Location:** Across the entirety of Glantri.

**Description:** Today was the second tax day of the year in Glantri with quarterly taxes due from Nuwmont-Thaumont of this year. (see [Va. 10](#); [Fy. 10](#))

## **YARTHMONT 12, AC 1011: And The Verdict Is???**

**Location:** Courtroom of the High Court, The Parliament Building, Glantri City

**Description:** While most trials in Glantri tended to be quick affairs and rarely lasted more than one day the trial of Prince Henri d'Ambreville went much longer and finally wrapped up this morning after both

Lord Hillsbury and Vasnetsov made their closing statements. While the trial was dubbed 'the trial of the century' it was more a tongue in cheek moniker as a Prince of Glantri had not stood before the High Court of Glantri in over 70 years. The eight days of the trial itself were completely devoid of drama and Henri himself, having realized the gravity of the charge of Tax Evasion, was subdued and quiet for the whole of the trial. While the trial had started to a packed gallery of nobles and other prominent high ranking Glantrians, the gallery noticeable thinned out after the first day as the minutia of financial and tax laws and examinations of Prince Henri's tax return made for less than exciting viewing. After the closing statements this morning the three judges of the High Court (Primes) retired to their tower and began deliberations on the fate of Prince Henri. Word spread quickly throughout the Parliamentary building that the trial had completed, and a verdict was expected at any time.

It did not take long for the High Court to reach a verdict, and shortly before noon, the Primes returned to a now packed court room and the 1<sup>st</sup> Prime, Hugh Kier DGLISH, read the verdict, and when he said that Prince Henri had been found innocent of the Treasonous charge of Tax Evasion, the courtroom gallery erupted in a sea of uproar but DGLISH was not finished yet and had to pound his gavel until the courtroom had silenced and he finished pronouncing the verdict and said that while Henri was not guilty of Tax Evasion the High Court of Glantri HAD found him guilty of the Felony charge of Theft, theft from the Treasury of Glantri in depriving it of payments it was due. The courtroom erupted in pandemonium yet again!!! After having to gavel the gallery into silence a second time Keir announced the punishment for Prince Henri.

Prince Henri was ordered to pay all taxes on the unreported income the prosecution had identified and in addition Prince Henri must also pay a fine of 50,000 ducats from his personal wealth. He had one month to appear in person at the House of Ministers and pay in full. Failure to pay either would result in the removal of a finger per 100 dc. and since the assessed unpaid taxes on his unreported income was well over 1000 dc. and would exceed the number of fingers the Prince had; he would be sentenced to death by Green Slime. For a third time the gallery erupted in a complete uproar but this time the 1<sup>st</sup> Prime did not gavel them to silence as the three judges of the High Court withdrew from the courtroom and thus concluded 'the trial of the century'. (See [Ya. 4](#); [Kl. 5](#))

**What This Means:** This is not what Prince Malachie hoped for when the Ministry of Justice brought charges against the Prince. Henri's choice of the Guildmaster of the Magistrates, the legendary orator Viktor Vasnetsov probably saved him as Vasnetsov successfully argued before the High Court that Henri had no job, no fixed income and that Glantrian law regarding the crime of Treason and Tax Evasion was the willing and knowledge act of hiding income and the taxes owed from the Treasury. As Henri's income was largely earned through unlicensed activities that were undertaken for entertainment not expressly for earning income, he did not willingly or purposefully engage in evading taxes upon his income, he merely was sloppy and incomplete in both his reporting of income and the taxes upon them.

The High Court, all three Primes being experts in Glantrian law, saw that Vasnetsov was technically correct in regard to how the law was written and ruled that he was innocent of the charge of Tax Evasion but the evidence the Ministry of Justice provided could fall under theft from the Treasury by depriving Glantri's Treasury what he should have in taxes, so the High Court found him guilty of the lesser Felony charge. Henri has one month to come up with nearly 60,000 dc. in unpaid taxes and fines and as the fines were to come from his personal wealth, not the d'Ambreville families, he will have some work to do to come up with the funds in the next 28 days.

### **YARTHMONT 14, AC 1011: King Kol Receives Arms**

**Location:** Fortress of Skoldar, western Broken Lands

**Description:** A merchant caravan from Sind arrived at Skoldar today. Among other goods, the merchants carried a large supply of weapons destined for King Kol's armory as well as a troop of highly trained humanoid warriors. (See [Fl. 17](#); [Ya. 27](#))

**What This Means:** This shipment was the first of many Ludwig von Hendriks had arranged on behalf of his new humanoid partners. Through his contacts in Sind and Jaibul, he arranged the purchase for Kol of the arms and the services of the warriors to help train Kol's kobolds.

### **YARTHMONT 21, AC 1011: Start of Football Season**

**Location:** Across the entirety of Glantri

**Description:** Every child in Glantri that does not dream of being a powerful wizard does dream of being a famous football star. Glantrians were mad about their football and was the national passion. Today marked the traditional start of the Glantrian football season which continued for the next 14 weeks. (See [Am. 7](#))

This year the top division, Serie 1, consisted of: last year's winner SC Vyonnes, the 33-time winner Metro Glantri City, as well as FC Taterhill, BFC Kopstar, AC Lizzieni, UC Oreggiano, Glenmoorloch, and Rymiskigrad.

Serie 2 this year consisted of: FC Leenz, Hiboux SC, Braastar, Westheath, New Alvar, AS Nyra, BSV Altendorf, and Kern.

Serie 3 this year consisted of: Tavish, SC Vorstadt, FC Ximes, AS Graez, High Sonden FC, Arsenyev, Moulins, and Bramya.

**What This Means:** Glantri Land of Magic is not without its more mundane passions. The Thyatian settlers brought football and their passion for it to the Highlands where over the course of a few decades it gradually displaced Hardball, the traditional sport of the Flaem and Alphatians, as the national sport and passion of Glantri. Only the elves of Erewan remain aloof from the charms and beauty of the game. While Hardball still has fans and players in Bergdhoven and Blackhill, they tend to be among the elite. Even in those Principalities the passion for football has taken deep root, especially among the commoners.

### **YARTHMONT 27, AC 1011: Dwarves in the Broken Lands**

**Location:** Eastern Broken Lands

**Description:** The Council of Princes had received for the last week disturbing intelligence reports, from deeply planted special agents in charge of watching the humanoids for signs of aggressive moves against Glantri. However, they appeared to not be moves against Glantri or Darokin but defensive ones against



large numbers of Dwarves which had moved into the far eastern parts of the Broken Lands. The Council and Prince Jaggar consulted with the High Command of the Grand Army, and all agreed this posed no immediate threat to Glantri at the moment but should be monitored closely. (see [Ya. 14](#); [Kl. 16](#))

**What This Means:** After the Dwarven Civil War the Dwarves are in the preliminary stages of establishing bases and safe supply finds for assaulting the humanoid city they discovered deep under the Eastern Broken Lands last year, the knowledge of whose existence is known only to the Dwarves know at the present time. If not for the very weakened state of the humanoids after the invasion of Glantri and the ill-fate invasion of Rockhome earlier this year the incursion by the Dwarfs would have likely been snuffed out however the Dwarves were able to hold their own against the weakened humanoid hordes and establish a base of operations for mining and for attacking the city of Oenkmar.

### **KLARMONT 1, AC 1011: Taking Stock**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Summer Solstice. The Brothers picked up where they left off last meeting on the critical topic of what they can do without Rad in preventing unauthored use of the Radiance. Several of the Brothers reported some success in finding and removing from circulation some 'clues' about the existence of the Radiance. Many of the clues were found in libraries throughout Glantri which were not hard to find if one knew exactly what they were looking for. However, one Brother, Brother Wilber, said he had some success going back through the history of Glantri and its greatest wizards. His thinking was that some of them were almost certain to have been members of the Brotherhood. All the Brothers pledged to continue their efforts and took Brother Wilber's advice and researched past great Archmagis of Glantri for any clues some may have left behind.

Brother Morningsun next brought up the topic left dangling at the end of last meeting. What should the Brotherhood do if they come upon a user of the Radiance who does not or cannot give the counter sign agreed upon last meeting. Some like Morningsun argue that those users (excepting those identified as nobles, prominent wizards like government officials, or faculty of the Great School of Magic of course) should simply be eliminated, some argued that no action should be taken at all but only reported to the Brotherhood and then monitored very closely for any signs of ill-intent or disloyalty. After several hours of back and forth no consensus was reached and Brother Kuolema spoke up and offered his opinion that if that happened it was probably best taken on a case-by-case basis, relying on the best judgement of the Member but agreed any sighting should be reported to the Brotherhood. Most of the other members of the Brotherhood saw the logic in that and agreed to take that approach. (See [Th. 1](#); [Am. 1](#))

**What This Means:** The Brotherhood is not aware that they have a great asset in their midst. Brother Wilber is of course the code-name for Wilber Raknarod, a seemingly low-level ancient looking arcaner who has been knocking around Glantri City for as long as seemingly anyone (including elves) can remember. In truth Wilber has been in Glantri City for more than 100 years and he is far more than the low-level magic user he pretends to be. Wilber is actually far more than the archmage he is, for Wilber is but *one* of the human forms the ancient Gold Dragon archmage Raknaar takes. Another is the one he most often takes today in Glantri that of Anton Vlaardoen, uncle to Princess Juliana and a commander in the Grand Army of Glantri. Even more so than Prince Harald after Rad/Etienne d'Ambreville disappeared, Wilber/Anton/Raknaar is almost without any doubt the single most powerful wizard in

Glantri today. The truth of Raknaar and his two alias was known by Etienne which is why the dragon was the first non-noble invited into the Brotherhood once the Great War broke out and the membership of the Brotherhood was stretched to include non-nobles in AC 1004. (see upcoming GPD writeup giving far more detail into the fascinating history of Raknaar the Dragon).

To the point and problem at hand. Brother Wilber has a wealth of past knowledge, much of it firsthand, with many of the past great archmagis of Glantri. Dragons are very sensitive to the Radiance, far more than any mortal human is, and Raknaar has a long list of suspected/known Radiance users from the past. That gives him a good starting point for investigating any hints or clues they might have left in their writings, or in their estates and removing them before others might find them and then possibly discover the nature of the Radiance and how to use it.

### **KLARMONT 5, AC 1011: Money... So They Say Is The Root Of All Evil Today**

**Location:** The Chamber of Coin, The House of Ministers/Citadel Precinct, Glantri City

**Description:** Today, with mere days to spare, Prince Henri arrived at the Chamber of Coin with a large retinue of d'Ambreville house guards and was met by the Mistress of Coin, Hannie De Verstaeyen (Age 59, M19, 3<sup>rd</sup> Circle Death Master, AL-N) who received two large sacks of coin from Prince Henri. After both the Subministers of Collections and Reckoning counted the contents of the sacks and checked off the totals versus what Henri owed the Treasury, Henri was given a receipt by Mistress Hannie for the 1200 cr. (60,000 dc.) he owed the Treasury in fines and unpaid taxes. (See [Ya. 12](#); [Fy. 17](#))

**What This Means:** Henri was able to come up with the unpaid taxes and fines mandated by the High Court of Glantri but was forced to liquidate most of his personal assets to do so. He had to quickly sell a large property he owned in Noevelle Averoigne as well as several business establishments. He is free of his legal problems and managed to keep his title as Prince of Nouvelle Averoigne but emerged far poorer personally but since he is Prince, and expects to be for many years to come, he has the immense wealth of the d'Ambreville family and steady regular income from taxation to draw from freely now.

### **KLARMONT 16, AC 1011: Skirmishes in the Broken Lands**

**Location:** Broken Lands

**Description:** Skirmishes broke out today between King Kol's kobold forces and bands of Dwarves trying to establish themselves in the far eastern parts of the Broken Lands living in the Broken Lands. Kol's kobolds fought with Thyatian-like military tactics and are armed with new weapons superior in quality to those of the rest of the humanoid. While Kol's forces are not strong enough to defeat the Dwarves they do fight well and checked any further moves toward the western Broken Lands by the Dwarves. (see [Ya. 27](#); [Fe. 21](#))

**What This Means:** Ludwig von Hendriks advised King Kol to test his legion, newly armed and rigorously trained, against the Dwarven forces even though Kol had no real interest in the eastern Broken Lands. For the next few weeks, skirmishes will continue, and a stalemate will evolve between the Dwarves and Humanoids.

## **FELMONT 2, AC 1011: So How Was Gluttony Punished In That Play We Saw Last Week**

**Location:** Trollhattan, Broken Lands

**Description:** Today marked the passing of one of the great Humanoid leader of the Broken Lands as Haa'k Hordar leader of the Trolls and ruler of Trollhattan died after chocking on a shank of fungi. (see [Am. 4](#))

**What This Means:** Unlike the other, more intelligent humanoid races of the Broken Lands, there was no established heir or power structure in Trollhattan, and it remains to be seen who, if anyone, will rise to leadership among the Trolls and rule Trollhattan. King Kol will be watching closely and monitoring what happens in Trollhattan as well as strengthening his patrols along the border of New Kolland and Trollhattan knowing well the unpredictability of the Troll race now without its leader and uniter.

## **FELMONT 17, AC 1011: That Magic Moment!!**

**Location:** The Rodolphus Vlaardoen Memorial Park, Noble Quarter/Vlaardoen Precinct, Glantri City

**Description:** Today the younger brother of the Archduchess of Westheath, Jonathan Beaumarys-Moorkroft married Sempura Borteis in an intimate ceremony in one of the most beautiful parts of Glantri City. Intimate being so in the truest sense as other than Lady Judith and three members of the Borteis family there were only six guests to witness the nuptials. However, in spite of the small gathering the wedding was a beautiful one set among the beautiful flowers and greenery of the park.

**What This Means:** Once one gets beyond the immediate chuckle of seeing an Ethengarian setting foot, much less celebrating their biggest day in a park named for one of the biggest racists in Glantri's long and colorful history of racism one might see a few things at play here. Lady Judith has no children of her own and has shown little interest (or success) in having heirs of her own and was the one who made the arrangements for the wedding to be held in this very beautiful location. Many suspect this was a first step to acknowledging that she will declare Jonathan to be the heir to Westheath. The other point of interest would be the on the other side of the marriage and the arrival of the Borteis family on the big stage socially in Glantri. The family had been to this point little known even to keen observers of Glantri. Her father worked his way up from being a common horse soldier in Jherek's Division to being a Banner Captain to now being a staff officer in the Great Army and today serves as the operations officer in the 2<sup>nd</sup> Division. His daughter's wedding is the families first step into the ranks of high society in Glantri.

## **FELMONT 21, AC 1011: Humanoids Raid Gunjab**

**Location:** Amsorak Mountains, Gunjab, Sind

**Description:** A horde of kobolds and other humanoids invaded the Amsorak mountains and fell upon humanoids living there. After three days of ransacking and pillaging the humanoid lairs, the invaders triumphantly returned to Skoldar in the western Broken Lands. (See [Kl. 16](#); [Ka. 21](#))

**What This Means:** This was a carefully calculated offensive directed by King Kol and his new military advisor Ludwig von Hendriks. The humanoids under Kol's command were frustrated and restless at the

restrictions against raiding Darokin and Glantri. With von Hendriks advice, he chose to raid humanoids rather than humans. Even that proved difficult, as most of the humanoids in Sind are allied with the Master of Hule, King Kol's new arms supplier. But his scouts managed to find some humanoid lairs rich in booty with no apparent ties to Sind's conquerors.

### **FYRMONT 10, AC 1011: Share It Fairly, But Don't Take A Slice Of My Pie!!**

**Location:** Across the entirety of Glantri

**Description:** Today was the third tax day of the year in Glantri with quarterly taxes due from Flaurmont-Klarmont for this year. (see [Va. 10](#), [Ya. 10](#); [Ei. 24](#))

### **FYRMONT 15. AC 1011: A Grand Carnival Ball**

**Location:** Château Montreux, Viscounty of Amboise

**Description:** Today marked the biggest day of the year for Averoignians, the celebration known as the Yyonnese Carnival. Celebrations were held in Glantri City and throughout the Averoignian Principalities and Isoile River Valley. However, one of the social events of the year was held that night when the Great War hero Viscount Michel Leconte of Amboise, and his stunning wife Geneviève, hosted a grand ball to celebrate the Yyonnes Carnival and also marked the completion of their absolutely stunning riverfront Château which took over a year and a half to construct and had a price tag rumored to be in excess of several hundred thousand ducats.

Due to his fame, notoriety, and exploits for Glantri the Viscount was able to not just merely send out an impressive list of invitees but have many of them accept the invitation and attend. Four ruling Princes attended the ball (Malachie, Jaggar, Jherek, and Juliana) along with the Ambassadors to Glantri from Thyatis and Darokin, Richard and Isidore d'Ambreville (making their first appearance publicly since their kidnapping), as well as many lesser nobles. The guests marveled at the beauty of the estate on the banks of the Loir River. Even more of a marvel and what was the most popular attraction for many of the guests was the stables of the Viscount which housed his five trained blue dragons that the Viscount had raised from the time they hatched. The highlight of the evening for many was seeing the normally prim proper and reserved Prince Jherek woo hoo'ing and laughing like a child as he mounted a saddled dragon and took off (on the ground only!) on a trot across the lush fields of Leconte's large estate. The night was spent dancing, feasting on the finest of foods and indulging in some of the finest vintage of Averoignian wine and the ball was considered a smashing success by all who attended.

**What This Means:** A good excuse for the elites in Glantri to put on their most extravagant and enjoy a wonderful night out. The Ball was a smashing success and the almighty high regard the Princes had for the *Dragon of Retebius* was further swelled.

### **FYRMONT 17, AC 1011: Isidore Petitions the Council**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Speaking before the Council of Princes today, Isidore d’Ambreville (now mostly recovered from her ordeal) asked the Princes to reconsider her right of succession to the Principality of Nouvelle Averoine. Citing the fact, she was unfairly prevented from defending her right to the title when Henri came before them last year, claiming she was missing, and then was confirmed as Prince of Nouvelle Averoine, Isidore requested another vote on the issue. The Council voted down a motion by Malachie to reopen it immediately, with only two Princes supporting it (Malachie and Carlolina) and instead set a date a week from now to vote on whether to reopen the matter of who shall rule Noevelle Averoine. Both Malachie and Isidore left the Council Chamber in disgust seeing there was really nothing to consider that would a week to make clear for what was a black and white, right or wrong, decision to reopen Noevelle Averoine. (See [Kl. 5; Fy. 24](#))

**What This Means:** Prince Henri will try to use the usual Glantrian political tactics (blackmail, bribery, secret negotiations, and espionage) to prevent the Council from reopening the issue of Prince Etienne’s successor. Likewise, Prince Malachie will do his best to ensure the Council does vote to reopen the issue and lobby his fellow Princes hard to at least vote to consider reopening the matter.

### **FYRMONT 24, AC 1011: Council Votes on Reconsidering Succession**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** After a week spent considering the motion and being lobbied privately by both parties; Isidore and Malachie; and Henri and Dolores, the Council of Princes after hearing last closing argument by both of the d’Ambreville’s cast their votes today in the matter of reopening the issue of succeeding Etienne as Prince of Noevelle Averoine. The votes were as follows:

Voted Yes – Juliana (22), Harald (24), Malachie (15), Carlolina (18), Jherok (25), Urmahid (22)

Thus, the motion got 126 votes and passed easily even though only 6 of the 13 princes supported the motion. With passage of the measure Noevelle Averoine was considered open and Prince Henri was forced to step down and leave the Council chamber while the remaining 12 members of the Council of Princes started to debate the timing of a vote on the matter. Most Princes agreed that this matter should not be rushed and wanted extra time to consider the matter. A date of Sviftmont 3<sup>rd</sup> was first suggested by Sir Boris, but Prince Malachie requested Sviftmont 8<sup>th</sup> as he claimed to have important business on that day and in fact did for the whole first week of Sviftmont. The Council agreed to that date and set the Council vote on the matter of succession of Noevelle Averoine for 8<sup>th</sup> of Sviftmont. (See [Fy. 17; Sv. 8](#))

**What This Means:** For the five weeks Henri and Isidore and their supporters or enemies will be busy spreading money, magic, rumors, and lies in an effort to gain votes or to attempt to find dirt and slime to try to discredit the other in the eyes of the other Princes.

### **AMBYRMONT 1, AC 1011: And Then There Were 15!!!**

**Location:** Across the entirety of Glantri



**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Fall Equinox. Once again, for the 2<sup>nd</sup> time since Rad disappeared, the Brotherhood was surprised to see a new member join them uttering the words...

*"I hail the Light of Rad! A new brother comes forth in his quest for knowledge!"*

Perhaps it was that it was the second time this had happened, but the Brotherhood was more prepared this time to greet the new arrival who took the code-name 'Osanna'. The newcomer was given a hearty welcome, a reminder of the edicts of Rad the limitations on the use of the Radiance, and finally a quick summation of the past and present challenges of the Brotherhood with the disappearances of Rad. Only a couple of Brother caught that 'Osanna' started to say 'I kn...' after being told of Rad's disappearance late in 1009 before he fell into silence. Brothers 'Wilber' and 'Morningsun' caught the slip but they both decide to keep that near slip of the tongue to themselves .. for the moment.

The rest of the meeting was spent going over their individual work and research along with sharing leads on finding and pulling from circulation any mentions of the Radiance which might bring new, and perhaps unwanted new members or worse... unknown users to the Brotherhood of the Radiance. (See [Kl. 1](#); [Ka.1](#))

**What This Means:** If Brother 'Wilber' was to perhaps be considered the most powerful wizard in Glantri today with extensive draconic affinity for the Radiance then there is one who just might be more knowledgeable about the Radiance than even the ancient dragon known to the Brotherhood as 'Wilber'. That would be the newest member Brother 'Osanna' who is the Viscount of Amboise Michel Leconte. Leconte was a witness to the events when Rad disappeared and not just knew what happened to Rad but also learned the biggest secret of the Radiance of all, what it truly is and its draining effect on magic on Mystara.

Leconte and his famed adventuring group were mortal tools of an immortal plot to stop Rad in the last days of the war that saw them teleported to a cavern deep under Glantri City. There they saw not just the power plant of the alien spacecraft which is the source of the Radiance but discovered the true motives behind the Great War that Glantri had been swept up into like so many nations. Leconte learned who the true combatants were in that war, that they were not mere mortal nations but several factions of the immortals themselves. He also witnessed the battle of immortals between Rad and Ixion as well as the intervention of the 'Old One'. In short, Brother Osanna knows more about the Radiance than the other 14 members including a 700-year-old dragon that has been experimenting with the Radiance since the 2<sup>nd</sup> Dragonlord walked the earth. The two Brothers who caught the near slip of the tongue will be giving Brother Osanna a great deal of thought in the next couple of months and how they might get him, subtly encouraging him, to share what he knows and how he came to know it.

### **AMBYRMONT 3, AC 1011: Guidance From the Great School of Magic**

**Location:** Great School of Magic and throughout all of Glantri

**Description:** After months of consultation with the greatest wizards of the School of Divination magic at the Great School and the help of Prince Urmahid and using information gleaned from the Chancellor's field agents in the Glantrian Intelligence Agency, the Grandmaster of the Great School of Magic Prince

Harald put forth official guidance out for the nation's wizards regarding the disappearance of magic that had hit Glantri the last two years.

The Grand Master stated that to the best of their information, often taken from intelligence from other nations who had more contact with the Immortals, that it was very likely that Glantri would see another day without magic which would become a normal event in years to come. Harald said most information pointed to it happening again on the very last day of the year but recommended that the nation be prepared just in case it did come earlier. He recommended that beginning on the first of Kaldmont that Glantrian wizards be prepared for magic to disappear with no notice and at any time and make sure that all Glantrian's properly restrained any dangerous pets (monsters). Prince Harald also offered the advice to any wizards who felt the need for mundane protection, without having their own magic, make those arrangements now. (see [Fl. 8](#); [Ka. 28](#))

**What This Means:** Unlike most nations Glantri has little contact, thus guidance, from the Immortals through any of their high priests. Thus, the day without magic last year came as a surprise to many wizards. Glantri was so wrapped up in the business of the immediate post-war rebuilding that it didn't consider that the week of magic in AC 1009 was more than just a result of the events of the end of the Great War with Alpathia. While the Grand Master's statement was released in Glantri City at the Great School it will immediately be distributed throughout Glantri via its vast bureaucracy which touches the lives of every Glantrian in every corner of the nation so unlike last year Glantri will be forewarned and much better prepared.

#### **AMBYRMONT 4, AC 1011: Trollhattan Ist Kaputan!!**

**Location:** Trollhattan, Broken Lands

**Description:** After two months of infighting with various claimants failing to hold the semi-living throne of slime and fungus that Haa'k Hordar left vacant when she died, the troll nation of Trollhattan falls apart and was no more. The Trolls, singularly or in groups, have started to scatter and leave the area in search of new lairs and tastier (human) treats. Several large groups decided to go east to C'Kag in the Orclands. Some became 'wandering monsters' as they searched for new areas to terrorize outside the chaos that had been the Broken Lands for the last decade. (see [Fe. 2](#); [Ei. 11](#))

**What This Means:** The swampy area of the Broken Lands known as Trollhattan will soon be pretty much unoccupied by the Trolls and no appreciable organized numbers of Trolls will remain in the Broken Lands. Glantri and Darokin and even Ethengar will report increased instances of troll activity and attacks from individual or small bands of Trolls. Glantri has some warning however as King Kol informed the Council of Princes what was happening and to expect greater Troll activity that was not ordered by the King nor part of any military operation undertaken by the humanoids.

#### **AMBYRMONT 5, AC 1011: A Legend Retires**

**Location:** Fort Monteleone, Nyra Free Province

**Description:** Today the legendary Alpathian Major Lauri Häyhä (Age 52, F14, AL-L) retired. Lauri served as the Banner Captain of the famous Red Devils, the 3<sup>rd</sup> Banner of Carnelia's Division (now the Glantrian

2<sup>nd</sup> Light Infantry Division). Lauri had a big ceremony to send him off into retirement. Princess Carnelia presided over the ceremony and held court during a raucous sendoff party after the ceremony in Fort Monteleone's pubs. Princess Carnelia footing many bills for drinks, especially Lauri's.

**What This Means:** Lauri first won the prestigious archery competition on Glantri's Army Day in AC 992, defeating the 18-time defending champion from Carlolina's Division Senior Sergeant Theodmer Valwarin, and defended his title 15 times. Lauri also retired with over 450 confirmed sniper kills of both humanoids and Alphantians during the Great War. Lauri is one of only five Grand Masters of the Long Bow in Glantri, with two previously being students of his.

Lauri was offered a staff position at the Citadel and also one at Fort Monteleone, but Lauri refused as he looked forward to being out of uniform for the first time in decades. He plans on cashing in on his expertise and hiring himself out as master instructor of the Long Bow for both civilian and military students.

### **AMBYRMONT 7, AC 1011: VANDER IST HUNDIN!!**

**Location:** Taterhill, Taterhill Free Province

**Description:** SC Vyonnes beat FC Taterhill at the Stade de Vyonnes 2-0 thanks to a brace from the 18-year-old superstar Jannick Vander to win its 2<sup>nd</sup> straight Glantrian Scudetto and 10<sup>th</sup> title overall. Vyonnes finished the year 11-0-3. Taterhill finished the season 11-1-2. At the bottom of the table, BFC Kopstar had a rough year in the top division and was demoted back to Serie 2.

In the lower division of Glantrian football AS Nyra had a dream season powered by its own wunderkind, the 17-year-old Diego y Marasharon de Feliciano and swept the season finishing 14-0 and was promoted up to Serie 1 for next season. Braastar continued its freefall and was relegated for a 2<sup>nd</sup> straight season, this time to Serie 3. AS Graez finished atop the table in Serie 3 and earned promotion to Serie 2 next season while Arsenyev's stay in topflight Glantrian football lasted all of a year and was relegated to club play with Volnay finished atop the club circuit and would make its first appearance in the upper division next season since AC 1004. (See [Ya. 21](#); [Ka. 2](#))

**What This Means:** Noevelle Averoigne sits atop the football world again in Glantri and while the celebrations across the Averoignian part of Glantri are not as passionate, or destructive, as last year the local population celebrated long into the night after the victory over Taterhill. Many dream of a 3 peat for Les Verts

### **AMBYRMONT 12, AC 1011: Big Homes Big Price Tags**

**Location:** The former Haaskinz Manorhouse, Noble Quarter/Vlaardoen Precinct, Glantri City

**Description:** The grand three story mansion owned by Prince Harald Haaskinz which had been vacant since Harald became the Grandmaster of the Great School of Magic and had taken up permanent residence there was finally sold today. Harald found the property to be both an unnecessary expense and yet a pot of gold to be banked upon and today the sale to the highest bidder was announced. The highest bidder was the Viscount of Steenwijk, Pieter Vandehaar a man the Prince intensely hated.

However business is business and that dislike made no difference when Pieter Vandehaar offered nearly twice the 2<sup>nd</sup> highest bid and paid Prince Harald 105,000 ducats for the mansion. (see [Sv. 9](#))

**What This Means:** Prince Harald really saw no use in continuing to own and maintain the property as he plans on residing at the Great School of Magic for many years and his son and heir Dominick resides in Sablestone and runs the Principality. It was an easy decision to take the opportunity to generate some large cash reserves and so he put the mansion up for sale. With the voracious appetite for homes in the Noble Quarter the bids came fast and furious and was easy to set aside personal feelings with regard to the buyer when the inevitable over bid came in as it did from Vandehaar.

### **AMBYRMONT 23, AC 1011: More Changes**

**Location:** Village of Soligalich, Eastern Czaikow Hills Free Province

**Description:** Heinrich Lüttwitz the Propraetor of the Eastern Czaikow Hills Free Province was promoted to the Hiboux Free Province to serve as Quaestor Provinciae Thules under Pavel Bilaonov. Jeltsje Cjisters was promoted by the Council of Princes and became the new Propraetor of the ECFP. Cjisters was formerly the head magistrate in the Nordling Free Province, and this was her first assignment as Propraetor of a province.

**What This Means:** This event does little except to illustrate the ever-changing nature of the vast Glantrian bureaucracy and it is a vast bureaucracy that sustains Glantri, or any nation run by wizards who generally have little interest in the nitty gritty boring details of administration and ruling

### **SVIFTMONT 5, AC 1011: Prince Malachie's Business**

**Location:** the hills south of the village of Noyers, Viscounty of d'Ylourgne

**Description:** Henri d'Ambreville's received a report from his spies that Prince Malachie's agents were increasingly active in the hills of the Viscounty of d'Ylourgne for some unknown reason. Henri correctly assumed Malachie must have some sort of plot underway and ordered his own agents into the area to try to determine what Prince Malachie was up to. (See [Sv. 9](#))

**What This Means:** Henri's agents soon uncovered the goal of all this activity; a wizard's laboratory in the hills of d'Ylourgne. Malachie's agents appeared desperate to break into the laboratory. According to rumors the agents uncovered, the wizard had researched a spell that could destroy lycanthropes and the White Wolf wanted the spell destroyed. When Henri heard of this, he offered to exchange spells with the wizard but was refused as like most wizards, he refused to share his secrets, a common Glantrian attitude indeed. This is part of a complicated scheme Prince Malachie has orchestrated. Unknown to Henri, the wizard is an ally of Prince Malachie, and the situation is a setup.

### **SVIFTMONT 8, AC 1011: Final Council Succession Vote**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Today the Council of Princes took up the issue of the vacant title of Prince of Noevelle Averoigne after weeks of investigations and campaigning by both Henri and Isidore. After the two made their final cases in speeches to the Council of Princes the votes for Henri and Isidore were taken:

Henri - Brannart (17), Jaggar (19), Morphail (15), Innocenti (16), Carlolina (18), Dolores (16)  
Isidore - Juliana (22), Harald (24), Malachie (15), Carlolina (18), Jherek (25), Urmahid (22)

And when the votes were tabulated, Isidore got 126 votes and had her motion pass to become the next ruler of Noevelle Averoigne accepted. Henri got 101 votes and also had his motion pass though barely.

Since both Henri and Isidore both received enough votes in the Council of Princes the matter by law would now be settled when two met in one week in the Dueling Court of the Great School of Magic which would determine which would rule the principality. Isidore requested the duel begin at 7 a.m. and Henri agreed. (See [Fy. 24; Sv. 15](#))

**What This Means:** The Council of Princes was evenly divided between Henri (Dolores, Brannart, Morphail, Jaggar, Innocenti, and Carnelia) and Isidore (Malachie, Juliana, Jherek, Urmahid, Carlolina, and Harald). By Glantrian law, if more than one candidate qualifies, or if neither do, the matter is settled at the Dueling Court. The duel traditionally takes place one week after voting. Henri realized that Malachie and Isidore had cleverly manipulated the timing of vote. The moon will be full on the 15<sup>th</sup> of Sviftmont, one week from today, and the moonrise is at 7:15 a.m. this time of year. But Henri knew how to deal with werewolves and wasn't overly worried. Whatever Isidore was planning, Henri was sure he could handle it.

### **SVIFTMONT 9, AC 1011: Henri Attacked!!**

**Location :** Château Sylaire, Principality of Nouvelle Averoigne

**Description:** Five werewolves attacked Henri d'Ambreville as he returned to Château Sylaire from the Council vote in Glantri City. The werewolves obviously intended to try to infect Henri with their dreadful disease, but he and his bodyguards managed to drive off the lycanthropes. (See [Sv. 5; Sv. 12](#))

**What This Means:** This is another of Prince Malachie's schemes, designed to distract Henri from his true plans. The werewolves involved were not important to the White Wolf's long-term plans and have unwittingly been sacrificed by their Prince.

### **SVIFTMONT 9. AC 1011: The Real Estate Market Booming!**

**Location:** the former Vandehaar mansion, Noble Quarter/Crown Precinct, Glantri City

**Description:** After having purchased the Haaskinz manor last month, Viscount Pieter Vandehaar put his previous home, a much more modest but still stylish four-story house with distinctive pink marble entry columns onto the market for sale. Due again to the extremely high demand by nobles for homes in the Noble Quarter it was quickly sold and was purchased by Adik di Chevas, the Baron of Sherin, for 45,000 ducats. (see [Am. 12](#))



**What This Means:** Along with the trickle-down effect from nobles being promoted is the trickle-down effect for homes when nobles buy up and sell down.

### **SVIFTMONT 12, AC 1011 : Isidore Attacked**

**Location :** Ambrehouse Mansion, Noble Quarter/Rim Precinct, Glantri City

**Description:** This evening, several members of Glantri's Thugs Guild attempted to kill Isidore and Richard at the family's Ambrehouse mansion in Glantri City, but the attempt was unsuccessful. (See [Sv. 9](#); [Sv. 14](#))

**What This Means:** Henri hired the thugs and had high hopes for their success. When the thugs confronted them, the two d'Ambrevilles dispatched them. The entire episode cost Henri 9,000 ducats and some prestige.

### **SVIFTMONT 14, AC 1011: Henri Cursed**

**Location:** Château Sylaire, Principality of Noevelle Averoine

**Description :** Henri's agents were at last successful in raiding the wizard's laboratory in the hills of the Viscounty of d'Ylourgne. They returned to Henri with armfuls of parchments, scrolls, laboratory notes, and an ornately bound spell book. Henri examined the captured material with delight as the notes and scribbles told of the wizard's research into a spell that would lock a Lycanthrope into a state of continual transformation between human and its beast form, which would render it helpless. Henri disarmed the elaborate magical traps and wards placed on the spell book and found the spell he was looking for and started to read the spell.

Too late, Henri realized the spell was cursed. The words of the spell faded as the curse took hold. Although there were no immediate indications of its effect, Henri immediately suspected he had been cursed with lycanthropy. He cast a Remove Curse on himself, but a Detect Evil spell revealed the curse was still there and he realized that removing the curse was going to require clerical magic. (See [Sv. 12](#); [Sv. 15](#))

**What This Means:** Henri was cursed with werewolf lycanthropy. Because of Glantri's strict regulations concerning clerics and clerical magic, clerics are quite scarce in the Principalities. It took Henri all evening to find an experienced cleric willing and able to cast Dispel Evil on him and another Remove Curse for good measure just to be sure the curse had actually been lifted.

### **SVIFTMONT 15, AC 1011: The Duel**

**Location:** Great School of Magic, Glantri

**Description:** Since before dawn, Glantrian mages had worked on preparing the Dueling Court at the Great School of Magic: with concealed pits with hallucinatory terrain spells, chained invisible monsters to posts, etc. Spectators filled the tiers of seats which surrounded the arena. At 6:55 a.m., Isidore and

Henri d'Ambreville, both blindfolded, were led to opposite sides of the arena and left facing outward. In accordance with Dueling Court tradition, each carried material components needed for their spells and personal magic items but nothing else including magic weapons like staves or daggers. At 7a.m., the referees activated the anti-magic shell around the 50' diameter circle within which the duel would take place and Prince Harald Haaskinz, Grand Master of the School, gave the signal to begin.

Henri and Isidore simultaneously removed their blindfolds, turned, and cast their first spells. But both wizards were wearing robes of spell turning enchanted with magic combat in mind. The two mages each circled the perimeter of the Dueling Court warily, trying not to trigger any of the traps or pitfalls spread throughout the arena. Although Henri was the more experienced and stronger magic-user, Isidore used her spells and magic items with more intelligence, finesse, and cunning and managed to hold her own against Henri's attacks. Finally, one of them triggered a hidden trap when Isidore stepped on an invisible spitting cobra. As she flinched away from the suddenly visible snake and its spitting attack, narrowly avoiding the blinding venom, Henri seized the opportunity and moved to end the duel. Using his most powerful spell, Create Normal Monsters, Henri created five wolves and commanded them to attack his opponent. While Isidore fended the wolves off, Henri moved to attack her from behind with his wand of magic missiles. By his estimation as he made his attack, the rising moon should have forced his sister-in-law to transform into a wolf at any minute.

Instead of Isidore however, it was Henri himself who suddenly doubled over in agony. Horrified he felt his face elongate into a hairy, fanged muzzle, and he watched his hands and feet turn into paws. He twisted and rolled to get away as his robe of spell turning suddenly constricted around his now-furred throat. Then finally he was on all four legs, panting, and looking at Isidore with confusion filled eyes as she cast her final spell at the confused-looking werewolf, disintegrating it entirely. The remaining wolves vanished with their summoner, leaving Isidore alone in the dueling arena as the victor and the ruler of Nouvelle Averoine once again. (See [Sv. 14](#); [Sv. 22](#))

**What This Means:** Prince Malachie's scheme included more distractions and false attacks than Henri suspected. The real attempt to infect Henri with lycanthropy occurred that morning, when a traitorous aide poisoned his breakfast with an alchemical potion created by Malachie himself. The potion took effect at moonrise. In wolf form, Henri was deprived of his protective magic items and the high resistance to magic spells his experience as a magic-user gave him. Although Isidore was a werewolf, she had mastered herself to the point, as high-level werewolves could do, where she could resist involuntarily changes to wolf form even under a full moon. The fact that Isidore didn't transform into a wolf under the full moon will generate rumors that Henri's accusations of lycanthropy were false. Isidore was now Princess of Nouvelle Averoine and Prince Malachie has one more ally on the Council and one less enemy to worry about.

### **SVIFTMONT 20, AC 1011 : With Rad Away the Bad Cats Will Play**

**Location:** Great School of Magic, Glantri City

**Description:** In the deepest depths of the lower levels of the Great School of Magic a light was visible from behind a closed door but there was no one awake at this time of night to investigate. In the room was a single small figure, an elf, who chanted incantations and cast various spells. Suddenly the spellcaster was surrounded in a blueish light and mad laughter echoed from the room down the hallways. He screamed out.. *yes...yes.. oh yes .. I finally did it.*

**What This Means:** Maflarel Wynters has been serving as the Secretary to the Grand Master since AC 992. He has been highly efficient in arranging the Grand Master's schedule and appointments as well as managing his personal staff. It was known to the former Grand Master but not known by Prince Harald that Maflarel is a Shadow Elf posing as an albino Wendarian forest elf and is the Head of the Second Shadow in Glantri. Maflarel learned of the Radiance many years but Rad was aware of Maflarel's research and kept him close rather than dismissing or eliminating him which allowed Rad to limit his discoveries and thus the information he could pass on to the Shadow Elves. With Rad no longer deflecting his research and with Harald unaware of the nature of his Secretary, Maflarel finally discovers the final steps to using the Radiance and becomes the first to not merely discover the Radiance but the first 'unauthorized' wizard to use its powers outside of the knowledge of the Brotherhood of the Radiance. He is also almost certainly not going to be the last now that Rad is no longer monitoring the use of the Radiance.

### **SVIFTMONT 22, AC 1011 : Decision about Isidore**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Today, a week after the long running matter of the succession of Noevelle Averoine was (hopefully in the minds of all the princes) finally settled and Isidore was confirmed (again) as its ruling Princess the matter of the council charge of Chamberlain of the Land was brought back up by Princess Dolores who introduced a measure to reopen the Council Charge that Isidore once held, then Henri held after Isidore's kidnapping. A number of the princes of the Council audibly groan and sigh after Dolores finished with detailing her proposal.

Many of the Princes were simply tired of this whole subject and anything to do with the Raddamned d'Ambreville family and even some that might have thought to have a chance to win the Council Charge for themselves or simply thought it was proper and tradition to reopen it voted against the proposal out of pure weariness of anything before the Council of Princes regarding Noevelle Averoine and its ruling family. Only two voted in support of the measure, the dynamic duo of Dolores and Jaggar, the rest of the Council gave the proposal a thumbs down. (see [Sv. 15](#))

**What This Means:** Princess Isidore was already confirmed by a vote of the Council of Princes so most really did not see the need and pretty much everyone has Noevelle Averoine fatigue right now. Dolores keeps the Council Charge of Chamberlain of the Land.

### **EIRMONT 6, AC 1011: Announcement at the Great School of Magic (and Mad Mick Loses It...)**

**Location:** The aptly named Great School of Magic, Glantri

**Description:** Prince Harald Haaskinz, Grand Master of the Great School of Magic tried hard (with the rest of us) to keep a straight face after having read PWAII and announced that some Glantrian wizards would share some of their magical research and custom-designed spells with selected students.

**What This Means:** This was Glantri's response to the announcement that the Karameikan School of Magecraft would be offering lectures by Igor Grygorvich, a premier Traladaran mage....wait a minute.. Igor Who??? Oh, okay PVA II did it so let me get this off my chest.

*Umm... with all due respect to the editor of PVAII lets speak some hard truths to this notion of this super uber Karameikos nation of late products...*

The Great School of Magic is so far above the lame attempts of new canon... fandom... I mean Karameikos to create a rival school of magic to the Great School of Magic. It is worth noting that the annual budget of the Great School at 24 million gold pieces is larger than the entire budget of the whole the backwards hayseed barely settled nation of Karameikos. To say nothing that the Karameikan School had been **OPEN FOR LESS THAN ONE YEAR. STOP IT CANON-FANDOM!!! STOP FEEDING THE TROLLS FANDOM. JUST STOP IT ALREADY lol**

Even if it had a handful of Alphatian mages woo hooptie doo, teaching a few local hicks low level magic users who probably could barely spell or pronounce an Averoignian name correctly haha, much less know what wine goes best with any meal. The truth is the Alphatians are merely slumming around in Karameikos, with its small population base and with only 5% of that even able to cast spells, just because they got their asses kicked pal by the Glantrians whose laid to waste an entire continent, their homeland, so they had nowhere else to go.

So no dear reader... the Karameikan school would **never** be a rival to the kind of hundreds of years of accumulated magical expertise, knowledge and resources and power the Glantrian school had. The two schools would never have rivalry as some Almanac editors have dreamed or some setting fanboys might hope. And Thyatis will be coming for you Karameikos, you don't take the risky bet and backstab and betray a supposedly friend, a massive and militaristic empire right next door to you and then lose that bet and get off scot free from the consequences. Oh no. That isn't how life or even fantasy works. Karma will be hell for that nation in the years to come haha

**Now What This Really Means:** Prince Harald simply thought it was a good idea that school had, so he decided to implement the program at the Great School. Arrogance is never a good thing... no sir....so one never rests on their laurels. It is like the old Glantrian saying goes...

*Don't keep a step ahead of one's lessers... always stay a mile ahead of them.*

That is what is really happening here. The Karameikan school had a good idea and the Glantrian school simply chose to do it as well.

### **EIRMONT 11, AC 1011: \*BURP\***

**Location:** The lands formally known as Trollhattan, Broken Lands

**Description:** After his scouts had told him that the vast majority of Trolls had left Trollhattan, King Kol dispatched a select party of high-level Kobold scouts to explore the caverns of Lower Trollhattan and report back any locations of interest; either militarily or economically. The expedition tragically ended quickly today, on only their 3<sup>rd</sup> day exploring the fringes of Troll Lake, when they came upon a huge semi-intelligent fungus whose tenacles grabbed five of the Kobolds and deposited them right into its

maul and swallowed them whole. Only two Kobolds of the party escaped and turned their tails immediately back to the cavern around Skoldar. (see. [Am. 4](#))

**What This Means:** Though King Kol will claim the lands of the former Trollhatten and incorporate them into New Kolland his Kobolds will give the highly dangerous area a wide berth and Kol forgets the notions he had about settling Trollhatten with his Kobold followers.

### **EIRMONT 24, AC 1011: It's No Surprise They're Giving None Away**

**Location:** Across the entirety of Glantri

**Description:** Today was the fourth tax day of the year in Glantri with quarterly taxes due from Felmont-Ambymont for this year. Many Glantrians, especially spellcasters, took advantage of this last tax day of the year to attend to renewals of licenses and fees which for spellcasters could amount to a substantial amount of coin. The House of Ministers generally sees its busiest part of the year in the first three weeks of Eirmont. (see [Va. 10](#), [Fy. 10](#))

### **EIRMONT 28, AC 1011: School's Out!!!**

**Location:** Great School of Magic, Glantri City

**Description:** Today marked the end of the AC 1011 term at the Great School of Magic. The last of the final exams were held today and the last of the full-time students who still resided at the Great School vacated by the end of day to return home as the dormitories and kitchens were closed for the winter break. Nontraditional students and graduate students still could access the laboratories and libraries as well as receive private magical instruction from masters of the Great School. This year saw the graduation of Walburg Löwenroth daughter of Count Franz Löwenroth and a possible heir the County of Wylon; and Mirn Krollnar son of Baroness Rowena Krollnar and the declared heir to the Barony of Bergen. (see [Va. 1](#))

**What This Means:** The traditional end of the year long school term. Many of the faculty take vacations and leave the school but any number can be found in the school at any time during the two-month long winter break. Graduates can arrange for special magical instruction from masters if they are willing during the break.

### **KALDMONT 1, AC 1011: Business as New Normal??**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Winter Solstice. All 14 Brothers gathered and after a noticeable collective pause to see if there were any more surprise new members this time, the Brotherhood got down to business. Brother Crabbit spoke first and announced he had finally discovered a spell that made permanent the effects of Vuurzee's Radical Radiance Ray of Absorption and made permanent drain a



magic item of its magic or permanently render a magic user without access to magic. He named the spell Crabbit's Ungentle Severing of the Tie. Needless to say, that while *Crabbit* announced the discovery of the spell, he did not share any details of it.

#### [Crabbit's Ungentle Severing of the Tie](#)

**Range:** 60'

**Duration:** Permanent

**Effect:** One targeted creature or at a specific item

**Description:** The Radiance is the source of all magic in the multiverse, once you have discovered this truth, you may in turn discover how to sever the tie. If successful, the target of this spell is cut totally off from the Radiance. Next to the spell to attain Immortality this might be the most powerful spell the Radiance can grant mortal users.

Constructs and Undead that are targeted by this spell are destroyed instantly. Conjured creatures are dispelled. Non-Artifact magical items this spell is cast upon become non magical. Magic users that are targeted by the spell are no longer able to cast any arcane spells, regardless of class, level, and ability scores. Magic items carried by the target are not affected and must be targeted specifically by a spell to be affected. A saving throw is allowed for magic users only if their level matches or exceeds the caster of the spell. Those who have their ability to cast spells taken away may only have it restored by a wish spell. A magic user who has his ability to cast spells take away remains as his was in character level, Hit Points, and Saving Throws, they simply no longer can cast spells or use magic items as Magic Users can.

This extremely powerful spell is not without risk to the caster though as Brother Crabbit would attest. Due to the *immense* flow of the Radiance through the caster to the target needed to permanently kill the magic of a device or a magic user; the caster will have a 20% chance of suffering Radiance corruption to one part of his body as detailed in *Gaz3* each time he casts this spell.

After *Crabbit* had finished his announcement, the Brotherhood exchanged information and leads regarding possible 'clues' about the Radiance. The Brotherhood also discussed the upcoming day without magic and their preparations with it. Brother Estocada mentioned he had been using the Temples of Rad and was in contact with many of its Shepherds to help Glantri be better prepared for magic disappearing than it was last year. At the mention of the Shepherds of Rad Brother Palegrow inquired if any of the Brotherhood had had any contact with the Supreme Sheppard of Rad. All replied in the negative as it seemed that she had simply continued on in her duties without guidance as if Rad had never left. *Estocada* spoke up again and said he believed that the Brotherhood should pick one of their own to be the stand-in for Rad and make contact with her. All agreed but no one volunteered. The meeting broke up on that note. (See [Am. 1](#))

**What This Means:** After the discovery of Vuurzee's Radical Radiance Ray of Absorption in AC 1008 several members of the Brotherhood had explored the possibility of a spell to permanently disable wizards or destroy (non-Artifact) magic items. It wasn't until now in AC 1011 that the first member of the Brotherhood, Duke Alasdair McAllister of Fenswick (Brother Crabbit), discovered how to permanently drain a magic item of its magic or permanently render a magic user without access to magic.

Though tempted to keep the spell to himself Alasdair knew he had discovered an important spell that would cement his legacy as a Radiance wizard thus he shared the news of the discovery with the Brotherhood but did not go as far as to share his notes, leaving the other members to their own devices to discover this powerful spell.

## **KALDMONT 2, AC 1011: Vander Takes the Ducats and Runs**

**Location:** Glantri City

**Description:** Today in the world of sports, Glantri was rocked by the announcement that Metro Glantri City, the 46-time winner of the Glantrian Scudetto, purchased the contract of superstar striker Yannick Vander from the current 2-time defending champions AC Vyones for a record figure rumored to be in the neighborhood of a quarter of a million ducats. Vander would take to the pitch next season for Metro and his debut home match would surely be one of the most anticipated and heavily attended events of next year. (see [Am. 7](#))

**What This Means:** Metro Glantri City has not won the Glantrian Scudetto since AC 1003 and placing 3<sup>rd</sup> on the table as it did this year is simply not acceptable for the flagship team of Serie 1. They spend what they must to purchase the greatest football talent the nation has seen since at least the AC 940s.

## **KALDMONT 21, AC 1011: Enter The Room A King And Leave It A Prince**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** King Kol of the kobolds showed up once again in Glantri City and petitioned the Council of Princes once more to annex the western Broken Lands and for an act of enfeoffment to create a humanoid principality. A measure put forth by Princess Carlolina to delay the vote till next year was rejected. The Princes agreed to vote on the measure immediately with no delay and the vote happened later that evening.

For – Brannart (17), Jaggar (19), Morphail (15), Isidore (19), Malachie (15), Dolores (16)

This time, with 101 votes the measure passed though by only a few votes. With the passage of this measure Glantri officially annexed the Broken Lands west of the Vesubian River and from it would be carved a humanoid Principality ruled by Kol. Kol said his new principality would be named New Kolland. A map was brought out and it was determined that Kol's siege of Skoldar (the former Orc fortress of Udhgar) qualified him the noble rank of a Count. Kol formed the new House of Skoldar and Kol XIV became the Count of Skoldar and Prince of New Kolland. Kol was instructed... no.. requested to draw up his proposed borders and bring them to the Council next month on the 5<sup>th</sup> of Nuwmont where the borders of New Kolland would be discussed and then officially set. Discussions would also be had about the newly annexed lands that would be outside the borders of New Kolland. (See [Fe. 21](#))

**What This Means:** There are now thirteen princes in Glantri, including a kobold (Prince Kol), a dragon (Synn, as Princess Dolores), two werewolves (Prince Malachie and Princess Isidore), a Nosferatu vampire (Prince Morphail), and a Lich (Prince Brannart). Political intrigue in Glantri increases in intensity, as Glantrian nobles struggle to gain as much as possible in the shifting power structure. After the addition of Prince Kol XIV, the 14<sup>th</sup> Prince, to the Council of Princes the voting structure of the Council was amended to the following: requests are denied with 74 votes or less, requests are sent to the Parliament with votes between 75 and 104, and requests are approved with 105 or more votes.

## **KALDMONT 28, AC 1011: The Day Without Magic**

**Location:** Throughout Glantri

**Description:** At the stroke of midnight magic again disappeared from Glantri (and the whole world). Largely due to the recommendations put forth by Grand Master Harald Haaskinz, Glantri was far better prepared than it was last year. Much of the nation and its wizards were closed for business and stayed in their homes and towers and waited the day out safe and well protected. (see [Am. 3](#))

**What This Means:** Glantri was led well by its Grand Master who prepared the nation well for this annual event thus there was very little death, destruction, or disruption as much of Glantri simply ceased to function and was closed for business. This is almost certainly going to be the new normal for Glantri and this last day of the year will simply be the day when the government of Glantri and all its wizards shutter the windows and lock the door and remains closed for any business.

## AC 1011 Addendum

*The current state of Glantrian politics at the end of AC 1011 after a much quieter year than last year but still with important changes.*

**Crownguard:** Brannart McGregor (Age 81, M33/Lich, 4<sup>th</sup> Circle Death Master, Brother 'Paleglow' of the Radiance) Prince of Klantyre (10), Count of Crownguard (6), Divisional Commander (1) -> **17 CV**

Allies: Lord Alasdair McAllister, Duke of Fenswick (8); Lord Eachainn McDougall, Marquis of Dunvegan (7), Lady Myra McDuff, Baroness of Uigmuir (4), Lord Julian Steurt, Baron of Adlerturm (4) -> **40 PV**

**Linden:** Juliana Vlaardoen (Age 29, M12, 3<sup>rd</sup> Circle Fire Master) Princess of Bergdhoven (10), Countess of Linden (6), Treasurer of the Council (5), Divisional Commander (1) -> **22 CV**

Allies: Lady Sinaria Verlien, Countess of High Sonden (6); Lady Kristiana Wilhamine, Viscountess of Castelbianco (5); Lord Pieter Vandelaar, Viscount of Steenwijk (5); Lady Rowena Krollnar, Viscountess of Bergen (5); Lord Roeland Koorteweg; Baron of Dovehold (4) -> **47 PV**

**Ritterburg:** Jaggar von Drachenfels (Age 66, M36, High Master of Dragons) Prince of Aalban (10), Count of Ritterburg (6), Warden of the Marches (3) -> **19 CV**

Allies: Lady Mariana Terlagand, Marchioness of Berrym (7); Lord Franz Löwenroth, Count of Wylon (6); Lord Rolf von Graustein, Viscount of Blofeld (5); Lord Josef Stransky; Baron of Brulefer (4) -> **41 PV**

**Igorov:** Morphail Gorevitch-Wozslany (Age 318, M28/Nosferatu, High Master of Death) Prince of Boldavia (10), Baron of Igorov (4), Divisional Commander (1) -> **15 CV**

Allies: Lady Natacha Datchenka, Baroness of Pavlova (4); Lord Piotr-Grygory Timenko, Baron of Kutchevski (4); Lord Youri Ivanov, Baron of Palatinsk (4); Lady Szasza Markovitch, Baroness of Vladimirov (4); Lord Laszlo Wutyla, Baron of Mariksen (4); Lord Mikail Zirchevski, Baron of Lipetsk (4) -> **39 PV**

**Sirrechia:** Innocenti di Malapietra (Age 48, M28, High Master of Earth) Prince of Caurenze (10), Viscount of Sirrechia (5), Divisional Commander (1) -> **16 CV**

Allies: Lord Antonio di Tarento, Count of Glenargyll (6); Lord Griseo Fulvina, Viscount of Verazzano (5); Lord Vincienzo di Randazzi, Baron of Edleview (4); Lord Tenebras Favosi, Baron of Fallsburg (4) -> **35 PV**

**Kern:** Harald Haaskinz (Age 77, M36, High Master of Water, Brother 'Bluelight' of the Radiance) Prince of Sablestone (10), Baron of Kern (4), Grand Master of the Great School of Magic (10) -> **24 CV**

Allies: Lady Sita Peshwir, Viscountess of d'Ylourgne (5); Lord Gerrid Rientha, Baron of Egorn (4) -> **33 PV**

**Sytaire:** Isidore d'Ambreville (Age 80, M11/WWO6) Princess of Nouvelle Averoine (10), Viscount of Sytaire (5), Chamberlain of the Land (4) -> **19 CV**

Allies: Lady Genevieve de Sephora, Countess of Touraine (6); Lord Michel Leconte, Viscount of Amboise (5); Lady Circe DeVille, Baroness of Leadyl (4); Lord Adik de Chevas, Baron of Sherlin (4) -> **38 PV**

**Morlay:** Malachie du Marais (Age 55, M13/WWO13, 3<sup>rd</sup> Circle Alchemist) Prince of Morlay-Malinbois (10), Baron of Morlay (4), Divisional Commander (1) -> **15 CV**

Allies: Lord Niccolo Galateo, Viscount of Fausseflames (5) -> **20 PV**

**Singhabad:** Jherek Virayana IV (Age 53, M36, High Master of Illusions) Prince of Krondahar (10), Count of Singhabad (6), The Supreme Judge of the Council (8), Divisional Commander (1) -> **25 CV**

Allies: Lady Judith Beaumarys-Moorkroft, Archduchess of Westheath (9) -> **34 PV**

**Skullhorn:** Urmahid Krinagar (Age 43, M21, 4<sup>th</sup> Circle Illusionist) Prince of Bramya (10), Count of Skullhorn (6), The Chancellor of the Princes (6) -> **22 CV**

Allies: Lady Jella-Lan, Baroness of Goriidel (4) -> **26 PV**

**Ellerovyn:** Carlolina Erewan (Age 360, EW20, High Mistress of Runes) Princess of Erewan (10), Marchioness of Ellerovyn (7), Divisional Commander (1) -> **18 CV**

Allies: Lord Ansel Widefarer, Viscount of Redstone (5); Lord Ezechiel Naramis, Viscount of Nathrat (5); Lord Iriel Newleaf, Baron of Lantruen (4); Lord Mirodor, Baron of Rittermour (4) -> **36 PV**

**Alhambra:** Carnelia y Fedorias de Belcadiz (Age 191, EM20, High Mistress of Witchcraft) Princess of Belcadiz (10), Marchioness of Alhambra (7), Divisional Commander (1) -> **18 CV**

Allies: Lord Fernando de Casanegra, Duke of Hightower (8); Lady Isabella de Montebello, Countess of Soth-Kabree (6) -> **32 PV**

**Silverston:** Dolores Hillsbury-Aendyr (Age 33, M36/Synn the Night Dragon) Princess of Blackhill (10), Countess of Silverston (6) -> **16 CV**

Allies: Lord Quanil Urbaal, Marquis of Satolas (7); Lord Borodin, Baron of Nandin (4); Lord Edward Newbute, Baron of Oxhill -> **31 PV**

**Skoldar:** Kol XIV (Age 44, KO32/M9) Prince of New Kolland (10), Count of Skoldar (6) -> **16 CV**

Allies: none -> **16 PV**

With the addition of a 14<sup>th</sup> Principality, the council adjusts its voting structure to reflect the added votes.

Requests were denied with 74 votes or less

Requests were sent to the Parliament with votes between 75 and 104

Requests were approved with 105 or more votes



## AC 1012 Glantrian Events

### **NUWMONT 1, AC 1012: A New Day, A New Year Fueled By Magic!**

**Location:** Worldwide (Glantri)

**Description:** Early this morning at midnight as a new day and new year were ushered in; magic returned to Glantri and the world after only a 24-hour hiatus. Oh and it just happened to also be the national celebration day, Good Sprites Day, for the elves of Erewan. This year the celebrations were even wilder as the day now also would mark a celebrations of the return of magic to the world. (see [Ka. 28](#))

**What This Means:** Glantri and all its users of magic are greatly relieved that the predictions Prince Harald spoke of last year were accurate and the disappearance of magic was confined to just a single day and one that was known in advance and could be prepared for and planned around.

### **NUWMONT 5, AC 1012: New Kolland Borders Set**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** The Council of Princes met today with the Ambassadors of Darokin and Thyatis in attendance to formally, and legally, annex the Broken Lands west of the Vesubian River. After which Kol presented his proposal for the boundaries of his new Principality which was generally agreed upon by the Council of Princes, along with the Ambassador of Darokin Elbridge Gerry, with but a few minor tweaks insisted upon by Princess Carlolina. Next the Council of Princes established a new Free Province, the Borderlands Free Province, to administer the newly annexed areas of the Western Broken Lands not within the borders of New Kolland. The borders of the adjacent Southern Hills Free Province were slightly modified while establishing the borders of the Borderlands Free Province.

A special zone was created by the Council of Princes due largely to the insistence of Princess Carlolina but agreed upon by nearly all of the other Princes. The Neutral Zone as it soon became to be known was a roughly 8-mile wide and 50-mile long strip of land separating the Principalities of Erewan and New Kolland consisting of the foothills of the northwestern areas of the Broken Lands. The Neutral Zone would be established as a demilitarized zone for all elves and all humanoids, with no exceptions, and would remain as such until such time as both the rulers, present or future, **both** agree to void the special status of this area. The area would be patrolled by Grand Army patrols of human troops from Camp Huledain with strict orders to pull and release first and determine the excuses for violations later.

Ambassador Gerry took his leave at that point and the Council was joined by the Mistress of Coin Hannie De Verstaeyen and the last item on the days schedule was taken up, the subject of how much financial support would Prince Kol be given to help establish his new Principality. After many more hours of discussion and debate the Council decided to appropriate 200 Crowns (10,000 gp.) a month to help Prince Kol get his new Principality up and running. (see [Nu. 6](#), [Nu. 14](#))

**What This Means:** By the end of a long but very productive day. All of the Princes emerged pleased at the results are pleased that Glantri now encompasses the whole of the Western Broken Lands. Glantri does not want any chaos or conflict between the elves and humanoids and though the Neutral Zone is widely intended to discourage any attempts by humanoids to raid Erewan, the zero-excuse/zero-

tolerance rule would also be applied strictly even to elves. As his presence indicated, a big factor in all the moves that were made here today was reestablishing a safe and mutually profitable trade route with Darokin. While the details weren't touched on today there will be many discussions between Ambassador Gerry and the Council of Princes in the coming months on how to restart the constant flow of goods between the two nations.

### **NUWMONT 6, AC 1012: A New Propraetor Appointed!!**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** With the borders and financial support of the new Principality decided, the Council of Princes turned its attention to the newly created Borderlands Free Province (BFP). The first order of business was the appointment of a Propraetor to administer the new province. All in the Council agreed that the new Propraetor needed to be more than just a bureaucrat or administrator as the position was certain to demand a highly energetic and free-thinking individual who wouldn't just be administering a Glantrian province but building one from scratch and with many difficulties that would require a lot of mental agility. Once the Council considered the unique challenges the new Propraetor would face it's choice of Propraetor became obvious and it appointed the young 41-year-old dynamo, the current Quaestor Provinciae Thules of the Silver Sierra Free Province, Johannes Struycken to be the Propraetor of the Borderlands Free Province. Appointments to the positions of Propraetor were for 7 years unless they were removed and replaced by the Council of Princes.

With the matter of who was going to run the new free province out of the way the hard work commenced of providing a basis of a province for Struycken to administer and the means for him to build a province out of nothing but the wastelands of the former Broken Lands. The Council decided to set aside a portion of the budget earmarked for rebuilding of southern Glantri and direct a 100 Crowns a month instead to the BFP and to be used at first to select a site, lay out and build a new village and administrative center of the BFP. (see: [Nu. 5](#); [Va. 2](#))

**What This Means:** While Prince Kol will be responsible for his Principality of New Kolland, Glantri annexed lands that fell outside the borders of New Kolland thus were the responsibly of the Council of Princes to administer. Today's session was part of the often-unglamorous responsibilities of ruling that the Princes of Glantri often have to endure.

### **NUWMONT 14, AC 1012: No Way And Not Happening**

**Location:** Village of Rattaya, Borderlands Free Province (formerly Ogremoor)

**Description:** Along with the Elves of Erewan there was a 2<sup>nd</sup> group that was downright furious at the annexation of the western Broken Lands and the establishment of New Kolland, that was the Ogres of Ogremoor. Now their lands were considered a part of Glantri and the ruler of Ogremoor was considered nothing more than mere citizen and a low class mundaner one at that. Alebane decided to reject Glantrian citizenship and called upon all in Ogremoor to follow him and leave the western Broken Lands and move east of the Vesubian River to resettle and be free of Glantri and Kol. (see [Nu. 5](#); [Va. 2](#), [Kl. 5](#))

**What This Means:** Considering Alebane's traumatic past history and experiences with Glantri this was no surprise to Prince Kol and in fact was exactly what Kol had hoped might happen. In addition to the former Trollhatten, now (the former) Ogremoor will be depopulated by its resident humanoids and open to re-settlement by humanoids who choose to become Glantrian citizens with Prince Kol as their leader and voice in Glantri City. Unlike Trollhatten, Ogremoor is far more likely to attract settlers from east of the river and support Kobold expansions. Alebane will actually settle the former lands held by Kol just to the north and east of Corunglain and have eyes to declaring himself King of the Eastern Broken Lands.

### **VATERMONT 1, AC 1012: The First Day of School!!!**

**Location:** The Great Auditorium, Great School of Magic, Glantri City

**Description:** Today marked the first day of first Quarter of the Great School of Magic AC 1012 term. Three new noble offspring, potential future heirs, were enrolled at the Great School for their first term; *William Steurt* (Age 5, AL-C), son and possible heir of the Baron of Adlerturm Julian Steurt; *Gaston Leconte-Foch* (Age 8, AL-N), nephew and possible heir of the Viscount of Amboise Michel Leconte; and *Mary McDougall* (Age 7, AL-N), the granddaughter and possible heir to the Marquis of Dunvegan Eachainn McDougall.

Traditionally the Grand Master would hold a function that evening at the Great Auditorium and personally welcome all new and returning students and give a speech on the state of the Magocracy. Unfortunately, the Grand Master was under the weather and not make the banquet, but the faculty and students were served a real treat instead when the revered High Master of Academics came to the lectern and spoke to the assembled body of faculty and students. Aelrindel Ilistyl, who was hundreds of years old when the Flaem arrived upon Mystara and was Etienne d'Ambreville's first hire when the Great School of Magic opened in AC 875, delivered a speech that belied his 800 plus years of life. The High Master plaintively told the students that even though he was old, so very old, he was still learning, learning from the very students here in front of him. He said he knew his remaining days were short and there was no guarantee of even having a tomorrow and that he, hard as it might be for an elf, was learning through his students to love and live for each day for each one was so very precious. High Master Ilistyl's speech had the assembled gathering so in thrall that it was barely noticed that several Princes, who had got word that the High Master was speaking, had slipped in to witness his speech. By the time he had finished by imploring the students (and the faculty) to be the best they could be and make the most of life, there were few dry eyes in the Great Hall. (see [Ei. 28](#))

**What This Means:** Too chocked up really with emotion by the High Master's speech to say anything...

### **VATERMONT 1, AC 1012: Also the First Day of School!!!**

**Location:** Throughout Glantri

**Description:** In addition to the Great School of Magic this day was also the first day of the new school year at Deadwood College and other universities in Glantri such as Erewan Dateless. The first year of the newly established Deadwood College was a smashing success and new student enrollment for the AC 1012 term doubled from 25 to 50! Erewan Dateless also had a near doubling of its student enrollment due the final demobilization of its reserve divisions last year and with many elves taking advantage of

the reduced tuition rates the school charged for those who had served in the militia during the Defense of Erewan (AC 1005 – AC 1010). (see [Am. 14](#))

### **VATERMONT 2, AC 1012: A New Propraetor In The House**

**Location:** Village of Rattaya, Borderlands Free Province

**Description:** Today the new Propraetor of the Borderlands Free Province Johannes Struycken and a small army of staff escorted in force by the entire 2<sup>nd</sup> Banner of the 14<sup>th</sup> Division out of Huledain Camp, all arrived in the largely empty village of Rattaya which was once the former stronghold of the infamous Ogre leader Alebane. Struycken wasted no time tackling his daunting tasks as Propraetor. A day after arrival he had already dispatched several surveying parties, escorted by army troops, to map the province with an eye to finding a good site for a new village and administrative center that was to be constructed. The Propraetor planned to tackle mapping the many caverns underneath the province at a later date. In addition, the multilingual Johannes (fluent in Goblin and Kobold among the 7 languages he knew) addressed the few humanoid villagers and directed them to the building that his staff had appropriated as a temporary administrative center where they would be registered as Glantrian citizens and taxes and fees they would be responsible for would be calculated. (see [Nu. 6](#), [Nu. 14](#); [Ya. 5](#))

**What This Means:** The awe struck humanoids that remained in Rattaya after Alebane and his Ogres left for the western Broken Lands are confronted with the reality that humanoids are going to face: the tentacles of the vast and powerful Glantrian bureaucracy which will generate miles and miles of scrollwork registering the newest of Glantrian citizens and calculating taxes and licenses each will be responsible for. While starting today in Rattaya the agents of the Propraetor will soon be fanning out the various small settlements of the province and repeating the registration and calculation process. Struycken is well aware he has a great task in front of him but is helped by knowing the Council is not expecting miracles from him and it will likely take years before all the residents of the Province are fully identified, registered, and paying taxes and fees.

### **VATERMONT 10, AC 1012: The Tax Man's Taken All My Dough...**

**Location:** Across the entirety of Glantri

**Description:** Today was the first tax day of the year in Glantri with quarterly taxes due from Sviftmont-Kaldmont of last year. By each designated quarterly Tax Day all received taxes, with notarized records were due, having been collected from throughout Glantri in each Principality and at all 22 of the regional offices of the Department of Collections and then were forwarded to the Council Vault at the House of Ministers in Glantri City and received by the Department of Reckoning. Reckoning counted the actual tax payments from the whole of Glantri and verified totals against the receipts. Nobles collected their own taxes from their population then paid their taxes to the Department of Collections. Most nobles came directly to the House of Ministers and submitted their records and taxes there. (see [Ya. 10](#))

Quarterly taxes consisted of two elements. The Council tax took 20% of a Glantrian's earnings during that quarter. Magic could be used to help verify a taxpayers claim of an income by indicating possible fraud which would trigger a visit to the taxpayer by an agent of the Department of Reckoning, part of

the Ministry of Coin. A quarterly flat tax was also collected from each adult citizen (legal age in 16 in Glantri) based upon where each citizen lived. As part of the effort to rebuild the Glantrian treasury and pay down its enormous wartime debt the flat tax was raised slightly from last year which was estimated to bring in tens of thousands of much needed extra ducats nationwide for the Treasury.

- Urban (city or town over 1000 inhabitants) **1 dc.**
- Rural (settled areas and settlements less than 1000 inhabitants) **4 sv.**
- Borderland (unsettled areas) **2 sv.**

**What This Means:** Glantri is showing more signs of finally starting to recover after the devastating years of war and the financial ruin it nearly faced.

### **VATERMONT 18, AC 1012: New Monster Displayed**

**Location:** The Open Market, Business Quarter/Sovereign Precinct, Glantri City

**Description:** The biggest attraction at this year's Monster Fair in Glantri was the corpse of a large worm-like creature. Although it looked superficially like a purple worm, it was neither purple nor equipped with a stinger. It was also only 25 feet long, a fact that had many wondering if it could also have been an immature form. Whatever it was, the wizards of Glantri had not seen the likes of such a creature before. The tale told by the adventurers who displayed the monster added to its mystique. According to them, the worm was able to spit an acidic fluid that killed two party members. They discovered it in an underground cavern in the new Borderlands Free Province in the western Broken Lands. (See [Fl. 4](#))

**What This Means:** The 'spitting worm' has AC 6, HD6, Movement 90'(30'), and can spit an acidic fluid for 2d8 points of damage (save vs. Breath Weapon for half damage) or bite for 2d4 points of damage. Many Glantrian mages want specimens of their own for magical or alchemical research. Parties of adventurers flock to the Western Broken Lands to search for more of these and perhaps other unknown creatures.

### **THAUMONT 1, AC 1012: Cracks In The Brotherhood**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Spring Equinox. With no leader the meeting started hesitantly with Brother Wilber detailing several leads he followed about possible past members of the Brotherhood. However, *Wilber* was politely interrupted by Brother Lightwave whose exasperation was clear in spite of the attempt to hide it. *Lightwave* offered the opinion that they were perhaps going all about this the wrong way. In the absence of Rad as their leader they should have a plan, some organization break themselves into small teams responsible for the very functions that Rad handled. Some he admitted the Brotherhood could not do like monitor use for the unworthy/disloyal but other tasks could indeed be handled better than they have, which in some cases, had been not at all. Like the Temples of Rad Brother Estocada asked rhetorically? YES!! Some Brothers answered emphatically in return.

Brother Morningsun then spoke up and asked how they could have teams, even leaders when they do not know who one another really was. There was no way to act in concert together effectively when they meet in secret only 4 times a year!! Morningsun continued to rant that all they go by were code-names and meet via visions and, who knows, *some* here might not even be nobles for Rad's sake!!! Brother Decimo then asked if perhaps the new reality of a post Rad Brotherhood of the Radiance was that the nature of the Brotherhood itself must change and they should drop the secrecy and code-name and meet in person and face to face to work on the many issues the Brotherhood had to resolve. HAH answered Brother Paleglow and joked that *Decimo* probably just answered *Morningsun's* question about non-nobles being in the Brotherhood and that idea was something any noble would understand why it would be unacceptable, dangerous, thus impossible, and impractical to even consider doing. The meeting descended into chaos as a half a dozen Brother of the Radiance lost all thought of maintaining decorum and their dignity and started yelling at each other while others silently left the meeting in disgust. (see [Kl. 1](#))

**What This Means:** This day was due in coming and had been building toward this for the last year and the Brotherhood starts showing real cracks under the strain of its inability to function effectively as it once did without the guidance of its founder and leader, the immortal Rad.

### **THAUMONT 1, AC 1012: Parliament in Session**

**Location:** House of Lords, The Parliament Building, Glantri City

**Description:** Today marked the traditional first day of Parliament to meet to handle the year's business. The Parliament elected a President pro temp as its first matter of business which was a ceremonial position which lasted for the next year. Last year's President pro temp of the Parliament declined to serve to another term as the honorary chairman of the House of Lords and having received many nominations, and the overwhelming support of most nobles, Archduchess Judith Beaumarys-Moorkroft became the new President pro temp. The current Parliamentary Sub-Committee structure in the spring of AC 1012:

President pro temp of the Parliament: Lady Judith Beaumarys-Moorkroft, Archduchess of Westheath (9)

Judicial Review:

Chairman: Don Fernando de Casanegra, Duke of Hightower (8)

Dame Geneviève de Sephora, Comtesse de Touraine (6)

Signor Antonio di Tarento, County of Glenargyll (6)

Dona Isabella de Montebello, Countess of Soth-Kabree (6)

Lady Kristiana Wilhamine, Viscountess of Castelbianco (5)

Financial Matters:

Chairman: Lady Judith Beaumarys-Moorkroft, Archduchess of Westheath (9)

Lady Mariana Terlagand, Marchioness of Berrym (7)

Lord Ezechiel Naramis, Viscount of Nathrat (5)

Lord Pieter Vandehaar, Viscount of Steenwijk (5)

Lord Niccolo Galateo, Viscount of Fausseflamms (5)



#### Military Affairs:

Chairman: Lord Eachainn McDougal, Marquis of Dunvegan (7)  
Lord Quanil Urbaal, Marquisate of Satolas (7)  
Herr Franz Löwenroth, Count of Wylon (6)  
Herr Rolf von Graustein, Viscount of Blofeld (5)  
Sire Michel Leconte, Viscount of Amboise (5)

#### Foreign Relations:

Chairman: Lady Sinaria Verlien, Countess of High Sonden (6)  
Signor Griseo Fulvina, Viscount of Verazzano (5)  
Lady Rowena Krollnar, Viscountess of Bergen (5)  
Sir Ansel Wifefarer, Viscount of Redstone (5)  
Lady Sita Peshwir, Viscountess of d'Ylourgne (5)

Once the formalities of a new legislative session were completed the Parliament usually spent the next couple of months handling mundane affairs the Council of Princes left the Parliament to handle, such disposal of allocated funds, and handling administrative and bureaucratic minutia. After the Parliament finished its yearly session, it came back only when called into special session by the Council of Princes.

### **THAUMONT 2, AC 1012: I Got To Believe It's Getting Better**

**Location:** House of Lords, The Parliament Building, Glantri City

**Description:** Princess Juliana, the Treasurer of the Council, spoke to the assembled House of Lords today and gave the annual Financial State of the Magocracy speech. She had good news to provide to the assembled nobles today. Due the final demobilization of the last of the wartime divisions of the Grand Army the budget for the Grand Army was almost slashed in half which freed up a substantial amount of Crown for such things as reconstruction of the war-ravaged parts of Glantri and repayment of the national debt. The Princess announced that from that savings 200 cr. a month had been budgeted to New Kolland to help Prince Kol build up his Principality and by extension the first line of defense in the south of Glantri. The Princess informed the House of Lords that several improvement projects were under consideration by the Council in the days to come and if the Council was unable to come to a consensus the projects may come to the House of Lords for a final decision. (see [Th. 5](#))

**What This Means:** Glantri is slowly but surely recovering financially from the near disaster of the necessary wartime expenditures that nearly drained the treasure and left it with a enormous debt to Glantrian and Darokinian banks who lent Glantri enormous sums of money during the war. Princess Juliana despite her youth and image as a flighty young woman has really proven herself to be an effective Treasurer of the Council, much like her father.

### **THAUMONT 4, AC 1012: Death In De Glace**

**Location:** Parabiago, De Glace Free Province

**Description:** Propraetor Sophie Depuix passed away in her sleep last night. She was thought to have been worn down by the countless hours and high stress of helping to rebuild her shattered Free Province in the wake of Thar's invasion. The highly populated east end of the province in the hills between the mountains and Vesubian River were devastated and largely depopulated as those didn't escape to the north in time ended up in the cook pots of the humanoid army. The Quaestor Provinciae Thules of the DGFP, Tegus Borjigin, was promoted to Propraetor.

**What This Means:** Even though the war is over it still was taking a toll as Propraetor Depuix literally worked herself into an early grave. A much younger and energetic Borjigin will pick up where Depuix had left off without little delay in the daunting task of rebuilding and resettling the prime lands of eastern De Glace along the west bank of the Vesubian River.

### **THAUMONT 5, AC 1012: Better Border Defenses**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Today the Council of Princes gathered to debate several proposals put forward by the Warden of the Marches Prince Jaggar. Prince Jaggar brought in the Head of Engineering for the Grand Army of Glantri, Colonel General Franz Mäkelä, who briefed the Council on two proposed new castles that the Grand Army believed would serve best the future defense of Glantri. One was located in the Barony of Fallsburg near the border with Sind, and the second in the De Glace Free Province near the junction of the Red and Vesubian Rivers that would protect the southern approaches to Glantri City much as Monteleone does on the other side of the Vesubian River. He also showed the Council the plans for upgrading Camp Huledain to a fort by adding walls and earthworks and constructing four stout towers. The General answered a few questions from the Princes before taking his drawings and withdrawing, leaving the Princes to debate the three proposals.

The first to speak not surprisingly Princess Juliana, the Treasurer to the Council, who said that she suspected that Glantri could easily fund the upgrade to Huledain but recommended not putting too much strain on the recovering treasury by funding two massive new construction projects. Her recommendation was for the Grand Army to select one and perhaps in a few years once the Glantrian economy had fully recovered it can consider funding the 2<sup>nd</sup> proposed castle. The Princes debated the matter for several hours and eventually voted to fund the improvements to Huledain and to build a new castle in the Barony of Fallsburg. Their rationale being that southern Glantri was pretty well defended currently and while the proposed castle in the De Glace Free Province would be a great 3<sup>rd</sup> line of defense the border with Sind was far more open and prone to invasion as the only defensive works were in the Principality of Sablestone itself and were shared with Prince Harald. Any invaders from the west would get deep into the West End of Glantri and well into the Principality of Sablestone before hitting any real defensive works. The castle was allocated 250 cr. a month for its construction of the castle. The estimated completion date of the castle was in AC 1016 but could take a year or two more if weather or other urgent budget priorities arose and delayed its construction. The improvements for Huledain were funded at 100 cr. a month and were expected to take about a year to complete. (see [Th. 2](#))

**What This Means:** The unknown quantity that the Shadow Elves pose it was considered a good investment to continue to improve southern Glantri's defenses. However, the points made at Council were valid ones. While some of the best divisions the Glantrian army has are stationed in the west

against a surprise attack from Sind or out of the Adri Varma there is a real lack of physical defenses and force multipliers that could slow defenders to allow the bulk of the army and its reserve forces time to reinforce Prince Brannart's 2<sup>nd</sup> Corp and stop invaders before reaching the Isoile Valley.

### **THAUMONT 7, AC 1012: Is A War Brewing In The Eastern Border Lands??**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Prince Kol received a message from Skoldar today which had him call an emergency session of the Council of Princes. As soon as all had arrived Prince Kol informed them that he had just received reports from intelligence agents he had among humanoids in the Eastern Broken Lands which reported that a substantial body of Shadow Elf troops, well over a thousand, had moved from the woods of Aengmor northward into the upper Broken Lands. Where they were going was unknown, but they were heavily armed and obviously not on a sightseeing trip. Prince Jaggar noted that intelligence reports that the Grand Army had previously received indicated that the only ones that may hate Dwarves more than Glantrians were the Shadow Elves. He surmised that the Shadow Elves were probably attempting to push the Dwarves out of that area. He informed the Council he would direct all available intelligence resources to that area as well as beefing up the armies' presence on the border and would be prepared to provide additional support for Princess Carnelia's troops if it was required. Princess Carnelia nodded her head in respect to her commander and informed the Council she would be absent from the Council and in the field direct commanding her divisions until the military situation on Glantri's border became clear she was not needed personally. (see [Fl. 3](#))

**What This Means:** While Glantri had been aware of a few thousand Dwarves in the lower Eastern Broken Lands since late AC 1010 they were deemed no real threat and they were engaged in fighting with humanoids deep underground, but with reports of Shadow Elf troops now moving into the area the situation is deemed far more volatile. The Glantrian Army HQ declared a Threat Con 2 Condition and activated the 3<sup>rd</sup> Corp command structure and issued orders for Prince Jherek to leave the 4<sup>th</sup> Banner of his 5<sup>th</sup> Cavalry Division in Bramya to continue to screen the border with Ethengar, but the other 3 Banners of the 5<sup>th</sup> were to proceed south to the Marquisate of Satolas. Once there they would aggressively patrol the Glantrian border with the Eastern Broken Lands under the overall command of Princess Carnelia, the 3<sup>rd</sup> Corp Commander. Prince Jherek was ordered to personally take direct command of Skullhorn Pass and put the 13<sup>th</sup> Division stationed there on alert in preparation for any surprise attack from the east taking advantage of the disruptions on the southern Glantrian border.

Carnelia's 2<sup>nd</sup> Division will continue to patrol the Glantrian border with the Eastern Border Lands but now in conjunction with the 5<sup>th</sup> Division once it arrives from Bramya. Innocenti's 1<sup>st</sup> Mobile Assault Division (Heavy) receives orders to proceed from Camp Huledain to Castle Monteleone and is temporality assigned to the 3<sup>rd</sup> Corp and placed under overall command of Princess Carnelia. Though not directly under the auspices of the Grand Army of Glantri or subject to its orders, Price Kol declares that his forces will also be on maximum alert and guarding the border with the Eastern Broken Lands along the Vesubian River, both above and below ground, and will report immediately to Prince Jaggar news of any attempts at crossing the river as well as passing on any further information he receives from his agents in the Eastern Broken Lands.

### **THAUMONT 14, AC 1012: Spring Break Begins**

**Location:** Great School of Magic, Inner Glantri City

**Description:** On this day the students from the Great School of Magic call Spring Break no classes were held and instead the gleeful students at the Great School of Magic were set by their masters to the task of rampaging through Glantri City and breaking the remaining ice on the cities canals. They used spells; tossed magic missiles, fireballs, while some of the youngest student just enjoyed the mundane pleasure of working together and tossed large rocks off of gondola landings to break up the ice.

**What This Means:** Spring Break is an interesting day to be in Glantri City. Rowdy students get into more mischief than is good for them, and there's always some young hothead mage who wanted to demonstrate his magic skills on innocent mundaner passersby. The day is spent under the supervision of their masters from the school breaking up the ice in the cities canals. Once they are finished the rest of the day and the night is theirs to enjoy before having to return to normal and resuming classes and studies in the morning. Many of the older students go rampaging through the inns and taverns of the Entertainment Quarter. More than a few students tomorrow will be blurry eyed and even sporting some very impressive hangovers.

### **THAUMONT 20, AC 1012: I'll Take That Stake Bloody Rare**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** The brother of the Baron of Mariksen Lazlo Wutyla, Sergei Wutyla, appeared before the Council of Princes and announced that Laszlo had been murdered by a vampire which was destroyed by Sergei. Since Lazlo had no direct heirs Sergei put forth a claim on the title of Baron of Mariksen. Confirmation of Lazlo's death by the Council of Princes went quickly and smoothly and Sergei was confirmed as the fifth Baron of Mariksen. (see [Fl. 8](#))

**What This Means:** The story told the Council was a complete fabrication. Lazlo was the one who was a vampire and was destroyed by Sergei with the help of a band of Ethengarian undead hunters. Sergei hates vampires and is on a mission to rid Boldavia of their foul presence.

### **FLAURMONT 3, AC 1012: A Humanoid City**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Both Princess Carnelia and Prince Jherek were summoned back to Glantri City from the field to attend the Council of Princes where important information had just come in via Glantri's intelligence network. Making good use of their powerful high-level magic they both arrived within five minutes of the message. Prince Urmahid shared with the Council the following information which came from a Glantrian spy among the Darokin Diplomatic Corp which was sponsoring talks which attempted to stop the fighting between the Dwarves and Shadow Elves. In a meeting yesterday the Dwarves admitted to Darokin why they were in the Eastern Broken Lands in the first place, they had found and were assaulting a hidden Humanoid city deep underground. At that point, as Prince Urmahid paused in reading the dispatch, all eyes in the Council Chamber turned to Prince Kol who shrugged his shoulders

and said he had never heard anything more than the rumors of one but had had never seen proof of it confirmed in all the years he lived in the Broken Lands. Both of the field commanders returned to their troops but did so relieved that they now had confirmation rather than suspicion that the troop movements and reports of fighting deep under the Broken Land were no threat to Glantri and in fact had nothing to with Glantri. (see [Th. 7](#); [Kl. 5](#))

**What This Means:** Even among the rulers of the Broken Lands the existence of a vast humanoid city was considered nothing more than rumor and written off as a product of humor or an overactive imagination as much by the humanoids as by any human might have if they had heard the rumors. Prince Jaggar consulted with the officers of the High Command of the Grand Army and with the Council of Princes and within several days issued orders cancelling Threat Con 2 Condition and dissolved the 3<sup>rd</sup> Corp and returned the soldiers to their normal stations though the 2<sup>nd</sup> Division was to continue maintaining increased patrols along the border with the Eastern Broken Lands out of Castle Monteleone.

#### **FLAURMONT 4, AC 1012: Prince Kol Protests “Invasion”**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Prince Kol, spoke before Glantri’s Council of Princes today and protested the invasion of New Kolland by ‘hooligans’ bent on hunting down new species of monsters. The trouble was that many don’t seem to understand or care about new honest citizens of Glantri. Kol demanded restitution for each humanoid citizen murdered and enactment of a law that protected New Kolland’s inhabitants from invasions like this in the future. Kol’s proposed solution included a registration and permit process intended to regulate monster hunts. The Council agreed to look into the deaths of humanoids at the hands of adventurers. The issue of restitution was another matter: the Council argued all day over the validity of Kol’s claims. The Council finally agreed to turn the matter over to Parliament, where the various nobles could determine which claims would be honored and which would be disallowed on a case-by-case basis. The Council set a date of the 11<sup>th</sup> of Flaurmont to further debate Kol’s concerns and address the status and how to protect humanoid citizens in Glantri. (See [Va. 18](#); [Fl. 11](#))

**What This Means:** Ever since the introduction of the spitting worm to Glantrian scholars at the Monster’s Fair, mages and scholars and adventurers have overrun the Borderland Free Province and New Kolland in search of other new monsters. While the Council felt Prince Kol’s grievances had some merit it was pointed out to Kol that he is Prince of New Kolland and does have great power over the laws and their enforcement within his borders. What is a more problematic issue in the eyes of the Council is the status of humanoids outside the borders of New Kolland. As Glantri is a nation of laws and its character is largely built on its vast bureaucracy and rigid enforcement of those laws. While there might be now some 25,000 new humanoid Glantrian citizens now there are likely many times that humanoids in Glantri who are not residing in New Kolland, nor subjects of Kol who are for the lack of a better word...’wandering monsters’. A fundamental issue that the Council of Princes will need to tackle is how to differentiate, in its laws, between legitimate humanoid citizens of New Kolland who are outside the borders of New Kolland, encountered in areas perhaps far from the region of the Broken Lands as their rights allow as Glantrian citizens to venture, and those who are not thus have no protection under Glantrian law. The issue is a very complex one that the Council of Princes will be exploring.

## **FLAURMONT 5, AC 1012: Malachie Receives News**

**Location:** Tower of Morlay, Principality of Morlay-Malinbois

**Description:** Prince Malachie's spies recently uncovered some very interesting information which was given over to the Prince today. According to the private records of Lady Margaret Hillsbury's personal physician, the Countess was barren since she was a child and was unable to have children. Thus, Princess Dolores Hillsbury could not possibly be Margaret's daughter. This information confirmed suspicions Malachie had had that Princess Dolores was not what she claimed to be. Prince Malachie set his spies to the task of trying to discover who, or what, Princess Dolores really was. (see [Ei. 14](#))

**What This Means:** The political machinations in Glantri never end, with agents and spies of nobles constantly trying to find dirt on their rivals, and here they struck gold. However, in Glantri where for nobles, and especially those of the Council, political power often trumps the rule of law. It isn't enough to have evidence of wrong-doing such as a false claim of being an heir. As he learned last year when he brought charges against Prince Henri, Malachie would need far more evidence on Dolores, rock solid evidence, before he could ever make any claims about Dolores in court or before the Council of Princes.

## **FLAURMONT 8, AC 1012: An Uninvited Guest**

**Location:** Tower of Mariksen, Barony of Mariksen

**Description:** Several weeks after becoming Baron of Mariksen Baron Sergie Wutyla was still in the process of attempting to devise a plan that could expose Morphail and destroy him. However, several days ago, he had received an summons from Morphail for the new Baron to come to Prince Morphail at his tower at Igorov so he could personally reaffirm the traditional allegiance between Igorov and Mariksen. Sergei sent a politely worded reply back to Morphail telling him that while he appreciated the invitation, he was too busy with pressing matters in Mariksen to attend at the present moment.

Needless to say, the Prince of Darkness, the reigning Prince of Undeath was not pleased at being snubbed like that. So today, Prince Morphail made a visit to Mariksen himself with the goal of personally seeing the reaffirmation of that allegiance to Igorov. Morphail used a raid of summoned undead creatures as cover and slipped into the tower and confronted Sergei in his private quarters. Not being a creature of subtlety Morphail didn't make small talk or grandiose speeches and immediately incapacitated Sergei with his formidable magic. As Morphail leaned in to give Sergei the kiss of undeath he suddenly screamed in pain as a pendant around Sergei's neck glowed bright red and flames suddenly spouted from Morphail. After vowing to make Sergei regret the day he had ever been born the Prince of Boldavia teleported away. (see [Th. 20](#); [Fl. 21](#))

**What This Means:** Sergei is definitely dancing with the devil in his choice of foes as he vows to take Morphail down. Now both are sworn enemies of each other and will plan and scheme to find ways to destroy each other. And just in case anyone wonders, Morphail was able to enter the tower as he had previously been invited to the tower by Lazlo Wutyla.



## **FLAURMONT 11, AC 1012: The Glantrian Humanoid Act of AC 1012**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** After several weeks of discussions, highlighted by intense back and forth between Princess Carlolina and Prince Kol, the Council was finally able to come up with a plan to start the integration of humanoids under Kol into Glantri as citizens. As good compromises often are, neither of the two sides were happy with this, but could accept what the Council came up with and thus *The Glantrian Humanoid Act of AC 1012* passed the Council of Princes and became the law of Glantri.

The crux of the issue in integrating humanoids into Glantri as citizens was finding a way to differentiate between those humanoids that were Glantrian citizens from those who were not and had no rights or means of recourse if attacked or killed. The solution was an obvious one but one that Prince Kol did not like as it, Kol argued, made them into 2<sup>nd</sup> class citizens. However, after weeks of searching no one could come up with a better way so Kol finally agreed to the stipulation that all humanoid citizens outside of the Principality of New Kolland and the Borderlands Free Province would be required to wear a red shash as a way to show that they were tax paying legal citizens of Glantri. One specific exception was made for humanoids within Glantri City for after entering via the gates in the city walls and having been verified upon entry as citizens, they would no longer need to wear the shash. Thus any humanoids found with the outer city walls was to be considered a citizen of Glantri and had the full rights and protections of Glantrian law.

The point however was made very clear to Prince Kol by many of the Princes, including his biggest supporter Princess Dolores, just because they had rights and legal protections did not mean it was a good idea for humanoids to visit many areas of Glantri. The hard truth explained to Prince Kol was that many thousands of Glantrians lost family members directly to the humanoid invasion and, legal citizens or not, the safety of humanoid citizens could not be guaranteed from anonymous knives in the night or random arrows from behind bushes while on the road. Prince Kol was informed that it might be generations before humanoids were fully accepted throughout Glantri as citizens. However, most of the Princes agreed this was a good first step to begin that process of integration and was the best that Glantri could do at the moment. Princess Juliana authorized a priority expenditure from the coffers of the treasury and an order was issued to the garment makers of Glantri City in the name of the Council of Princes for some 30,000 red shashes to be produced and delivered to Rattaya and Skoldar for immediate distribution to the registered and legal humanoid citizens of Glantri. (see [Fl. 4](#))

**What This Means:** A mechanism is in place to begin the long process of integrating humanoid citizens into Glantri but while they may enjoy the rights of Glantrian citizens the truth is it will be many years before they will be more than 2<sup>nd</sup> class citizens and able to freely move throughout Glantri without fear of being attacked out of hand, mistaken for being wandering monsters, or simply attacked out of hate or grief. For the time being, humanoids will wisely keep to the south of Glantri with some venturing out to go back and forth to Glantri City. The Council sends copies of the Act to all the Proprators of the Free Provinces. Special instructions are given to the Proprator of the Southern Hills, Nyra, and De Glace Free Provinces instructing them to make sure the news passage of the Act is widely distributed among the population and the meaning of the red shash understood, that assaulting humanoids with the red shash is a crime punishable by time in a prison cell and the murder of a humanoid wearing one is also a crime but is punishable by *death by Green Slime*.

### **FLAURMONT 21, AC 1012: Boldavian Split**

**Location:** House of Lords, The Parliament Building, Glantri City

**Description:** At the House of Lords, a measure came to vote regarding restitution in a case where an adventurer killed a humanoid of the Borderlands Free Province prior to the enactment of *The Glantrian Humanoid Act of AC 1012*. The vote was tight as expected, Prince Morphail had made it clear (through his brother Sir Boris, Morphail's spokesman at Parliament) that he wanted his aligned nobles to support the case of the humanoid. As expected, the representatives of Pavlova, Kutchevski, Palatinsk, Lipetsk, and Vladimirov all voted with Morphail. Being the newest of Glantrian nobles, Sergei's representative voted last. When he voted, gasps and then silence descended upon the normally chaotic halls of Parliament. Mariksen voted against Morphail and broke with Igorov. Sergei went further after casting his vote and took the podium and announced Mariksen was no longer aligned with the House of Igorov and for the time being would be independent. (see [Fl. 8](#))

**What This Means:** Breaking an allegiance to a ruling house is serious business and almost always earns the noble a lifetime enemy of a ruling Prince. Scholars went running for their records to try to find the last time a noble of the Igorov House broke ranks with Boldavia's ruling Prince and found that it had never happened in Glantri's history. Oh by the way, in case anyone cares, the humanoid's widow won the vote and was granted restitution of 50 dc. to be paid by the adventurer for mistaking her husband for a wandering monster.

### **YARTHMONT 5, AC 1012: A Site Selected!!!**

**Location:** Village of Rattaya, Borderlands Free Province

**Description:** After nearly three months of exploration and surveying, the Propraetor of the Borderlands Free Province, Johannes Struycken, selected the site of the new village and future administrative center of the Borderlands Free Province. The location was well placed for quick communications and was situated roughly halfway between Rattaya and Camp Huledain. Construction was ordered to commence immediately of a central core of administrative buildings around which the village itself in time would grow around. (see [Va. 2](#); [Fy. 20](#))

**What This Means:** The Council of Princes selected well when they choose the new Propraetor of the Borderlands Free Province. Struycken has proven himself to be a capable and energetic leader.

### **YARTHMONT 8, AC 1012: Glantri's Canals Drying Up**

**Location:** Inner Glantri City

**Description:** Despite the spring thaws in the mountains of the highlands, the water levels in Glantri City's canals had dropped alarmingly over the last month. Some city canals were so silted up as to make gondola traffic nearly impossible. The drop in water level was particularly puzzling as the Isoile River and Vesubian Rivers continued to flow normally, right down to their junction at Glantri City.

**What This Means:** A mage researching elemental magic accidentally let loose a number of earth and water elementals beneath Glantri City. After being summoned by the mage's experimental spell, the elementals broke the mage's control - killing him in the process. They have been unable to return to their native planes and are running amuck beneath the city. Half mad from the pain they suffer at being ripped away from their families and homes, the elementals battle one another, and the earth elementals have created cracks in the sewers and beds of the underground rivers to drain Glantri City's water (and the water elementals) deep into the ground. A party of adventurers was contracted by the City Constabulary to investigate and remove the elementals causing this issue. Once the party was able to discover the cause of the water level drop in the canals, the elementals were easily dealt with. The damage to the canals and riverbeds was eventually repaired with the canals and gondola traffic returning to normal within a month.

### **YARTHMONT 10, AC 1012: Save Me, Save Me, Save Me From This Squeeze**

**Location:** Across the entirety of Glantri.

**Description:** Today was the second tax day of the year in Glantri with quarterly taxes due from Nuwmont-Thaumont of this year. (see [Va. 10](#); [Fy. 10](#))

### **YARTHMONT 21, AC 1012: Start of Football Season**

**Location:** Across the Principalities of Glantri

**Description:** Every child in Glantri that does not dream of being a powerful wizard does dream of being a famous football star. Glantrians were mad about their football and was the national passion. Today marked the traditional start of the Glantrian football season which continued for the next 14 weeks. (See [Am. 7](#))

This year the top division, Serie 1, consisted of: back-to-back Scudetto winning SC Vyonnes, the 33-time winner Metro Glantri City, FC Taterhill, AS Nyra, AC Lizzieni, UC Oreggiano, Glenmoorloch, and Rymyskigrad.

Serie 2 this year consisted of: FC Leenz, Hiboux SC, Westheath, New Alvar, BSV Altendorf, Kern, BFC Kopstar, and AS Graez.

Serie 3 this year consisted of: Tavish, SC Vorstadt, FC Ximes, Braastar, High Sonden FC, Volnay, Moulins, and Bramya.

**What This Means:** Glantri Land of Magic is not without its more mundane passions. The Thyatian settlers brought football and their passion for it to the Highlands where over the course of a few decades it gradually displaced Hardball, the traditional sport of the Flaem and Alphatians, as the national sport and passion of Glantri. Only the elves of Erewan remain aloof from the charms and beauty of the game. While Hardball still has fans and players in Bergdhoven and Blackhill, they tend to be among the elite. Even in those Principalities the passion for football has taken deep root, especially among the commoners.

## **KLARMONT 1, AC 1012: Trying To Repair The Cracks**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Summer Solstice. Sister *Azureone* spoke first and implored their fellow Brothers to remember why they were here in the first place and to imagine the disappointment Rad would have felt if he saw them acting, not as the greatest and wisest wizards in the world, but like a bunch of frightened children. All the Brothers agreed with *Azureone* and apologized for their behavior last meeting. Brother *Bluelight* spoke next saying that there should be no leaders among them, they were all equals here hence the anonymity Rad required to remove social and political ranks. However, there were some tasks the Brotherhood needed to fulfill in the absence of Rad and *Bluelight* suggested they might be done by those members with the combination of interest, expertise, and most importantly the time to do those tasks as some Brothers surely had demanding roles in Glantri that precluded having the time to devote to those tasks. The Brotherhood expressed their agreement with *Bluelight* and acknowledged the wisdom of his words.

Next to speak was Brother *Kuolema* who reminded the Brotherhood that the most important task was the protection of the secrets of the Radiance and doing what they could to limit discovery and access. All in the Brotherhood again agreed. *Kuolema* asked Brother *Wilber* if he had continued his work researching and removing hints as he found them. *Wilber* said he had but had been forced to proceed carefully as it was a tricky endeavor for a potential issue had come to his mind, what if a lead he pursued led him to one of the members of the Brotherhood and he unwittingly was able to access their notes, their libraries. For that reason, *Wilber* said he made notes about various clues but had not attempted to remove any in fear of violating another Brother's secrets or worse having a confrontation with one if stealth and guile was unsuccessful and he was discovered. The Brotherhood agreed that *Wilber* had had shown great wisdom and the matter should be discussed further. *Wilber* suggested that any Brothers should proceed as he had, with great restraint and only act to remove those clues to the Radiance when it was deemed highly unlikely the possessor of those clues was a member of the Brotherhood, which was understood by all to say that if the wizard was not a noble. Several Brothers volunteered to assist *Wilber* and actively hunt down stray clues or hints about the Radiance but vowed not to act unless it was very clear, little doubt, that they were not in the possession of a possible member of the Brotherhood.

Brother *Osanna* was next to speak, and he suggested that a single voice from among them should be responsible for taking Rad's duty of overseeing the Temples of Rad and communicating with Shepherds of Rad, specifically the Supreme Shepherd of Rad. Again, all the Brotherhood agreed with this, and *Osanna* went on to suggest that Brother *Estocada* might be best for this as he had shown a great deal of interest and already established contact with many of the lower Shepherds. There were no dissenting voices and *Estocada* spoke up and said he would be willing to take that duty. Next to speak was Brother *Morningsun* who suggested the Brotherhood undertake an investigation into the disappearance of Rad and try to determine whether it was just temporary or if something had happened to Rad and the Brotherhood should prepare not a temporary absence but not having their founder and leader for years to come. *Morningsun* goes on to say he thought they had the perfect Brother for that and suggested Brother *Osanna* to lead an investigation. *Osanna* asked *Morningsun* why he thought he was and *Morningsun* laid his cards and suspicions on the table in front of all the Brotherhood and stated that he thought that *Osanna* knew more about Rad and his disappearance than he had shared with the Brotherhood. Brother *Wilber* spoke up and said he agreed with *Morningsun* and also shared this sense.

After a few moments of collective silence *Osanna* spoke and praised the wisdom and deductive abilities his fellow Brothers and confirmed that yes... they were correct, but the hour was getting late, and he begged his leave but promised to share what he can of what he knows at the next meeting of the Brotherhood. The meeting broke up soon after. (See [Th. 1](#); [Kl. 10](#), [Am. 1](#))

**What This Means:** The Brotherhood stepped back from the cliff edge it found itself upon after the last meeting and started working together again to try to fill the immense void left by Rad after he disappeared late in AC 1009. On that note Brother Morningsun waited until this moment to voice his suspicions that one of the Brothers, Osanna, knew more about that disappearance than he was telling the Brotherhood. Feeling bound by his honor Osanna would not deny it but will be very careful in divulging information as to not give clues as to his real-life identity which is a paramount concern for members of the Brotherhood for as they are 'brothers' that were bound in a shared purpose by Rad there is no illusion that they are deadly competitors for power and knowledge in Glantri as the Radiance is the whole basis of the political system in Glantri, though few outside the Brotherhood know it. The higher in rank a user is the more powerful they can be as Radiance wizards.

### **KLARMONT 5, AC 1012: Glantrian Agents Strike!!**

**Location:** Lower Eastern Broken Lands

**Description:** A combined group of Glantrian agents on a secret mission for the Council of Princes, with assistance from agents of Prince Kol, have spent the last month trying to persuade the Ogre warlord Alebane, now the leader of the humanoids of the Eastern Broken Lands, to attack the Dwarves and Shadow Elf forces and to take the fabled humanoid city for himself. Their mission was successful and Alebane agreed to his 'advisor's' suggestions and marshalled the humanoids of the Eastern Broken Lands to attack the Dwarves and the Shadow Elves. (see [Nu. 14](#), [Fl. 3](#); [Sv. 15](#))

**What This Means:** Glantri is trying to kill three birds with one stone, and it appears to have worked. Having all three threats to its security in the Eastern Broken Lands: the thousands of humanoids who remained east and not controlled by Kol, the Dwarves, and the Shadow Elves beat themselves completely to a bloody pulp in the battle for this city. Alebane took the bait the agents, serving as advisors, placed and will make the battle for Oenkmarr a three way affair. Whoever wins is not important to Glantri but all three groups, not just the winner, are sure to be very much weakened and no threat to Glantri afterwards.

### **KLARMONT 8, AC 1012: So Who Was The Lucky Guy... And Who Is the Unlucky Child?**

**Location:** General Hospital, Business Quarter/Ducat Precinct, Glantri City

**Description:** Today the famed and rather notorious Viscountess of Castelbianco, Kristina Wilhamine, gave birth to her first child, a healthy 9-pound baby boy she named Willem. Being an ardent Flaemish nationalist she found the notion of marriage to be a non-Flaemish custom. However, the famous war hero and devastatingly beautiful Viscount did not live the life of an ascetic. The high society gossip scene in Glantri City had been rife with speculation on who the father could be, with any of the 20 odd men she was seen on the arm of last year being contenders. Unfortunately for the child, those who know her often say the last word they would ever use to describe Kristina would be maternal. In fact, many were

surprised she had the child in the first place as it did put a crimp her after hours dance instructions for some months. Most suspect that the Viscountess would hire a nanny for the child who would probably be more of a parent to the young boy than Wilhamine ever would be.

**What This Means:** Beware ye' good looking, rich, powerful men of Glantri, the Viscount will soon be back on the prowl giving her much desired lessons as a master of the vertical ...and sometimes even the horizontal bop.

### **KLARMONT 10, AC 1012: Long Time No Hear!**

**Location:** The Grand Temple of Rad, Noble Quarter/Crown Precinct, Glantri City

**Description:** The Supreme Shepherd of Rad, Ekaterina Andreyevna Zhigulenko, was in a meeting with several High Shepherds of Rad discussing financial matters when the meeting was interrupted by something she had not seen in almost 3 years, she received a summons via her Chrysocola Crystal pendant that could only come from Rad himself. Ekaterina quickly ended her meeting with the High Shepherds and excitedly answered the summons and entered a vision where she was spoken to by her personification of Rad, a tall kindly white-haired wizard with a long beard. 'Rad' apologized for having left the Grand Master to her own devices, with no guidance for so long but complemented her ability to function without him and said that he was back after some years away on urgent business though it could be just temporarily. The Grand Shepherd thanked Rad for his compliment and explained that the Temples had pretty much run by themselves and true to the mandates and principals of Rad and really did not need much guidance but that it was reassuring to know that she could contact Rad if the need arose. 'Rad' explained that his business that had taken him far from Glantri and out of reach was not yet finished and there might be times the Grand Shepherd might not be able to reach him but once he returned, he would contact the High Shepherd. Ekatarina assured 'Rad' that the Temples would continue to serve him and Glantri well in his absences and the vision ended. (see [Kl. 1](#))

**What This Means:** Brother Estocada, and indeed all the members of the Brotherhood of the Radiance communicate through visions using their Radiance crystals but unlike the very different crystals that Shepherds of Rad wear around their necks, the crystals of the Brotherhood are large and not easily moved and are of immense magical and monetary value thus they are well hidden in each wizards in their towers/homes. A member of the Brotherhood would have to actually be with their crystal to know they are being summoned thus Estocada had to make up a story about still being unavailable at times if the Grand Shepherd tried to summon him. Unlike the immortal Rad, the members of the Brotherhood would not be aware they are being summoned unless they were with their crystal at the time of the sent summoning. Rad however had the ability as an immortal to send summons directly to members of the Brotherhood to attend to their crystals and speak to Rad in emergencies that could not wait until the solstice/equinox meetings. None of the Brotherhood of the Radiance nor the Supreme Shepherd have the ability to send visions directly to one another.

### **KLARMONT 14, AC 1012: Love Is In The Air**

**Location:** Palazzo di Sirecchia, Principality of Caurenze

**Description:** In a lavish and beautiful ceremony Bartolomeo di Malapietra, the only child of Prince Innocenti and the declared heir to Caurenze, married Constanza di Giovanni the daughter of a prominent



landowner in Caurenze. Most of the Princes of the Council and many of the nobility attended. While many attended as a matter of courtesy, or simply to enjoy lots of free food and drink more than a few attended simply to get a chance to see Prince Innocenti smile and laugh. They were not disappointed.

**What This Means:** Far from being a political or arranged marriage, Bartolomeo and Constanza have known each other since they were young and were each other's first and true loves. If Bartolomeo does become Prince of Caurenze someday he will have a formidable partner to help and support him as Constanza is a very intelligent and capable woman and strong wizard in her own right.

### **KLARMONT 15, AC 1012: Night of the Red Moon**

**Location:** Across the entirety of Glantri

**Description:** Tonight, the moon over Glantri turned blood red. Although this was an annual occurrence, the red moon's effects seemed particularly strong this year. More than the usual number of mages went mad tonight; babbled incoherently, giggled uncontrollably, and experienced hallucinations. In Glantri City, several mages thought they saw Prince Etienne d'Ambreville, presumed dead since the end of the Great War. Out in the countryside, the White Wolf of Morlay-Malinbois found himself in a spot of trouble. The Countess of Touraine, Genevieve de Sephora, was out hunting werewolves and Malachie went out to protect his subjects from his long time enemy, but the potent effects of the Red Moon had trapped the White Wolf in wolf form and the hunt became focused upon him. After a harrowing chase that lasted all night, the exhausted White Wolf finally eluded his horseback pursuers in the swampy lands south of the hills of Les Perdus.

**What This Means:** The news of Genevieve's hunt had drawn Prince Malachie into the forested hills southeast of Morlay-Malinbois. He suspected it was a trap laid by his old enemy, meant to draw him out to protect his brethren but he hadn't expected any difficulties eluding de Sephora. The Red Moon hindered his plans by trapping him in wolf form for the night.

### **KLARMONT 25, AC 1012: Love Really Is In The Air**

**Location:** Tower of Soth-Kabree, County of Soth-Kabree

**Description:** In a small intimate ceremony today the Countess of Soth-Kabree Isabella de Montebello married Ricardo Montebone, a wealthy Belcadizian merchant. Few guests were invited, only Princess Carnelia and Duke Fernando de Casanegra and his wife Yolanda.

**What This Means:** Some marry for love in Glantri, and some do not. This marriage fell into the later category as Isabella wants two things from her husband, and love was not one of them. Ricardo is both rich and able to give Isabella an heir. Ricardo is no more in love with his new wife than she is with him but wanted one thing from his wife and he got it, entrance to the noble ranks.

#### **FELMONT 4, AC 1012: Long Gone But Never Was Forgotten**

**Location:** Singhabad Palace, Principality of Krondahar

**Description:** After years of searching Prince Jherek and his son Ralindi finally found clues leading them to the long missing Rejladan Virayana. They rescued him from a demi pocket plane of existence where he had been imprisoned the last 12 years and brought him home today to Singhabad to begin the recovery from his long ordeal. (see [Fy. 11](#))

**What This Means:** After several days of sleep Rejladan is able to answer questions about his ordeal to his father Prince Jherek. While Rejladan is unable to name his captor he is able to describe the distinctive woman to her father who immediately recognized who it was.

#### **FELMONT 13, AC 1012: A Laurel And Hardy Greeting**

**Location:** Ministry of Justice, House of Ministers, Glantri City

**Description:** In a ceremony held today at the House of Ministers the Supreme Judge of the Council, Prince Jherek Virayana IV appointed a new Minister of Justice to replace the previous Minister, Ruth Baden Ginsmuller, who had suddenly retired. The new Minister of Justice was Hugh Keir DGLISH who was appointed to his position after he had served 17 years on the High Court of Glantri and had been the 1<sup>st</sup> Prime since AC 1004. Kurt Vermeer (Age 61, NM, AL-N) who served as the Subminister of the Department of Adjudication was nominated by multiple Princes to ascend to the High Court of Glantri and he easily won the Council vote and became 3<sup>rd</sup> Prime. Judge Khaltmaagiin Elbegdorj (Age 46, M15, AL-L), previously the Head Judge of the Taterhill Free Province, was selected by the Council of Princes to become the new Subminister of Adjudication.

**What This Means:** While all the Ministers of the Glantrian bureaucracy are powerful perhaps none are more so than the Minister of Justice which oversees the courts, its judges, and its prosecutors through Glantri. There was no better example of that power than last year when Mistress Ginsmuller brought charges against the Prince of Noevelle Averoigne.

#### **FELMONT 21, AC 1012: Council to Improve Travel**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** A proposal was brought before the Council of Princes today by the Ambassador of Darokin Elbridge Gerry who asked the Princes to consider improving the poor-quality road running through the Southern Hills Free Province between the border with Darokin at Fort Fletcher and the village of Huledain. The council debated for several hours before rejecting the proposal, promising to revisit the issue early next year prior to making the annual budget for Glantri. Hints were given to the Ambassador that any contributions from Darokin to offset the costs of its construction would be welcomed as the improved road would benefit Darokin as much as it would Glantri. The Ambassador seemed to take the hint and promised to bring a more carefully considered offer before the Council early next year.

While the Council rejected for now the proposed new road, the Council of Princes later announced its intention to improve travel conditions within the nation. The Council offered substantial rewards to anyone who blazed new routes through Glantri's many mountains, provided that the trails proved safe and could be kept that way. Even more substantial rewards were offered for mages who could introduce reliable methods of magically transporting goods or travelers within the nation.

**What This Means:** Dolores Hillsbury opposed this decision, stating that current travel routes were perfectly adequate. (Her long-range plans require Glantri's continued isolation) Prince Brannart McGregor of Klantyre and Prince Morphail Gorevitch-Wozslany also objected, on the grounds that safer travel within Glantri would jeopardize the privacy of wizards who count on difficult roads and wilderness to protect them from intrusions. The other Council members were in favor of improvements. Prince Jaggar von Drachenfels of Aalban voted for the plan, as proper transportation routes are considered to be essential for efficient military operations. Jaggar comes to regret his vote; however, Princess Dolores snubbed him for the remainder of the Council session.

### **FYRMONT 2, AC 1012: This Is My Land And Ruling It Is My Right!!!**

**Location:** village of Eyguières, Hiboux Free Province

**Description** Thierry Fournier was a wizard with a problem. Fournier was the mayor of Eyguières, a village in the hills south of the Isoile River between Touraine and Westheath, whose family settled in the area soon after arriving in the Highlands from Lattere and had founded the village of Eyguières. Thierry was an ambitious wizard with dreams of becoming a noble. He had failed three times, so far, in Awards Festivals to secure a Barony for himself. After he had failed the third time, for the vacant Barony of Sherlin in AC 1010, he decided to bank on his family's name and would try to create a dominion for himself. He had spent the better part of two years trying to collect enough signatures and had hoped that the Fournier name might sway the people of the region to support his proposal to the Council of Princes, but he had been dismayed to find he still faced significant resistance.

**What This Means:** Fournier has a healthy dose of Glantrian arrogance so prevalent in its Arcaner class, especially its wizards, and thought his charisma and most importantly his name would be good enough to get enough required signatures to establish a new dominion. He was wrong. Seeing now the challenges in front of him he plans to take a new tactic and campaign directly and break out the charm as well as offer whatever favors or bribes he can to gather the necessary signatures.

### **FYRMONT 10, AC 1012: And I Can't Sail My Yacht He's Taken Everything I Got**

**Location:** Across the entirety of Glantri

**Description:** Today was the third tax day of the year in Glantri with quarterly taxes due from Flaurmont-Klarmont for this year. (see [Va. 10](#), [Ya. 10](#); [Ei. 24](#))

## **FYRMONT 11, AC 1012: Dangerous Games Have Big Dangers**

**Location:** Demiplane of Nightmares

**Description:** After weeks of preparation Prince Jherek made his move today against the one he suspected kidnapped and imprisoned his son. He successfully laid a carefully planned trap to get her alone and Prince Jherek and two of his most trusted bodyguards confronted an unprepared and surprised Countess Sinaria Verlien. Verlien was quickly overwhelmed and transported to Jherek's stronghold in the Demiplane of Nightmares.

After several days of brutal torture Verlien finally capitulated and admitted that she was the one who was behind the capture, torture, and imprisonment of Prince Jherek's youngest son Rejladan. After having learned what he wanted Prince Jherek left Sinaria to the same fate she did his son and left her imprisoned in the Demiplane. However, unbeknownst to his father, the normally shy and demure Ralindi returned the next day, as he did for several days afterward, and continued the torture asking the question that Prince Jherek in his anger never thought to ask. *Why? Why Rejladan?* After several more days of torture that finally broke Verlien's last remaining will, as well as her mind, he got the answer to his question. (see [Fe. 4](#); [Ei. 25](#))

**What This Means:** The Countess of High Sonden is probably one of the most powerful non ruling Prince nobles in all Glantri with many friends and family highly placed socially and politically in Glantri in addition to her own high noble rank. Any revenge taken on her had to be carefully planned and executed with no mistakes, especially as Prince Jherek was well aware of the fearsome reputation of the GSS, especially its leader Lord Aart Verlien, and knew it was well earned.

Aart Verlien (M36, Age 98 (68) 4<sup>th</sup> Circle Fire Master, AL-C) is Sinaria's uncle who will surely investigate his nieces appearance personally, once she is known to have disappeared, and likely will use the vast resources at the disposal at the GSS to do so. He can investigate anyone, with impunity from the Council, as the GSS falls under the sole purview of the Grandmaster of the Great School of Magic not the Council of Princes. The GSS has long been given a free hand to discreetly investigate what, and who they want with impunity from the Grandmaster as it is the most effective counterintelligence and investigative bodies in Glantri. Jherek can likely rest easy whoever knowing that if it took 12 years for him to discover Sinaria's part in this and find his son, then there are very few ties, leads, or motives that would lead from her disappearance back to suspecting the Virayana family. If Sinaria had one thing in abundance it was enemies even if only very few would ever consider the idea of striking directly at her.

## **FYRMONT 20, AC 1012: A New Village Open For Business!!**

**Location:** Village of Xnaurl, Borderlands Free Province

**Description:** Today marked the completion of the initial stages of construction of the new village, funded by the Council of Princes, which will be the new administrative center of the Borderlands Free Province. The village was named Xnaurl by Propraetor Struycken which was the goblin word for hope. (see [Ya. 5](#))

**What This Means:** Construction will continue in the village for the next couple of months around the central administrative core of Xnaurl but today marked the first day the village was ready to host the Propraetor and his staff of administrators.

## **AMBYRMONT 1, AC 1012: A Mystery Explained. Sort Of...**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Fall Equinox. As all 15 members arrived an expectant silence took hold of all, as they waited for *one* to speak. Brother Osanna took the cue to fulfill his promise made at the last meeting to tell what he knew to the Brotherhood.

*Osanna* began by telling the Brotherhood what he only later discovered but put the story he was about to tell into context: the Great War between Glantri and Alphatia was merely an extension of a much greater conflict over the Radiance, but not simply waged by mortal nations, but by two opposing groups of immortals who maneuvered mortal nations into the conflict. It probably would be no surprise to anyone in the Brotherhood, *Osanna* went on to say, that one of those factions, the one that supported Glantri was led by none other than the immortal Rad.

Brother Osanna continued by saying of course few mortals suspected this, surely not himself. It was not until an immortal of a 3<sup>rd</sup> unaligned group recruited him to try to end this conflict near the end of AC 1009 as it became apparent Glantri and Alphatia were finally going to come directly into conflict once Thyatis got knocked out of the war. *Osanna* explained that he was teleported far below Glantri City into a cavern directly underneath the Great School of Magic where he discovered the source of the Radiance. A large non magical device, perhaps alien in origin, or perhaps Blackmoorian, that was the source of what they all call 'the Radiance'. The device was lethal to approach and was only possible via special protection he was granted to him by the immortal. *Osanna* went on to explain how he only just met Rad before one of the immortals, the all-powerful Hierarchy of Energy Ixion himself, confronted Rad and they fought each other until another immortal appeared, one greater in power than even Ixion and stopped the fight between the two immortals. This greater immortal sent Ixion away but took Rad through a portal and disappeared. *Osanna* finished by telling the Brotherhood that his memories ended there, and he next remembered waking up back in his bed in Glantri.

Brother Osanna naturally was bombarded with questions from all the Brothers but Osanna held his silence till the last of the questions had died off and he told the Brotherhood that was all he could remember from the experience and he could tell them nothing more and his story could be believed or not as each Brother wishes but it was his belief that Rad was not dead or destroyed but it might be many years, if ever, before he might return and could well have ascended to an ever higher form of existence than the immortal form which they all know exist. Even if Glantrians refused to worship or honor them. With that Brother Osanna took his leave and left, and the remaining Brothers discussed amongst themselves the incredible tale they had just been told. (See [Kl. 1](#); [Ka. 1](#))

**What This Means:** Brother Osanna, the Viscount of Amboise Michel Leconte, gave a very abbreviated version of what happened in that cavern several thousand feet underneath the Great School of Magic for many reasons. He wanted to keep the knowledge of many things he learned to himself such as the awesome destructive nature of Radiance channeled through the 'Doomsday Device' that sank Alphatia, the battles with the non-magical Dbots, and the *real* reason for the war of the immortals and the magical drain upon Mystara by use of the Radiance. Leconte also did not want to divulge too much information perhaps risking giving away his identity, as Leconte was not just a noble but also an adventurer very famous throughout Glantri and known even if not personally but certainly but through his reputation due to his exploits in Glantri, Thyatis, Wendar, and Sind by every Prince and noble in Glantri.

### **AMBYRMONT 3, AC 1012: Practice Makes Perfect Woo Hoo!!!**

**Location:** Hospital in Lizzieni...

**Description:** Cesare Fulvina, oldest son and heir to Verrazano, and his wife Flavia have their 4<sup>th</sup> child and this time **finally** have a boy whom they name Giulio in honor of Cesare's brother who was killed at the Battle of Retebius in AC 1009 serving in the GEF (Glantrian Expeditionary Force). A day of celebration is declared in Verrazano by Cesare's father, Viscount Griseo Fulvina.

**What This Means:** Joyous times in Verrazano for the birth of the child, sadly the child will not be eligible to be a future heir to Verrazano as was born without the ability to cast magic spells but that won't be known for years to come until he gets tested by the Shepherds of Rad at age 5.

### **AMBYRMONT 7, AC 1012: Taterhill Rules!!**

**Location:** Taterhill, Taterhill Free Province

**Description:** Taterhill won its final match of the season and beat Rymskigrad 4-0 to cap an undefeated season and won its 19<sup>th</sup> Glantrian Scudetto. Taterhill finished its season 11-0-3. Metro Glantri City finished 2<sup>nd</sup> but had a disappointing season in spite of Jannick Vander win his 3<sup>rd</sup> straight Golden Boot award as Metro finished 10-2-2. Two-time defending champion SC Vyonnes finished in the middle of the pack of Serie 1 at 5-5-4 while UC Oreggiano was demoted to Serie 2.

In the lower divisions of Glantrian football Kern earned a promotion back to Serie 1 for next season while Westheath was relegated to Serie 3. Volnay continued its run of excellent play and results and finished atop the table in Serie 3 while Bramya finished at the bottom of the Serie 3 table and was relegated to club play for the AC 1013 season while High Sonden FC made the jump back into Serie 3 after a two-year stint at club level. (See [Ya. 21](#))

### **AMBYRMONT 14, AC 1012: The Wild West Truly Is Wild!!!**

**Location:** Deadwood College, Kern, Principality of Sablestone

**Description:** Today marked the End of 3<sup>rd</sup> Quarter of classes at Deadwood college and was marred by an unfortunate incident as Professor of Glantrian History Sam Terguson was confronted upon leaving the university by student of his that he had failed earlier in the day. The student, obviously drunk and brandishing an empty bottle of Sablestone's Finest... ie rot gut whiskey ...cursed at him then smashed the bottle and then attacked the professor wounding him badly before being pulled off by other students and staff. The student was expelled by Grand Master Dominick Haaskinz and then arrested by the constabulary and charged with the misdemeanor offense of wounding an arcaner. (see [Va. 1](#))

**What This Means:** Sablestone is a tough region, filled with rough people, and some of its students are not exactly the brightest of bulbs. One of the side effects and dangers of opening enrollment to the general population per Prince Harald's dream are getting those students who probably should not be anywhere near an institution of learning.



### **AMBYRMONT 15, AC 1012: One Hot Number One Hot Ticket**

**Location:** Alchemy Classroom 3<sup>rd</sup> Floor, Great School of Magic, Glantri City

**Description:** Today marked the first day of the beginning of the 4<sup>th</sup> Quarter of AC 1012 School Term. One of the hardest classes to get into of the term started today when the beautiful beyond words Countess Genevieve de Sephora, one of the most gifted alchemists in Glantri, walked into the classroom and started her first lesson in Advanced Hermetic Alchemy. What was notable were not all the non-students in her class, the roster read as a who's who of Glantrian nobles and archmages, what was notable was the one undergraduate student enrolled in the class, the great child prodigy Katya Verlien-Zirchevski.

**What This Means:** When de Sephora announced her plans in two months ago to teach a class, Advanced Hermetic Alchemy, in the 4<sup>th</sup> quarter the allotted slots, only 16 for the class, were quickly filled by nobles and arch-mages leaving no room for students however to Katya's surprise she received a personal invitation by the Countess to attend the class.

### **AMBYRMONT 27, AC 1012: Terrible Twist of Fate For One of Glantri's Biggest Heroes.**

**Location:** Château Montreux, Viscounty of Amboise

**Description:** Only a month after she gave birth to their second child, the carriage carrying Lady Geneviève Leconte, the wife of Viscount Michel Leconte, to Vyonnes was attacked by a band of trolls who got past her guard escort and killed the beautiful young noblewoman. Thankfully neither of her two young children was with her. A devastated Viscount Leconte went into a long-prolonged mourning period and refused to see any visitor turning away Princess Isidore and even his friend Prince Malachie.

**What This Means:** While indeed in mourning the Viscount is also holed up planning his moves and strengthening his magical defenses in case of another attempt at his life knowing this was no isolated tragic random attack as there had been no reports of trolls in his rather well settled Viscounty in many years. Leconte strongly believes it was an assassination attempt and has a strong suspicion about who was behind it. A powerful wizard named Lanthkoon whom Leconte had battled to a draw several months ago over control of an artifact located in the borders of the Amboise at the top of a set of seemingly endless set stairs leading up into the sky.

### **SVIFTMONT 11, AC 1012: Well Look What The Cat Dragged In!!!**

**Location:** Great School of Magic, Glantri City

**Description:** After a sabbatical of over 18 years away from the school the former Professor of Lesser Monster Lore, Angus McClintock, returned to the school and was welcomed back to rejoin the faculty of the Great School of Magic. Several days later Angus was summoned to a private dinner with the Grand Master in his private quarters at the school. Grand Master Harald explained to Angus the current situation in Glantri with the implications of the establishment of New Kolland and that Harald felt that Angus could be a very important bridge in the coming future between human and humanoid at the Great School. Harald told Angus that if he was so inclined, he might advance rapidly in the hierarchy of the Great School.

Angus told Harald of his experiences since going on sabbatical from the school, which included his discoveries and the events of the fall of Oenkmar to the Shadow Elves. Angus was told that if he chose to make a formal presentation of his experiences and findings about Oenkmar and the advanced Humanoid society that resided there, the Grand Master would promote him up to the rank of Senior Professor of the Great School of Magic. Angus told the Grand Master he would be honored to make such a presentation and would be ready to present one early next year, perhaps during Arcanium.

**What This Means:** Grand Master Harald is exactly right; Angus McClintock could be an important bridge between human and humanoid culture and especially at the Great School of Magic as Harald can easily foresee the day that humanoids are included among the students at the Great School. Angus for his part is weary after the chaotic fall of Oenkmar on Ambyrmont 16, and the months of the stress of battle that preceded it and will spend the rest of the year easing himself back into his teaching duties and readjusting to living in Glantrian society.

### **SVIFTMONT 15, AC 1012: Increase in Humanoid Raids**

**Location:** southeastern parts of Nyra Free Province

**Description:** There was a sudden increase in humanoid raids in Glantri in the eastern parts of the Nyra Free Province that bordered the eastern Broken Lands. Homesteads all along the border not just in Glantri, but also in Darokin, Rockhome, and Ethengar as well. All came under attack by humanoids intent on stealing as much food, weapons, and armor as possible. Princess Carnelia increased the size and frequency of patrols from Castle Monteleone along the border with the eastern Broken Lands in response but due to the raids being small and seemingly uncoordinated she did not feel the need to ask the GAGHQ for additional support beyond her two divisions at Monteleone. (see [Kl. 5](#); [Sv. 27](#), [Ka. 1](#))

**What This Means:** This is a reaction to the chaos experienced in the eastern Broken Lands after the Shadow Elf victory at Oenkmar on Ambyrmont 16. Many humanoids living in the caverns beneath the surface are abandoning their homes, fearing that the Shadow Elves controlling Oenkmar may decide to strike against all humanoids in the eastern Broken Lands. As these humanoids move their families to the surface of the eastern Broken Land, they displace humanoids already living there. Some humanoid tribes decide to leave the area all together. While some move west across the Vesubian into New Kolland, other tribes head for the Makkres Mountains in Vestland (where it is rumored King Thar may be found), and still other tribes head to the Dwarfgate Mountains between Rockhome and Aengmor. For the many humanoid tribes about to face long and dangerous journeys, they needed food and weapons to get there, and raiding homesteads was the quickest way to get them.

### **SVIFTMONT 27, AC 1012 : Head West Little Humanoid**

**Location:** Village of Rattaya, Borderlands Free Province

**Description:** Today the small staff of ten Borderland Free Province bureaucrats, in charge of registration, licenses, and taxation of humanoid citizens of Glantri, wake up to find hundreds upon hundreds of goblins outside Rattaya. Their leader came into town and announced himself in heavily broken common Thyatian as Doth, former King of High Goblity, and told the head of the Rattaya office of the BFP administration that they wish to become Glantrian citizens. A dispatch was sent to Xnaurl for

Propraetor Struycken which briefly explained the situation and requested help, especially those who can speak Goblin, to registers hundreds, perhaps thousands of new citizens. (see [Sv. 15](#); [Ei. 18](#))

**What This Means:** The goblins were one of the first groups of humanoids in the eastern Broken Lands that the Shadow Elves attacked in order to expand their control of the eastern Broken Lands after capturing their holy city of Aengmor. Doth saw he and his goblins had two choices, to flee or to die, and decided joining Kol and his Kobolds as Glantrian citizens, and being under their protection, was the best move for himself and his goblin subjects.

### **EIRMONT 8, AC 1012: Black Eagle Captured**

**Location:** Fortress of Skoldar, Principality of New Kolland

**Description:** A group of halflings ambushed Ludwig von Hendricks, the secret military advisor to Prince Kol of New Kolland. They attacked him with priestly spells and fishing nets as he was made his way through the broken landscape of New Kolland to Skoldar. Before the Black Eagle could summon help, they popped him into a sack and wound ropes all around him. With the help of a few silence spells, they carried the wildly squirming bundle off as quickly and quietly as they could. (See [Ei. 12](#))

**What This Means:** Jaervosz Dustyboots and his companions had been seeking Ludwig von Hendricks since Flaurmont. They had come close several times, but the former Baron of the Black Eagle Barony had proven to be elusive. Now that they had him, they planned to take him back to the Five Shires as quickly as they could.

### **EIRMONT 12, AC 1012: Black Eagle Rescued**

**Location:** Just northwest of Corunglain, Eastern Borderlands Free Province

**Description:** Kobold warriors ambushed the group of Halflings as they carried the bound and gagged Ludwig von Hendricks through the far eastern part of the Borderlands Free Province. Greatly outnumbered, the Halflings lost two of their party before Jaervosz Dustyboots called a retreat and left the Black Eagle to his Kobold rescuers. (See [Ei. 8](#); [Ei. 15](#))

**What This Means:** Von Hendricks got saved just in the nick of time as the Halflings were no more than a day from reaching the massive Corunglain gate of the Darokinian Wall which was on the border of Darokin and the Broken Lands. Ludwig is returned post haste to Skoldar where he will recover from his ordeal, not just physically but from the grave injuries to his pride as he was kidnapped by some children and worse...had to be saved by some *yapping little puppy dogs!!!* Not a good look on a master villain's CV for sure... tsk tsk Ludwig.

### **EIRMONT 14, AC 1012: Startling News**

**Location:** Tower of Morlay, Principality of Morlay-Malinbois

**Description:** Prince Malachie received some startling news from one of his best spies. The woman had followed Princess Dolores Hillsbury on a hunting expedition into the Glantrian Alps. The Princess had excused herself from her hunting party and went alone into a secluded canyon. The spy followed and witnessed the Princess transform into a huge dragon with scales as black as night, then watched as she launched herself into the air and disappeared over the canyon rim. Although such a sight was not unknown in Glantri, the use of shape-changing magic made the spy suspicious. Examining the spot where the Princess transformed, Malachie's spy found three deep black dragon scales that were cold to the touch. She gave those scales to Prince Malachie as proof of her tale. (See [Fl. 5](#); [Ei. 19](#))

**What This Means:** Malachie finally has some evidence that may confirm his suspicions that Princess Dolores is not what she seems. However, it is not the type of evidence that he can present to the Council of Princes, so he will ponder ways to bring about Dolores's downfall or to find a way to prove in no uncertain terms to the Council of Princes that Dolores is not what she appears to be.

### **EIRMONT 15, AC 1012: Kol Protests Kidnapping**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Prince Kol of New Kolland informed the Council of Princes of the attempted kidnapping of Ludwig von Hendricks and the presence within Glantri of what appeared to be members of the Five Shires military. Kol requested a diplomatic protest be sent to Shireton with a demand that the Halflings recall all troops from New Kolland's vicinity. The Chancellor of Princes, Prince Urmahid, had to explain to Kol that Glantri maintained no diplomatic ties to the Shires and that the Halflings were well aware they were fair game as they are considered as nothing more than 'wandering monsters' if they are found in Glantri. As such there was no threat of any diplomatic consequences as there was next to no contact between the nations at any level. Prince Urmahid offered the opinion to Prince Kol that if he found Halflings in this lands to just take care of the problem and with a chuckle informed him that taken alive, Halflings fetched good prices to wizards for magical experiments. (See [Ei. 12](#); [Ei. 24](#))

**What This Means:** Prince Kol is still learning the ropes as a Prince of Glantri and wasn't aware that Glantri only maintains diplomatic relations with just a handful of nations and the Shires were not one of them. However, Prince Urmahid does arrange a meeting the next day with Ambassador Gerry of Darokin whom he informs of the incident and in the spirit of maintaining good relations between the two nations suggested that the Darokin pass on a warning to the Shires to keep their troops out of Glantri and avoid putting Darokin in a tricky situation mediating between two of its neighbors that they do enjoy excellent relations with.

### **EIRMONT 18, AC 1012: Head West Big Humanoid**

**Location:** Camp Szaasz Kragarm , Principality of New Kolland

**Description:** Tribune Quintus Florentius, the commander of the 5<sup>th</sup> Kobold legion based at Camp Szaasz Kragarm along the west bank of the Vesubian River in northern New Kolland, was awakened early in the morning by a messenger who brought news that sentries had sighted a large body of Bugbears, estimated to be over a 1000 or more in number, had gathered along the east bank of the river. The

tribune immediately dispatched a messenger to Skoldar and Prince Kol to inform him of the situation and for guidance and orders.

After several days Prince Kol arrived at the Camp and met with the great Bugbear Chieftain Ohr'r and welcomed the Bugbears to New Kolland and to Glantri and invited them to settle the lightly settled lands, now home to some 1500 Lizard Men and Troglodytes, which was formerly dominated by the Trolls above and below ground. Ohr'r agreed and ordered the Bugbears to begin crossing the river and to follow the river south till they arrived at the northern fork of the Petronax River then follow it west until they entered the highlands and the swampy plateau region.

(see [Sv. 27](#))

**What This Means:** After driving out the Goblins the Shadow Elves next turned their attention upon the Bugbears in the eastern Broken Lands. While the Bugbears had not participated in the fighting for the city of Aengmor under the self-proclaimed king of the Broken Lands Alebane, the Shadow Elves saw the Bugbears as the strongest and most dangerous threat to their holy city of Aengmor and attacked them savagely. The Bugbear chief Ohr'r listened to the council of his chief advisor, Rhunn Gnoirid who was head of the strong Gnoirid clan, who advised it would be best for the Bugbears to join Kol in Glantri rather than fight and die alone.

### **EIRMONT 19, AC 1012: Prince Malachie Asks For Help**

**Location:** Viscounty of Amboise and Glantri City

**Description:** Prince Malachie arranged two meetings on this day with known experts in draconic matters to examine the dragon scales he had in his possession. Malachie first dropped in via teleport to the Château Amboise in the Viscounty of Amboise where, after being kept waiting for some time, he was finally admitted to see the Viscount Leconte who was still in his mourning period after the death of his wife. Malachie consulted with Leconte who was a well-known expert in dragons (as well as secretly a 4<sup>th</sup> Circle Dracologist). Later on that day Prince Malachie met with Prince Jagger in Glantri City. Prince Malachie asked both to try to help identify this dragon scales he had in his possession. Both became excited when their initial examinations revealed that the scales belonged not to any common dragon type and a type of dragon they had never before encountered.

After spending the day pouring over notes and obscure texts both separately arrived at the same conclusion. Both correctly identify the scale as one from a Night Dragon, a type of dragon never seen in Glantri or anywhere in the known world and rumored to be found in certain islands of the coast of the southern continent of Davania. Malachie side-stepped questions from both as to where he had got the scale, telling the two draconic experts he had found it on a trip to another Plane. While Malachie took back the scale from Prince Jagger, he let Viscount Leconte hang on to his for his own personal research. (See [Ei. 14](#))

**What This Means:** Malachie suspected Princess Dolores has somehow *charmed* Jagger, as the Prince of Aalban is one of Dolores's staunchest supporters in the Council of Princes so sought a 2<sup>nd</sup> opinion from his friend Viscount Leconte. Malachie now suspects that Jagger knows nothing of Dolores's true identity, and that the Prince is being manipulated by the evil Dragon. While the Viscount has one of the scales (unbeknownst to the still not to be trusted Prince Jagger) Prince Malachie still has two and he takes

great care to safeguard both and in different locations far from each other. One in Glantri City and another in Morlay-Malinbois.

### **EIRMONT 24, AC 1012: I Got A Big Fat Mama Tryna Break Me And I Love To Live So Pleasantly**

**Location:** Across the entirety of Glantri

**Description:** Today was the fourth tax day of the year in Glantri with quarterly taxes due from Felmont-Ambrymont for this year. Many Glantrians, especially spellcasters, took advantage of this last tax day of the year to attend to renewals of licenses and fees which for spellcasters could amount to a substantial amount of coin. The House of Ministers generally sees its busiest part of the year in the first three weeks of Eirmont. (see [Va. 10, Fy. 10](#))

### **EIRMONT 24, AC 1012: Five Shires Deny Responsibility**

**Location:** The Chancellery Centre, The Parliament Building, Glantri City

**Description:** A member of the Darokin Diplomatic Corp attached to the Darokin Embassy, speaking on behalf of the Five Shires, informed Prince Urmahid that the Five Shires had denied any knowledge of any Halfling military activity within the borders of Glantri. So, if New Kolland or Glantri were experiencing difficulties with Halflings it was not due to any activities sanctioned by the Five Shires. (See [Ei. 15](#))

**What This Means:** A gold plated example of pure diplomatic speak at its finest is what this means. The Shires never denied the Halfling military presence in New Kolland or within Glantri, only saying that they were not officially sanctioned.

### **EIRMONT 25, AC 1012: Pieter Worries**

**Location:** Verlien Mansion, Noble Quarter/Vlaardoen Precinct, Glantri City

**Description:** The son and presumed heir of Countess Sinaria Verlien had been quietly putting out inquires among the Flaemish nobility and many of its prominent wizards over the last few weeks if they have had any word from her or had idea where she might be. Pieter had not seen her in several months nor had the staff at their mansion or the families tower in High Sonden. What made Pieter curious was that he had to hurriedly take care of the Duchies taxes as no one had any orders to do so. Pieter reasoned that if she had a planned trip away from Glantri she would have seen to making sure that very important task was done. Pieter was more concerned by her strange behavior rather than actually worried for her safety as he knew his mother was quite a powerful wizard who was probably just a year or two away from reaching Arch Mage status among Glantri's wizards. (see [Fy. 11](#))

**What This Means:** In Glantri wizards can and often do disappear for weeks, months, even years at time but rarely do they leave without leaving no word or at least setting their affairs straight prior to leaving. Pieter isn't generally concerned about the safety of his mother but does find the circumstances of her



disappearance worrying because this is so unlike her mother who is notorious for her care with the fine details and just isn't the type to leave without telling anyone like she appears she has.

### **EIRMONT 28, AC 1012: School's Out!!!**

**Location:** Great School of Magic, Glantri City

**Description:** Today marked the end of the AC 1012 term at the Great School of Magic. The last of final exams were held today and the last of the full-time students still residing at the Great School vacated by the end of day to return home as the dormitories and kitchens would be closed for the winter break. Nontraditional students and graduate students still could access the laboratories and libraries as well as receive private magical instruction from the masters of the Great School. This year saw the graduation of Rolf Löwenroth, son of Franz Löwenroth and presumed heir to the County of Wylon. (see [Va. 1](#))

**What This Means:** The traditional end of the year long school term. Many of the faculty take vacations and leave the school but any number can still be found in the school at any time during the two-month long winter break. Graduates can still arrange for special magical instruction from masters if they are willing during the break.

### **KALDMONT 1, AC 1012: Still Not Fully Understood**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Winter Solstice. The meeting started with a few questions thrown at Brother Osanna after his story of his last meeting, but *Osanna* said he had nothing more to add and could not answer their questions. Brother Wilber stepped in at that point and told the Brothers that *Osanna* surely would tell the Brotherhood all he could and that if he thought of anything later that he hadn't told them he surely would. *Osanna* thanked *Wilber* and agreed. *Wilber* continued on and informed the brotherhood that *Osanna's* story of the source of the Radiance did match many of the stories and legends he had found over the years that hinted that there was a specific device that generated the Radiance and that many of the rumors hinted it was Blackmoorian in nature. The Brotherhood spent the rest of the meeting sharing the various bits of information they had accumulated over the years regarding the Radiance and how they fit Brother *Osanna's* tale. (See [Am. 1](#))

**What This Means:** Many of the Brotherhood suspect that Brother *Osanna* is not telling them the whole truth, everything he does know. However, *Wilber* correctly assessed that haranguing him would most likely only drive *Osanna* away and out of the group, so he attempted to steer the group into more productive pursuits like discussing what *Osanna* had shared and comparing it to the information that each had accumulated over the years.

### **KALDMONT 1, AC 1012: Kol Requests Aid**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Prince Kol petitioned the Council of Princes for additional financial and agricultural aid for New Kolland. The new principality had been dealing with a substantial influx of refugees from the eastern Broken Lands due to the constant warfare there. Kol stated that he feared the refugees would spill over into the rest of Glantri if New Kolland couldn't afford to feed them and employ them. Prince Malachie wryly remarked that, despite the request being couched in domestic and altruistic terms, Prince Kol seemed to be asking for the Council to fund an expansion of his military forces, as he'd been reported to have drafted many of the newcomers into his militia. Not that this was not necessarily a bad thing, Malachie added with a smile, he was just pointing out the truth of the matter.

Despite bitter protests again from Princess Carlolina of Erewan, who berated the Council for not granting Erewan aid two years ago when she begged for help in staving off humanoid intruders, the Council agreed overwhelmingly (with only Carlolina failing to support) to allocate more financial aid in next year's budget. To tide Prince Kol over until then, the Treasurer of the Council wrote out and gave Kol a purchase order immediately releasing 1000 Crowns from the Treasury (50,000 gp) for Prince Kol to use for his immediate pressing needs. (See [Sv. 15](#))

**What This Means:** The Council of Princes really had no recourse but to agree and everyone knew it. New Kolland had indeed seen a large influx of refugees from east of the Vesubian River and Prince Kol was indeed being overwhelmed. Two large groups moved across the Vesubian into Glantri over the last several months.

The first were Bugbears who were forced out of their lands west by Shadow Elves in the last few months since the fall of the city Oenkmar/Aengmor. They moved into the Principality of New Kolland and occupied the largely deserted but fertile lands of the former Trollhatten.

Like their cousin the Bugbears, the population of Goblins also had remained in their lands, High Goblincy, until they were also forced west by the war for Oenkmar and the following purge of humanoids by the victorious Shadow Elves. They moved across the Vesubian River and settled the lands of the former Ogre-moor the south of New Kolland in the Borderlands Free Province.

As far as the Princes are concerned, the stronger New Kolland was, the better it would be able to do what many of the Princes intended to be. A shield, a first line of defense, for civilized Glantri against any full-scale invasions by displaced humanoids or by the Shadow Elves whose motives and ambitions are rather unclear at the moment.

#### **KALDMONT 4, AC 1012: Is the King of Karameikos Really *That* Stupid??**

**Location:** The Chancellery Centre, The Parliament Building, Glantri City

**Description:** Today the new Ambassador to Glantri from Karameikos, Mustanen, arrived in Glantri City and was received by Prince Urmahid. Shockingly the ambassador was an Alphatian wizard and known friend of master Terari. The Ambassador and the large staff Mustanen arrived with were shown to the 2nd floor Penny House where the Karameikan embassy would be housed. The already haughty Ambassador was surprised and aghast to find that his embassy consisted of only some living space for 2 or 3 people with a large office space and the Ambassador demanded a larger space for him and his staff of nine he arrived with. Prince Urmahid apologized and said this was all the space Glantri had available for them and immediately left, leaving the red face Ambassador in the capable hands of Senior Diplomat

Ludwig Pöttrich (Age 58, M29, AL-L) who had served for 20 years as the Glantrian Ambassador to Alphatia and now handled the needs of the Ambassadors who resided in the Penny House. Needless to say, the Ambassador waited in vain for the expected notice of the grand Diplomatic reception attended by the elite of Glantri to receive them.

It never came.

**What This Means:** At the behest and urging of Ambassador Gerry of Darokin and arranged by the DDC Glantri finally agreed to reopen diplomatic relations with Karameikos earlier this year. Relations were broken and the previous Ambassador expelled in AC 1006 when Karameikos backstabbed Thyatis (and Glantri) and refused to support the war against the aggressor and instigator of that war, the Empire of Alphatia.

Most of the Princes did not see any need to re-establish relations as Glantri and Karameikos had nothing to discuss, did not share borders or interests, and didn't even trade directly. However, Prince Harald's reminder that Karameikos had established a School of Magic and the nation had become a sort of haven for Alphatian wizard refugees which did mean it could be a good idea to place an agent, in the form of an ambassador there so the Council reluctantly agreed and sent an Ambassador a month ago. Today the Karameikan Ambassador arrived but he will be watched *closely* by agents of the Glantrian Security Services and have very restricted access to the Great School of Magic.

### **KALDMONT 5, AC 1012: A Noble Death**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** A emergency session was called of the Council of Princes today by Mirm Krollnar, the son of Baroness Rowena Krollnar. A devastated looking and barely able to speak Mirm met the Council accompanied by his father, the noted Master of Planar Studies at the Great School Maximilian Hiltier. Mirm attempted to explain the reason for having called this emergency meeting, but his emotions got the better of him and his father quickly stepped in and explained to the Council that the Baroness of Bergen Rowena Krollnar was dead. She had been slain by a fiend that had plagued the family for years and was responsible for the death of her father, the previous Baron of Adlerturm, Horst Krollnar. Hiltier said he could vouch for the death of the Viscountess as he was at her side fighting the Fiend.

The Council expressed its profoundest sympathies to the family as Rowena was very much loved for her personality as she was admired for her incredible beauty. The Council immediately confirmed Mirm as the new Viscount of Bergen. Maximilian took a moment to speak privately with Prince Harald before leaving and tendered his resignation as Master of the Planar Studies as he believed he needed to be home in Bergen with his son and help him deal with the loss of his mother and help him learn how to be a good ruler. Prince Harald accepted the resignation with regret, but with understanding, and told him he always had a place at the Great School if he chose to return.

**What This Means:** Krollnar's death is a real loss to Glantri as Rowena wasn't just one of its most captivating beauties but a kind and generous human being in addition to being an expert in planar studies.

### **KALDMONT 10, AC 1012: Twin Treasures**

**Location:** Village of Livigno, Archduchy of Westheath

**Description:** Today Jonathan Beaumarys-Moorkroft the younger brother of Judith, the Archduchess of Westheath, and his wife Borteis welcomed the birth of their first children. Twin girls which they named Alice and Audrey. Both children were healthy and Borteis had no complications, and the family even got a visit from the Archduchess Judith who fawned over the two beautiful girls and was one of the few times in many years she was seen laughing and sporting a wide ear-to-ear smile.

**What This Means:** The most gutter of society observers and gossip mongers will be soon putting the Archduchess on baby watch, once she gets past the small issue of having shown no interest in men or having children herself. Alice or Audrey could well end up being considered heirs to Lady Judith in the years to come if either of the girls prove to have the talent for magic.

### **KALDMONT 28, AC 1012: The Day Without Magic**

**Location:** Throughout Glantri

**Description:** At the stroke of midnight magic again disappeared from Glantri (and the whole world). Much of the nation and the business of its wizard are closed for business and many staying in their homes and towers and waiting the day out safe and well protected. (see [Nu. 1](#))

**What This Means:** The new normal for Glantri on this this year and every year for the foreseeable future.

## AC 1012 Addendum

*With the creation this year of the new Borderlands Free Province and the establishing of the new village of Xnaurl as its administrative center here is the current roster of Glantri Free Provinces and their administration centers at the end of AC 1012*

*The Borders of the newly established Borderlands Free Province*



- **Glantri City** (pop: 46,000) - The main city administrative office is located in the Snowdrop Precinct of the outer city.

Administered by *Prince Jherek, the Supreme Judge of the Council.*

- **Nyra Free Province** (NFP) (pop: 49,164) - Nyra (pop: 2500) is the administrative seat.

Propraetor - *Thomas Paine (born 931, M6, AL- Neutral)*

- **Taterhill Free Province** (TFP) (pop: 60,236) - Taterhill (pop: 5000) is the administrative seat.

Propraetor - *Sandra McIlvernock (born 942, M18, 4<sup>th</sup> Circle Water Master, AI-C)*

- **Western Czaikow Hills Free Province** (WCFP) (pop: 9198) - Arsenyev (pop: 1189) is the administrative seat.

Propraetor - (Ret. General) *Anatoly Borzakovsky (born AC 948, M19, 3<sup>rd</sup> Circle Earth Master, AL-N)*

- **Silver Sierras Free Province** (SSFP) (pop: 25,213) - Fiere (pop: 789) is the administrative seat.  
Propraetor - *Llorella Vincente de la Roja y Olivares y Buentes (born AC 515, Elf 10th Attack Rank E, (Witch of the 3rd Circle) Al-N)*
- **Hiboux Free Province** (HFP) (pop: 33,052) - Les Hiboux (pop: 3500) is the administrative seat.  
Propraetor - *Pavel Bilaonov (born 943, NM, AL- L)*
- **Isoile Free Province** (IFP) (pop: 21,004) - Angoulême (pop: 575) is the administrative seat.  
Propraetor - *Maurice Martenot (born 954, F3 (WWO5), AL- N)*
- **Moulins Free Province** (MFP) (pop: 14,445) - Moulins (pop: 2500) is the administrative seat.  
Propraetor - *Bradana Pottinger (born 967, M12, AL- L)*
- **Nordling Free Province** (NOFP) (pop: 29,980) - Vorstadt (pop: 1300) is the administrative seat.  
Propraetor - *Brunhilda Metzler (born AC 951, M11, AL-N)*
- **Tchernovodsk Free Province** (TCFP) (pop: 13,461) - Estoniarsk (pop: 350) is the administrative seat.  
Propraetor - *Don Maximilian de Belcadiz (born 820, EM11, AL-L)*
- **West End Free Province** (WEFP) (pop:15,448) - Sydarthur (pop: 600) is the administrative seat.  
Propraetor - *Zarthurastra (born 938, M12, 3<sup>rd</sup> Circle Air Master, AL- C)*
- **De Glace Free Province** (DGFP) (pop: 12,187) - Parabiago (pop: 500) is the administrative seat.  
Propraetor - *Tegus Borjigin (born 963, F12, AL-N)*
- **Eastern Czaikow Free Province** (ECFP) (pop: 7106) - Soligalich (pop: 350) is the administrative seat.  
Propraetor - *Jeltsje Cjisters (born AC 963, M6, AL-L)*
- **Two Volcanoes Free Province** (TVFP) (pop: 13,558) – Desana (pop: 850) is the administrative seat.  
Propraetor - *Girolamo da Rerazzano (born 945, F5, AL. N)*
- **The Southern Hills Free Province** (SHFP) (pop: 4972) - Myliss (pop: 950) is the administrative seat.  
Propraetor - *General (Ret.) Isabella Montacini (born AC 957, F33, Al L)*
- **Colossus Mounts Free Province** (CMFP) (pop: 6249) - Aguilar (pop: 550) is the administrative seat.  
Propraetor - *Joséphine Fortescue (born 975, F3, AL-L)*
- **Black Mountains Free Province** (BMFP) (pop: 7762) - Savator (pop: 367) is the administrative seat.  
Propraetor - *Lady Chiara Ulleri (born 961, M6, 1<sup>st</sup> Circle Water Master, Al- L)*
- **Western Wendarian Ranges Free Province** (WWFP) (pop: 8496) - Fash’her (pop: 339) is the administrative seat.  
Propraetor - *Vyra Aerdol (born 965, F9, AL-C)*
- **Central Wendarian Ranges Free Province** (CWWFP) (pop: 8492) - Leynorn Woods (pop: 700) is the administrative seat.  
Propraetor *Laylan Genlamin (born 840, EW6, Cryptomancer of the 1st Circle, AL-L)*
- **Eastern Wendarian Ranges Free Province** (EWWFP) (pop: 4259) - Redwood (pop: 275) is the administrative seat.  
Propraetor - *Silvana Gorriidel (Age 444, EW11, AL-L)*
- **Three Fires Free Province** (TFFP) (pop: 2696) - Cinigiago (pop: 225) is the administrative seat.  
Propraetor - *General (Ret) Marcus Furius Camillus (born 955, F18, AL-N)*
- **Borderland Free Province** (BLFP) (pop: 2980) - Xnaurl (pop: 100) is the administrative seat.  
Propraetor – *Johannes Struycken (born 971, M12, AL-N)*

## *Higher Education in Glantri in AC 1012*

### **The Great School of Magic**

Glantri City

Full Academic University and School of Magic

Notes: See [http://pandius.com/The\\_Citadel\\_Quarter\\_1014.pdf](http://pandius.com/The_Citadel_Quarter_1014.pdf) starting at page 39 for more information.



### **Erewan Dateless University**

Erendyl, Principality of Erewan

Full Academic University and School of Magic

Notes: 98% percent elven student body and faculty. Specializes in the fields of Botany, Horticulture, Zoology. School of Magic only open to elves and teaches the elven school of magic at undergraduate and post graduate levels.

See <http://pandius.com/CreaturesFromTheCauldronV.pdf> for more information on elvish magic.

### **Deadwood College**

Kern, Principality of Sablestone

Full Academic University and Limited School of Magic

Notes: Basic academic courses available. Degree programs in general fields of knowledge. Small school of knowledge that teaches basic magic spells (currently up to level 7 spells)

### **Beaux Arts de Yvonne**

Yvonne, Principality of Noevelle Averoine

Specialized Academic University and Limited School of Magic

Notes: Basic academic courses available. Degree Programs in the fields of Arts and Entertainment. Small school of magic that teaches basic magic (up to level 3 spells)

### **Drachen Zentral**

Leenz, Principality of Aalban

Specialized Academic university and School of Magic

Notes: Basic academic courses available. Degree programs in Engineering, Monster Lore and Languages. School of Magic offering a wizard's diploma upon graduation. No post graduate magical education.

### **Igorov Institute**

Rymskihrad, Principality of Boldavia

Specialized Academic University

Notes: Basic academic courses available. Degree programs in History and social sciences. No school of magic.

### **Fuhrburg Military Academy**

Fuhrburg, Principality of Aalban

Specialized Academic University and Limited School of Magic

Notes: Specialized academic courses and magical instruction for members of the Grand Army.

## **AC 1013 Glantrian Events**

### **NUWMONT 1, AC 1013: A New Day, A New Year Fueled By Magic!**

**Location:** Worldwide (Glantri)

**Description:** Early this morning at midnight as a new day and new year were ushered in; magic returned to Glantri and the world after only a 24-hour hiatus. Oh and it just happened to also be the national celebration day, Good Sprites Day, for the elves of Erewan. This year the celebrations were even wilder as the day now also would mark the return of magic to the world. (see [Ka. 28](#))

**What This Means:** Glantri and all its users of magic are greatly relieved that once again the disappearance of magic was confined to just a single day and one that was known in advance and could be prepared for and planned around.

### **NUWMONT 2, AC 1013: Bugbears Cleaning House**

**Location:** Troll Lake, Principality of New Kolland

**Description:** Ever since they arrived in New Kolland in Eirmont of last year the Bugbears had worked to make the great cavern habitable and eliminate some of the most dangerous humanoid eating semi-intelligent fungal and plant life, and today established their first major settlement Guul'dar and where Ohr'r would reside. Guul'dar was located on the west bank of the Trollditch River on the shores of Troll Lake.

**What This Means:** With the late in year arrival of the Bugbears, they were forced to move immediately underground with winter approaching and found, just as the Kobolds did last year, the large cavern containing Troll Lake to be an extremely dangerous place even without the Trolls about. Unlike the Kobolds the Bugbears were large and tough enough to tame the wildlife that infested the caverns. Over the last month many young Bugbears and experienced warriors have battled against indescribable horrors such as the humanoid (man) eating fungi that made such quick work of Prince Kol's scouts last year. With spring soon to come the Bugbears will start moving back to the surface and exploring the surface lands of the former Trollhattan and start forming new settlements on the surface.

### **NUWMONT 5, AC 1013: Snowed In!**

**Location:** throughout Glantri

**Description:** A great snowstorm hits Glantri today and over the course of the next week leaves all of Glantri covered in snow varying from 2 feet in the northern valleys, to nearly a foot in the southern river valleys. Mountainous areas were covered in even more snowfall.

**What This Means:** Along with the snow comes sub-zero temperatures which will severely restrict and make travel throughout Glantri extremely hazardous.

### **NUWMONT 8, AC 1013: Come On Baby Light That Fire**

**Location:** Caverns of former Lower Trollhatten, Principality of New Kolland

**Description:** Having raced from Glantri City against the blizzard predicted by Chief Meteorologist Lady Tereis Haaskinz a small party of six wizards from the Great School of Magic, led by Senior Professor of Vulcanology Antonella Fattore, accompanied by a translator and several hired Bugbear guards, arrived at the vast cavern containing Troll Lake on the sandy shore of the vast magma flow and set up camp. (see [Fl. 17](#))

**What This Means:** Thanks to the battles between the Shadow Elves, Dwarves, and Humanoids last year in the eastern Broken Lands the caverns below New Kolland were seen for the first time by numerous Glantrian agents. One of the main sights of those caverns was where the large cavern of what was once known as Lower Trollhatten (now thankfully devoid of Trolls) and where that cavern met a vast underground magma flow. Stories by the agents of this lava flow reached the Great School of Magic last year.

This expedition is an expedition funded by the Great School of Magic to explore the site and perhaps set up a research station. However, while this is an academic expedition, one of the party of wizards is an officer of the Grand Army of Glantri. an engineer Major Eugene Verboom. Thanks largely to information provided by Angus McClintock last year, the unique location and movement of the city of Oenkmar (now Aengmor) and the ways Dwarven engineers devised to assault it became known to the Grand Army. Major Verboom will be devising and testing some prototypes for travelling, moving groups of soldiers across the magma.

### **NUWMONT 23, AC 1013: Welcome Back to Society For A Hero!!**

**Location:** The former Aendyr Estate, Noble Quarter/Rim Precinct, Glantri City

**Description:** The extravagant city estate that was the city estate of the Prince of Blackhill and the Aendyr family for over 150 years was put up for bidding last year by Prince Volospin's successor Princess Dolores. Many had asked why she would sell such a cherished family holding and powerful symbol of the Aendyr family's status in Glantri. Most figured that it was gold, not a stately home that was sitting vacant and unused, that was more desperately needed by the intrepid, lovely, and beloved by all; new Princess in helping bravely rebuilt her shattered Principality after Thar's invasion.

Today its sale was announced, sold to one of the greatest of Glantrian war heroes, the Torch of Aasla, Viscount Ansel Widefarer for a price rumored to exceed 125,000 dc. However, the welcome news was not merely the purchase. The welcome news was that Ansel would be residing in the new Widefarer estate and rejoining society and taking part personally at the House of Lords, having always used the services of hired representatives at Parliament since he first became a noble. To celebrate his reemergence in Glantrian society, and politics, Widefarer announces he would hold a party showing off his new home in three months' time. (see [Fl. 12](#), [Kl. 6](#))

**What This Means:** The Torch of Aasla, Ansel Widefarer though considered right with Michel Leconte, the Dragon of Retebius, as the greatest of war heroes has been troubled for years with nightmares of his experiences and had withdrawn from society feeling anything like a war hero. After taking years to cope with his guilt over the thousands of lives lost when Aasla burned, Ansel has finally decided to rejoin

Glantrian society, thanks in large part to Princess Carlolina who has spent the last few years trying to help Wifarer overcome his trauma. While he had purchased the McAllister home in AC 1010, he never intended to live there and is now taking bids on the home from any nobles looking for a first-class home in the most exclusive area of Glantri.

### **NUWMONT 25, AC 1013: Don't You Know Who I Am!!!!**

**Location:** The Great School of Magic, Glantri City

**Description:** Today new students for the upcoming AC 1013 term at the Great School of Magic were served up a real treat as Mustanen, the newly arrived Karameikan Ambassador to Glantri, tried to register as a student and was rejected by the Mistress of Admissions Sibylle d'Oléans. She explained to the Ambassador in a firm yet very out of character polite manner that since the beginning of the Great War in AC 1005 non-Glantrians needed to both pass the entrance exam **AND** have a graduate sponsor to gain admission to the school (or even be allowed on school grounds). Since the Ambassador did not have a sponsor, he would not be able to take the entrance exam. After unleashed a tirade of profanity at Mistress d'Oléans the Ambassador left the Great School in a great fury. (see [Va. 23](#))

**What This Means:** Ambassador Mustanen has been working himself into a real tizzy in the two months since he arrived in Glantri. He did not have a carpet, much less a red one, rolled out for him upon arrival and found he had been allotted a mere office and living quarters near the ground floor of the Penny House which he came to learn was about the lowest recognition Glantri could bestow upon a foreign diplomatic mission. He was forced to put up his staff of 9 in private quarters in the Amaryllis Precinct of the Middle Class Quarter.

He also soon learned that as an Ambassador from a 'minor' nation he did not have the same privileges or status as other, more important, Ambassadors enjoyed. He did not retain any kind of immunity from Glantrian law and while he is free to come and go as he wished within the city he must have authorization by a Prince of Glantri to leave the city or enter any military or magical locations deemed sensitive, such as the Great School of Magic, and must be escorted by a noble or a member of the Foreign Chancellery even if granted such a pass. Even before he arrived at the Great School today, he had just gotten word his bid for a suitable home, the on the market for sale Aendyr Mansion, had been rejected out of hand and he was informed that since he was not a noble he was ineligible to own property in that area of the city. Mustanen is not finding the pampered privileged high society wizardry life he expected to live here, not in Glantri as an Alphantian ambassador of a backstabbing 2nd worldnation, and his frustration is beginning to boil over.

### **VATERMONT 1, AC 1013: The First Day of School!!!**

**Location:** The Great Auditorium, Great School of Magic, Glantri City

**Description:** Today marked the first day of first Quarter of the Great School of Magic AC 1013 term. Two new noble offspring, potential future heirs, were enrolled at the Great School for their first term this year; Friedrich von Graustein (Age 8) the grandson of Rolf von Graustein the Viscount of Blofeld; and Raffaella Fulvina (Age 6) the granddaughter of Griseo Fulvina, the Viscount of Verazzano.

Traditionally the Grand Master would hold a function that evening at the Great Auditorium and personally welcome all new and returning students and give a speech on the state of the Magocracy. This year the Grand Master spoke and delivered a speech welcoming new students and new faculty. He personally welcomed both of the new noble students and introduced an unusually long list of newly promoted Masters for the AC 1013 term.

Arch Mistress of Humanities - *Bradana Primrose* (M32) who was previously the Mistress of Public Speaking; Master of Magic Items - *Virtanen* (M22) who teach undergraduate classes on magic items as part of a student's magical education; Master of Alteration Magic - *Jeroen Rijkaard* (M32) who would assist the Arch Master Andrea Cortese in providing advanced magical education for noble undergraduates and high-level postgraduates; Master of Mathematics - *Gregor Atropov* (M25) who was previously a Senior Professor of Geometry; Mistress of Planar Studies - *Lucinde van Holl* (M29) who previously was a Senior Professor on Elemental Planes; Mistress of Public Speaking - *Bettina Dörrie* (M13) who previously was a Senior Professor in Debating.

Prince Harald also welcomed the new School Physician for the AC 1013 term Dodelyn Folgrasse (M11) and finally Prince Harald introduced a Professor that really needed no introduction as he was known, at least by sight, to all the students and faculty. Harald introduced the returned after many years away on sabbatical Professor of Lesser Monster Lore Angus McClintock. After all the introductions were made Prince Harald made a state of the Magocracy speech which was light on specifics and flowery in its rhetoric but a far cry from anything memorable unlike the speech High Master Ilistyl delivered last year. The Grand Master ended his speech with an unexpected announcement that any students who choose to study humanoid languages, specifically Kobold and Goblin, would receive tuition breaks for the next term once they complete their coursework, or tuition credits if they were to graduate this year or if they were graduate students. (see [Th. 25](#), [Ei. 28](#))

**What This Means:** This year was marked by a large turnover and wave of promotions at the Great School. The resignation of Maximilian Hiltier to attend to his son Mirm Krollnar created two of the openings as he was both the Master of Planar Studies and a Master of Alteration Magic. The addition of Angus McClintock to the faculty will be a boon for the Great School due to his unique knowledge and experiences gained from the years he spent living among the humanoids deep under the Broken Lands. The announcement of tuition breaks was in response to the dire shortage of speakers of the humanoid tongues in Glantri which is struggling to register, license, and tax all its new humanoid citizens.

## **VATERMONT 1, AC 1013: The First Day of School Again!!!**

**Location:** Throughout Glantri

**Description:** In addition to the Great School of Magic this day was also the first day of the new AC 1013 term at Deadwood College and other universities in Glantri such as Drachen Zentral. Today Deadwood College introduced its new and Grand Master; the famed Sindhi wizard Amitabh Bachchan (Age 71, M34). Dominick Haaskinz who was temporally serving as Grand Master while Prince Harald searched for a permanent Grand Master, happily steps down and becomes a Master of Mathematics and a Master of Conjuraton. Meanwhile at the Fuhrburg Military Academy, the university happily welcomed a special guest instructor for graduate classes in Command and Control this year, the famed adventurer and later the commander of the 7<sup>th</sup> Legion of the Thyatian Army who fought against the Thothians in AC 1010 and AC 1011, Marcus Arielius.

**What This Means:** The Great School is not the only institute of higher learning in Glantri, only its largest, most comprehensive, and most prestigious. Deadwood is a new comprehensive university founded in AC 1011 geared to serving the local population, and Fuhrburg is Glantri's Military Academy focused exclusively on the military arts and associated fields such as military history and magical engineering.

### **VATERMONT 2, AC 1013: New Residents, A New Name**

**Location:** Town of Anyar Akrass (upper and lower), Borderlands Free Province

**Description:** After they arrived in the Borderlands Free Province late in Sviftmont of last year, the Goblins have made the former Ogre settlement of Rattaya their own and have since made it the second largest settlement in the western Broken Lands (only behind Skoldar in New Kolland). Today with permission of the Propraetor of the Borderlands Free Province, Johannes Struycken, Rattaya was officially renamed to Anyar Akrass in honor of their great settlement in High Gobliny that they were forced to abandon.

**What This Means:** Doth becomes the mayor Anyar Akrass, a far cry from being King, but as Doth cannot cast spells the position of Mayor will be the best gig he can get in Glantri, and the position does wield a great deal of power. Especially as the Glantrian bureaucracy needs to lean on humanoid leaders to accurately record, license, and tax the new citizens.

### **VATERMONT 6, AC 1013: A Most Anticipated Arrival**

**Location:** The Chancellery Centre, The Parliament Building, Glantri City

**Description:** Today the Glantri rolled out the red carpet for the expected, and very anticipated arrival of its newest Ambassador. Lady Kylantha (Age 657, EW12, AL-N) the new Ambassador of Aengmor to Glantri was greeted not just by Chancellor of the Princes but by most of the Princes of Glantri as well as a large number of the lesser nobility. Both Prince Urmahid and Lady Kylantha have short speeches full of diplomatic niceties and spoke of the boundless possibilities of knowledge, wealth, and power a friendship between the two nations could bring the other. Princess Isidore announced she would host a grand Gala to be held in several weeks' time to properly welcome the new Ambassador and give her and the nobles of Glantri a proper chance to relax, socialize and to get to know one another.

Reflecting the importance to Glantri that developing a friendly relationship with Aengmor had, Lady Kylantha and the new Embassy of Aengmor were placed in the Sovereign House on the 4<sup>th</sup> floor and assigned a special detail of guards from the elite (higher level) branch of the City Constabulary that protects the House of Parliament. (see [Va. 11](#))

**What This Means:** Princess Carlolina and Prince Kol, if they spoke would have found they had at least one thing in common, they hate Shadow Elves as much as they do each other. Their refusal to attend the arrival of the new Ambassador was noted by everyone, including Kylantha. Much like Ambassador Mustanen, Ambassadors do not have the same privileges as do the Ambassadors of Darokin and Thyatis. Kylantha will not retain any kind of immunity from Glantrian law as an Ambassador. However unlike Mustanen and those from unimportant nations, she will be free to come and go as she wish into and out



of the city. However she must still have authorization by Prince of Glantri to enter any military or magical locations deemed sensitive and must be escorted by a noble or a member of the Foreign Chancellery even if granted such a pass.

### **VATERMONT 10, AC 1013: Old Man Taxes, Here I Am**

**Location:** Across the entirety of Glantri

**Description:** Today was the first tax day of the year in Glantri with quarterly taxes due from Sviftmont-Kaldmont of last year. By each designated quarterly Tax Day all received taxes, with notarized records were due, having been collected from throughout Glantri in each Principality and at all 22 of the regional offices of the Department of Collections and then were forwarded to the Council Vault at the House of Ministers in Glantri City and received by the Department of Reckoning. Reckoning counted the actual tax payments from the whole of Glantri and verified totals against the receipts. Nobles collected their own taxes from their population then paid their taxes to the Department of Collections. Most nobles came directly to the House of Ministers and submitted their records and taxes there. (see [Ya. 10](#))

Quarterly taxes consisted of two elements. The Council tax took 20% of a Glantrian's earnings during that quarter. Magic could be used to help verify a taxpayers claim of an income by indicating possible fraud which would trigger a visit to the taxpayer by an agent of the Department of Reckoning, part of the Ministry of Coin. A quarterly flat tax was also collected from each adult citizen (legal age in 16 in Glantri) based upon where each citizen lived. As part of the effort to rebuild the Glantrian treasury and pay down its enormous wartime debt the flat tax was raised slightly from last year which is estimated to bring in tens of thousands of much needed extra ducats nationwide for the Treasury.

- Urban (city or town over 1000 inhabitants) **1 dc**
- Rural (settled areas and settlements less than 1000 inhabitants) **4 sv**
- Borderland (unsettled areas) **2 sv**

**What This Means:** Glantri is showing more signs of finally starting to recover after the devastating years of war and the financial ruin it nearly faced.

### **VATERMONT 11, AC 1013: The Ambassador Speaks**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** After having had a few days to settle in and recover from her journey the new Aengmorian Ambassador to Glantri addressed the Council of Princes today. Lady Kylantha spoke at length about the desires and intentions of the new nation of Aengmor with the intent of easing the obvious fears of the Princes of having had a peaceful ally in Alfheim replaced with a hostile aggressive rival in Aengmor. She spoke instead of how Aengmor could be in time Glantri's most beneficial friend and ally, perhaps even more than the more insular and pacifistic forest elves. While Thyatis might be more powerful militarily it's attention was always in other places, Darokin might be more powerful economically but it interests were served by being friends to all, an enemy of none. Aengmor however, the Ambassador continued to say, saw no other nation that it felt an affinity towards more than Glantri. The *Kingdom* of Magic. It was

natural for the two greatest magical nations to be friends and allies, she continued on to say. Lest you fear us we should be the ones who feared you, the Ambassador reminded the Princes, was it your nation that defeated the great mighty Alaphatian Empire? She concluded by telling them that her prime reason for being assigned here, her primary mission given to her by the highest of all powers in the Shadow Elf lands above and below ground, was to help establish a path, a working relationship between Glantrian and Shadow Elf for a mutually beneficial friendship and perhaps a future strong relationship with Glantri whose mastery of magic rivals... no... exceeded even that her own Shadow Elves lands. Lady Kylantha finished to some applause by several of the Princes and left them to discuss her words and what she implied the Shadow Elves were looking for out of relations with Glantri. (see [Va. 6](#); [Va. 23, Th.27](#))

**What This Means:** Some of the Princes came into today distrusting or even fearing these elves from deep underneath the ground who took the forests of Alfheim away from their rightful owners. Fewer of them still think the same after the Ambassador's speech. However, it did little to even budge the outright hatred Carlolina and Kol felt, who displayed all the emotion of marble statues during Lady Kylantha's speech. Among the other Princes, it worked, and they discussed among themselves the possibilities of an ally like Aengmor and the lands below the surface and what they could mean for Glantri. Not just a strong military ally, or a vital trade partner but one that could be both.

### **VATERMONT 18, AC 1013: How Much Is That Dragon In The Window?**

**Location:** Open Market, Business Quarter/Sovereign Precinct, Glantri City

**Description:** A set of three baby White Dragon hatchings were sold today for the unheard-of price of 1000 crowns at the annual Monster Fair Auction in Glantri City. The identity of the buyer was a mystery and was not recognized by anyone, including the many nobles and wizards of the Great School of Magic who were in the large crowd of the Open Market. The wizard immediately teleported away with his dragons after the auction.

**What This Means:** We are not really sure ourselves but seemed like a cool event for the Almanac that Joshuan had pointed out. Probably nothing noteworthy but in Glantri one just never really knows.

### **VATERMONT 23, AC 1013: Now *That Was* What Is Called ... A Diplomatic Incident.**

**Location:** The Ambrehouse, Noble Quarter/Rim Precinct, Glantri City

**Description:** A grand Gala was held at the d'Ambreville mansion in Glantri City tonight in honor of the new Ambassador to Glantri from Aengmor Lady Kylantha. Many of Glantri's most powerful were in attendance including seven of the ruling Princes (Isidore, Malachie, Jaggar, Juliana, Cernelia, Sir Boris, and Urmahid). Many other nobles and high-ranking Government officials also were attendance including the Ambassadors of Karameikos, Darokin and Thyatis all dressed in their finest and ready to enjoy some fine Averoignian food and drink as well as sizing up the new Ambassador. The Gala was a smashing success until a sad but completely predictable confrontation may have ruined Princess Isidore's gala but provided gossip and laughs for months afterwards.

The Ambassador from Karameikos Mustanen, who perhaps enjoyed himself a bit too much as he had been finally invited to such an illustrious gathering of Glantrian high society, was enjoying yet another glass of Averoigne's finest vintages, when he overheard or heard what was meant to be heard. He overheard a passerby comment that even low class Alphatian feces could not ruin how wonderful this night had been. After having imbibed a bit more than he could handle, on top of his months of mounted frustration at his lower than expected status in Glantri, Mustanen confronted the speaker angrily. The speaker, not surprisingly, happened to be a noble, Viscount Griseo Fulvina, whose son was killed in AC 1009 at the Battle of Retebius while serving in the Glantrian Expeditionary Force. The two wizards first traded insults but it quickly escalated to yelling; and before Princess Isidore or one of the other Princes could intervene a punch was thrown and the two had to be restrained by onlookers from having a brawl in the middle of the d'Ambreville grand ballroom. As both were escorted to the door by Isidore's house guards Griseo challenged the Ambassador to a duel which Mustanen quickly accepted as both were removed from the mansion. The Gala continued after the two were removed from the Ambrehouse, minus Prince Urmahid who also left the gala to attempt to deal with the aftermath of the confrontation, but the confrontation was the main subject of conversation by the attendees for the rest of the evening.

After leaving the gala Prince Urmahid tried to get both Griseo and Mustanen to reconsider and break off this duel but neither backed down, not wanting to lose face. The Prince then spoke to the Grand Master Prince Harald before informing the Supreme Judge of the Council, Prince Jherek of the situation and a duel was arranged to be had in nine days' time at the large dueling court in the Muscari Precinct of the Entertainment Quarter. (see [Nu. 25](#), [Va. 11](#); [Th. 4](#))

**What This Means:** On the surface it seemed only natural that the bad blood, even outright hatred, which still existed between Thyatians and Alphatians would manifest, so this incident was not a surprise to see happen, which made the selection by Karameikos to select an Alphatian expat wizard as an ambassador to Glantri seem such an extremely poor decision by its King. What was surprising to many is that a diplomat, an Ambassador would lose his temper and composure to such a degree. Lost though to many, was the surprise that the keenest of Glantrian observers felt, that it was Griseo Fulvina who was involved as he generally resided in Verazzano and rarely attended events in Glantri City as his younger brother Lamberto represented House Fulvina at Parliament and social functions.

The duel itself was not going to be held at The Great School of Magic. That dueling court was used only for special duels, those officially sanctioned by the Council of Princes or the House of Lords. After some late hour discussions between Urmahid, Harald, and Jherek it was decided this was enough of a diplomatic shitshow without Glantri, via the Council of Princes, officially sanctioning it by allowing it to happen at the Great School of Magic. It would be handled as any other duel of honor, passion, or simple pure hatred and would be held in an outside dueling court of which there were many throughout Glantri. Prince Jherek contacted the owner of the largest and most popular dueling court in the Entertainment Quarter and requested that the court be made available and warned the owner to expect overflow crowds considering the prominence and status of the two duelists.

### **THAUMONT 1, AC 1013: We Have A Question That Needs An Answer!!**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Spring Equinox. The meeting began with the members updating

the Brotherhood on their activities since they last met on the Winter Solstice. Brother Estocada mentioned having several discussions with the Supreme Shepherd as one of the three High Shepherds passed away as she sought advice from 'Rad' on which of the nine High Shepherds she should raise up.

After all the Brothers had spoken of their quarterly activities, Brother Bluelight expressed his desire to revisit a topic from the last year that got pushed aside after Brother Osanna shared what he knew of Rad's disappearance. How to fulfill the most vital of tasks the Brotherhood had without the (immortal) powers of Rad regulating discovery and the use of the Radiance. *Bluelight* spoke of Brother Wilber's conundrum from last year's meeting. It was one thing for the Brotherhood to find mentions, clues to the Radiance that could lead to wizards discovering and using the Radiance but how were they to act upon that information was left unsolved and without coming up with a plan, the Brotherhood would fail in its prime mission without Rad, to protect Glantri from disloyal or unworthy wizards discovering and using the Radiance. All agreed with *Bluelight* this was the paramount question the Brotherhood must finally find an answer to. The members of the Brotherhood all agreed to carefully consider how to answer this question as well as consider the potential consequences of their answers and discuss their ideas at the next meeting of the Brotherhood. (see [KI. 1](#))

**What This Means:** Brother Bluelight is 100% correct, thanks to Brother Osanna's story of Rad's disappearance, it is clear that the Brotherhood will have to function without the powers of Rad for the foreseeable future and it needs a plan on how to limit access to the Radiance and keep it from those not worthy or worse, disloyal, or hostile to Glantri.

### **THAUMONT 1, AC 1013: Parliament in Session**

**Location:** House of Lords, The Parliament Building, Glantri City

**Description:** Today marked the traditional first day of Parliament to meet and to handle the year's business. The Parliament elected a President pro temp as its first matter of business which was a ceremonial position which lasted for the next year. Last year's President pro temp of the Parliament was unanimously reelected to another term as the honorary chairman of the House of Lords. There was only a single change this year from last year with the notable exception that Pieter Verlien who stood in as a representative for his mother who had rarely ever missed an opening of Parliament. Pieter explained that his mother was away from Glantri on a planar research project and might be gone for some time and that he would be representing her while she was away. The new Viscount of Bergen, Mirm Krollnar, took his mother's spot on the Foreign Relations Sub-Committee though he dropped in seniority. The current Parliamentary Sub-Committee structure for the AC 1013 session of Parliament was as follows:

President pro temp of the Parliament: Lady Judith Beaumarys-Moorkroft, Archduchess of Westheath (9)

Judicial Review:

Chairman: Don Fernando de Casanegra, Duke of Hightower (8)

Dame Geneviève de Sephora, Comtesse de Touraine (6)

Signor Antonio di Tarento, County of Glenargyll (6)

Dona Isabella de Montebello, Countess of Soth-Kabree (6)

Lady Kristiana Wilhamine, Viscountess of Castelbianco (5)

#### Financial Matters:

Chairman: Lady Judith Beaumarys-Moorkroft, Archduchess of Westheath (9)  
Lady Mariana Terlagand, Marchioness of Berry (7)  
Lord Ezechiel Naramis, Viscount of Nathrat (5)  
Lord Pieter Vandehaar, Viscount of Steenwijk (5)  
Lord Niccolo Galateo, Viscount of Fausseflammas (5)

#### Military Affairs:

Chairman: Lord Eachainn McDougal, Marquis of Dunvegan (7)  
Lord Quanil Urbaal, Marquisate of Satolas (7)  
Herr Franz Löwenroth, Count of Wylon (6)  
Herr Rolf von Graustein, Viscount of Blofeld (5)  
Sire Michel Leconte, Viscount of Amboise (5)

#### Foreign Relations:

Chairman: Lady Sinaria Verlien (Pieter Verlien), Countess of High Sonden (6)  
Signor Griseo Fulvina, Viscount of Verazzano (5)  
Lord Ansel Widefarer, Viscount of Redstone (5)  
Lady Sita Peshwir, Viscountess of d'Ylourgne (5)  
Lord Mirm Krollnar, Viscount of Bergen (5)

Once the formalities of a new legislative session were completed the Parliament usually spent the next couple of months handling mundane affairs the Council of Princes left the Parliament to handle, such disposal of allocated funds, and handling administrative and bureaucratic minutia. After the Parliament finished it ended its yearly session it came back only when called into session by the Council of Princes.

### **THAUMONT 2, AC 1013: Your Yearly Statement**

**Location:** House of Lords, The Parliament Building, Glantri City

**Description:** Princess Juliana, the Treasurer of the Council, spoke to the assembled House of Lords today and gave the annual Financial State of the Magocracy speech. Princess Juliana informed the assembled nobles that this year's budget would continue to pay down the large post war debt Glantri was saddled with, helped in large part by slowly increased tax receipts as Glantri recovered from the war. She noted that with the improvements to Camp Huledain scheduled to be wrapped up in the next couple of months, the Council planned to shift that 100 cr. a month allocation over to New Kolland to allow Prince Kol to further fund the training and equipping and training of his forces which was the first line of defense of southern Glantri.

**What This Means:** Glantri is slowly but surely recovering economically. Prince Kol is now receiving monthly some 400 cr. but with it comes hordes of bureaucrats, mainly from the Ministries of the Interior and of Coin, who are counting and notating his expenditures and making sure that Glantri's large investment in New Kolland is going where it should be going. Not just for Kol's Legion but for building infrastructure and paving the way for New Kolland to be a self-sufficient and economically viable Principality. Much of that process will start at the very bottom, educating the humanoid population of New Kolland. Most of the Crowns will go to education, building Temples of Rad and starting the education and indoctrination of the humanoids into the official Glantrian Philosophies of Rad.

## **THAUMONT 4, AC 1013: A Dud Of A Duel... But A Night To Remember!!!!**

**Location:** The Matador, Entertainment Quarter/Muscari Precinct, Glantri City

**Description:** One of the more notable events in Glantri since the end of the war came to a rather fitting conclusion today when the Viscount of Verazzano, Griseo Fulvina, and the Karameikan Ambassador to Glantri, Mustanen, duelled to settle their ethnic blood feud. After the Council of Princes refused to endorse the duel and hold it at the Great School of Magic it was scheduled to take place at the notorious Matador in Glantri's thriving Entertainment Quarter whose owner had over 20 years' experience running duels and had handled many high profile duels which also had the capacity to seat large crowds. However, no one could have expected or been prepared for what came to pass on this night.

The duel was scheduled for 6pm with tickets to go on sale at 5pm. How ever prepared the owner thought he might have been for high profile duels; he had never seen anything like having over 300 people queue up on the frozen canal outside his place for the available 200 tickets *hours* before they went on sale. By 5pm there were nearly 450 people in line or just milling about with vendors making sure everyone was well fortified against the early spring chill with copious amounts of Thunder Grogg, the first New Kolland export to have hit Glantri City; and it had had hit it like a hurricane as it was lethal to both one's synapses and good judgement, along with old time favorites like Aalbanese schnapps or Averoignian brandy. The tickets were sold out in 15 minutes and the disappointment of the ticketless in the crowd grew to alcohol-fueled rage as they moved on to find other ways to enjoy their evening. By the time the duel actually started at The Matador at 6pm sharp... the first business in the Business Quarter was being set aflame as a full-blown civic disturbance had started.

By 6:01 the duel was over but the fun in the Entertainment Quarter had only just started as the fire started at The Fireworks Arcane House found the owners main stash of Fireworks ...

By 6:02 as the particle dust that once had been the Ambassador From Karameikos was being swept up at The Matador... alarms were going off at the Citadel, Tower of Sighs, and every firehouse in the inner city as both the adjacent buildings to the just blown apart Fireworks house had now caught fire...

By 6:03 pandemonium started, and a full-fledged riot ensued as the first arriving ice gondolas of the City Guard were pelted by empty bottles of Thunder Grogg and surrounding businesses not yet aflame were broken into and looted...

By 6:07 Prince Jherek declared Martial Law in the city and authorized use of deadly force to quell the riot...

By 10pm the riot was over, and the Grand Army and city guard were enforcing a city-wide curfew. The costs were high. One building completely destroyed, two others severely damaged by fire, with eight others reporting being looted. Over a hundred Glantrians now resided in the dungeon of the Tower of Sighs sobering up while they awaited their fate. The death toll was high as well; with 3 City constables and 17 suspected rioters having lost their lives; along with one Karameikan ambassador to Glantri who was quickly disintegrated in a Matador dueling record time of 8 seconds. (see [Va. 23](#); [Th. 9](#))

**What This Means:** If the true story were ever known, those who know it like myself, would be putting their lives on the line ever repeating it. If known it would be considered the textbook case of a Glantrian plot executed to perfection by a master. However hypothetically as an example, if a certain very



powerful individual in charge of very powerful semi secretive agency of the Glantrian government ever determined that a certain Ambassador posed a substantial security risk to Glantri, was asking questions about things he never should have, he might have arranged a confrontation at a gala with a certain noble who needed little of an excuse to try to goad the Ambassador into a duel.

Perhaps *also hypothetically* it happened that that certain powerful individual was also an archmage who had created a special potion, a mix between reversed potions of invulnerability and Luck, causing a wizard to fail his first saving throw. And say this individual found it easy to plant an agent of his to the Ambassadors' staff and was able to mix the potion with his pre duel meal. And if we continue to wax hypothetically this individual let a suggestion come to the other duelist to start the duel with a disintegration spell. All this is hypothetical of course but say that powerful individual might have also felt the less questions that were asked by the Council of Princes the better, so he also planted some agents to stir up a riot and distract all attention away from the duel. That could have happened. Hypothetically. But what this means, what **really** happened. I really don't know. *Really. I swear it.*

### **THAUMONT 9, AC 1013: Counting The Costs**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Today Prince Urmahid returned to Glantri City after a trip to Karameikos to deliver what was left of their Ambassador back to King Stefan. He spoke to the Council after he returned and gave a summary of his trip.

It was obviously the night of the duel that the Chancellor of Princes would need to deal with all fallout with Karameikos quickly and personally so Prince Urmahid had left first thing the next morning and had teleported to the chambers of the new Glantrian Ambassador to Karameikos, Catherine de Seville (Age 42, F2, AL-L) to whom he explained the situation and asked the Ambassador to arrange a meeting with the King that day if possible claiming important news from Glantri. The meeting was arranged, and Prince Urmahid met with King Stefan and his council which included Terari, the Alphatian Grand Master of the Karameikan School of Magecraft. The Prince gave the king the box containing his Ambassador's disintegrated remains and explained what had happened and that the duel was in no way sanctioned or condoned officially by Glantri or any of its ruling Princes and simply was a personal conflict with a Glantrian noble that escalated to a degree from which neither would back down from settling in a duel.

The King accepted the explanation and expressed his appreciation for the quick and personal explanation from the Chancellor and invited Prince Urmahid to a reception and dinner which the King would arrange in the next day or two. Prince Urmahid accepted and also accepted the invitation of Master Terari to tour the Karameikan School of Magecraft. Urmahid reported to the Council that the reception and dinner went well and there appeared to be no real damage to any relations with Karameikos and that the King informed Urmahid that he would dispatch a new Ambassador to Glantri within the next month or two.

Once the Chancellor had finished updating the Council on his Karameikan trip, Prince Jherek filled in Prince Urmahid and the rest of the Council on the aftermath of the riot the night the Ambassador was killed. One building in the Hyacinth Precinct was a complete loss, the Fireworks Arcane House, and two others were severely damaged; the Villa Cimbrome and Gran Casino del Bazán. Work had already started on clearing the debris of the destroyed building as well as beginning repairs to the two damaged

buildings which were temporarily closed while the repairs were being made. Property damage was estimated to be in excess of 600 cr. The looting resulted in an estimated 500 cr. worth of losses for businesses in the Hyacinth Precinct. Unfortunately, most of the looters that were captured were poor residents of the West End thus unable to afford fines to compensate business losses. Prince Jherek put forward a motion for the consideration of the Treasury covering some or all of the losses. As far as the looters, Prince Jherek continued, they were shown some mercy yesterday in court. Standard Glantrian law calls for removal of one finger for each 100 dc. of damage and death by green slime if one needed 11 fingers. As the amount of damage and theft was far beyond any of their means to repay through fines and exceeded the number of their collective fingers, death should have been the penalty for the 97 jailed looters. Instead of killing them or throwing them into a dungeon and throwing away the key they were sentenced to 12 months hard labor in Blackhill clearing rubble and working on the rebuilding of the still shattered Principality.

Later that evening the Council discussed financial relief for the affected businesses and came up with a compromise that paid half of the estimated losses through theft and 2/3 of the property damage. Tucked away in the fine print of the measure was a 1% raising of the tax rate of all businesses in the Entertainment Quarter that Princess Juliana estimated would replenish that large amount of compensation given out to those affected business owners within 2-3 years. (see [Th. 4](#); [Fl. 27](#), [Ya. 3](#))

**What This Means:** All things considered this could have turned out badly not just with Karamaikos but also with the rioting. Glantrian law is very harsh and has one purpose above all which is preserving the Magocracy and the power of the wizards. A popular uprising against them is perhaps their biggest internal fear and though few Princes of the Council would admit it, they are privately happy that the very strict, very harsh Prince Jherek did not make scores of martyrs to the anti-Magocracy forces which they do know are out there.

### **THAUMONT 25, AC 1013: A Special Seminar**

**Location:** The Auditorium, Great School of Magic, Glantri City

**Description:** During the annual wizard's festival of Arcanium in Glantri City, Professor Angus McClintock, who had returned to his position last year at the Great School of Magic after a spending years living amongst the humanoids of the city of Oenkmar hosted a seminar that was widely anticipated by many in Glantri. The seminar attracted nearly all of the Arch and High Masters of the Great School, in addition to the Grand Master himself. Several of the Princes attended even though they were not students nor were faculty.

The subject of the seminar was the city of Oenkmar, the city deep under the Broken Lands, where Angus spent many years living in the city deep under the Broken Lands among its former humanoid denizens and spellcasters. Angus spent little time on the events and battles of the last year but spoke for over two hours on the architectural wonders the humanoids had constructed and also about the power and knowledge of the many humanoid spellcasters he had met over the years. He also spoke in great detail of the very organized and efficient humanoid society that rivaled any human for having established and effective systems of law, a functional economy, and a professional military.

The Arch Masters of the school, even the Grand Master of the Great School himself, were highly impressed by Angus and found his presentation very educational and enlightening. With a nod by the

Grand Master at McClintock's conclusion, Angus was congratulated by the Arch Master of Life Sciences Luis y Garcia del Oliver and promoted effective immediately to Senior Professor of Lesser Monster Lore. (see [Va. 1](#))

**What This Means:** McClintock learned much of the origins of the city during his stay there and had long hoped to share his information. With the recent discovery and the war for control of the city it seemed as appropriate a time as any to do so.

### **THAUMONT 27, AC 1013: Flip A Coin**

**Location:** Open Market, Business Quarter/Sovereign Precinct, Glantri City

**Description:** On the third day of the annual Arcanium, the weather was so perfect many of the nobles and elites of Glantri took advantage of the beautiful warm Spring day to make appearances, checking booths, vendors and mingling among the throngs of wizards and Arcaners. However, the day was marred when a mishap which involved a demonstration of a new spell resulted in the destruction of three tents and all of their contents including one tent of rare and valuable books. In the confusion of the mishap an attempt was made on the life of the Ambassador from Aengmor but thankfully her magical defenses stopped the 4 crossbow bolts fired upon her, which were later determined to be coated in a deadly poison.

While no one was hurt in the mishap the unlucky caster of the spell was nearly beaten to death by the owner of the tent containing many (estimated to have been worth in excess of 10,000 ducats) rare books. Once the word of the assassination attempt reached Prince Jherek, which went unnoticed by the crowd due to the confusion of the exploding tent, he launched an investigation. The first step of the City Inspectorate was going to General Hospital in the Ducat Precinct where the unlucky spellcaster was being treated and they removed him brusquely. He was taken to the Tower of Sighs where the spellcasters bad day became an even worse one and he was subject a lengthy questioning session that ended in a torture session to make sure he was hiding nothing from the investigators. (see [Va. 11](#); [Ei. 14](#))

**What This Means:** By the time the poor unfortunate wizard was released the next morning after a rather unpleasant and sleepless night, he had been ruled out as an accomplice to the assassination attempt on the Ambassador from Aengmor. Naturally there are two main general suspects in most people's eyes including the head of the City Inspectorate. The elves of Erewan or the humanoids of New Kolland. Until any evidence could be found, or any suspects discovered, all that can be laid upon either of those two groups is suspicion. The Le Aquille branch of the City Constabulary, which specialize in intelligence operations, will assist the City Inspectorate in trying to track down who the attempted assassins were or to find clues as to who might have hired them.

### **FLAURMONT 12, AC 1013: It's A Party!!!**

**Location:** The Widefarer Estate, Noble Quarter/Rim Precinct, Glantri City

**Description:** Ansel Widefarer, the Viscount of Redstone, threw a party today which showed off his new and redesigned grand city mansion. The guest list was rather selective, mainly fellow nobles of Erewan and general friends and allies of the elves, with only Princess Carlolina in attendance from the Council of

Princes. Three heirs to Principalities did attend; Lord Bartolomeo di Malapetra, Lord Dominick Haaskinz and his best friend Lord Ralindi Virayana. Ansel proudly showed off his new home which had been completely remodeled to suit a woodland elf. Fine wood decor, live greenery and works of fine elven art adorned the new home. Dinner was followed by dancing in which the guest whooped and hollered as Ansel and Carlolina dominated the dance floor showing off their abilities and considerable skills in traditional elven dances. (see [Nu. 23](#))

**What This Means:** Some of Glantri's leading gossipers had been whispering that the long widowed Carlolina had her eyes on Ansel and after this party it would become a more commonly spread rumor.

### **FLAURMONT 17, AC 1013: Tholl Votar Established**

**Description:** Caverns of former Lower Trollhatten, Principality of New Kolland

**Description:** Today Prince Kol presided over a ceremony which marked the establishment of the first joint human/humanoid settlement in New Kolland; and the official establishment of the village of Tholl Votar. In the three months since the establishment of the Great School of Magic research station both humans and humanoids flocked to the site and a settlement was born. In addition to the professors of Vulcanology, a score of Flaemish wizards arrived after the academics and started their own personal fire based magical research, in addition a number of Glantrian Army personnel, mainly engineers also arrived to assist with testing and improving Major Eugene Verboom's prototypes for moving across the lakes and rivers of magma.

Some enterprising humanoids, mainly Bugbears, soon opened markets, shops, and taverns which was stimulated by programs put in place by Prince Kol thanks to the large financial support given to him from the coffers of Glantri. Today some 100 humans and humanoids reside in Tholl Votar but Prince Kol expects the village to continue to grow even larger in the years to come. (see [Nu. 8](#); [Am. 13](#))

**What This Means:** The financial support given to Prince Kol was not just for supporting his military force but helped to build a self-sufficient humanoid Principality. Tholl Votar appears to have been the first success in that strategy.

### **FLAURMONT 27, AC 1013: Well At Least The King Can Learn A Lesson!!**

**Description:** The Chancellery Centre, The Parliament Building, Glantri City

**Description:** Today Lady Ivanka Samsinova (Age 35, M7, AL-L), the new Karameikan Ambassador to Glantri, arrived in Glantri City and presented herself and her credentials to Prince Urmahid. She was assigned the same space near the bottom floor in the Penny House as the previous Karameikan Ambassador was; but unlike Mustanen, she did not take offense at the low status that was shown Karameikos in the allotment of the limited space in The Parliament Building. (see [Th. 9](#))

**What This Means:** Samsinova was a much wiser choice made by King Stefan who selected not just a non-Alphatian but an experienced diplomat rather than a crony of the master of his school of magic. Her mission was to try to improve relations between the two nations that were so damaged by King Stefan's

political bungling of the war, largely and accurately seen by most as being bought off by the Alphatians to stay on the sidelines of the war and let Thyatis twist in combating Alphatian aggression, but even more post war after the accepting with open arms an influx of Alphatians into the Karamaikos after the war. Most of whom took part in the attacks upon Glantri in the last days of the war.

### **YARTHMONT 3, AC 1013: Grand Reopenings !!!**

**Location:** Entertainment Quarter/Hyacinth Precinct, Glantri City

**Description:** Today the two businesses damaged by explosion and fire during the riot of the 4<sup>th</sup> of Thaumont reopened to great fanfare. The historic Villa Cimbrome which had been one of most popular inn's in the city for nearly 100 years reopened with a large celebration held in its gardens facing Towerbridge Plaza. The Gran Casino del Bazán also reopened and gave each of the first 100 to enter a one-time casino credit of 10 ducats as well as half price drinks for the entire evening (though a 5-drink minimum for non-nobles was strictly enforced). As far as the destroyed Arcane Fireworks House was concerned, its owner decided this was the right time to retire and had been rumored that he sold the lot to a Traladaran who was already in the process of building a brand-new establishment upon the site. (see [Th. 9](#); [Sv. 10](#))

**What This Means:** Recovery from the riot of the 4<sup>th</sup> of Thaumont continues.

### **YARTHMONT 10, AC 1013: The Big Man Rakes It In The Little Man Coughs It Up**

**Location:** Across the entirety of Glantri.

**Description:** Today was the second tax day of the year in Glantri with quarterly taxes due from Nuwmont-Thaumont of this year. (see [Va. 10](#); [Fy. 10](#))

### **YARTHMONT 21, AC 1013: A Big Job For The Big Guys**

**Location:** The Adventurer's Guild Building, Business Quarter/Sovereign Precinct, Glantri City

**Description:** Word was quietly, and selectively put out by the head of the local branch of the Adventurer's Guild, Joachim Eisenmenger, to select known bands of high level adventurers (Companion or higher) of a special job commissioned to the Guild with a very large payment upon successful completion. Several groups showed interest but only one decided to take the job once they heard what was involved.

**What This Means:** Earlier this year Lord Angus McGregor found out that the long missing *Sword of Jeremy Moorkroft* was underneath the Keep at Fenswick hidden in its deep catacombs. Angus has a dire need of this sword to further his plans to vanquish a Lich, his grandfather, and become the next Prince of Klantyre so he has a loyal agent commission a high-level party of adventurers to secure the artifact and to deliver it back to the agent who will then deliver it to Angus.

The mission was successful and the 1000 Crowns that Angus paid via his agent, or more accurately secretly came out of the treasury of Crownguard, was said by Angus to be the best coin he ever spent as he was delivered the precious long-lost sword.

### **YARTHMONT 21, AC 1013: Start of Football Season**

**Location:** Across the Principalities of Glantri

**Description:** Every child in Glantri that does not dream of being a powerful wizard does dream of being a famous football star. Glantrians were mad about their football and was the national passion. Today marked the traditional start of the Glantrian football season which continued for the next 14 weeks. (See [Am. 7](#))

This year the top division, Serie 1, consisted of: back-to-back Scudetto winning FC Taterhill, the 33-time winner Metro Glantri City, SC Vyonnes, AS Nyra, AC Lizzieni, Kern, Glenmoorloch, and Rymiskigrad.

Serie 2 this year consisted of: FC Leenz, Hiboux SC, Volnay, New Alvar, BSV Altendorf, UC Oreggiano, BFC Kopstar, and AS Graez.

Serie 3 this year consisted of: Tavish, SC Vorstadt, FC Ximes, Braastar, High Sonden FC, Westheath, Moulins, and High Sonden FC.

**What This Means:** Glantri Land of Magic is not without its more mundane passions. The Thyatian settlers brought football and their passion for it to the Highlands where over the course of a few decades it gradually displaced Hardball, the traditional sport of the Flaem and Alphatians, as the national sport and passion of Glantri. Only the elves of Erewan remain aloof from the charms and beauty of the game. While Hardball still has fans and players in Bergdhoven and Blackhill, they tend to be among the elite. Even in those Principalities the passion for football has taken deep root, especially among the commoners.

### **KLARMONT 1, AC 1013: NO F'ING WAY MAN**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Summer Solstice. Discussion picked up from where the Brotherhood left off last meeting and how to fulfill the group's most vital task and trying to regulate knowledge and use of the Radiance to only its most loyal and worthy users. A point that Brother Paleglow raised immediately to start this meeting. In his mind it was very clear how to proceed, if clues to the Radiance were found to be in the possession of a noble the Brotherhood should take no action, if not they should be removed as *The Order of the Radiance* was the whole basis of the system of nobility in Glantri even though most do not realize it. Brother Moonshadow agreed with *Paleglow* and offered his advice on how to proceed was to merely to prevent non-nobles from discovering thus using the Radiance as Rad had intended. Even the individual members of the Brotherhood do not know their individual identities thus their political ranks all nobles were generally known to each other so if a noble who had not yet discovered the secret of the Radiance was found to be in possession of the very clues



that might one day lead them to discovery, then they should be left alone and clues to the Radiance left untampered.

Most of the Brotherhood expressed their agreement but several had been silent, perhaps waiting for one of them to speak and once there was a break after the chorus of agreement to *Paleglow's* words faded, one did, Brother Wilber. Who asked the question, what if there were members of the Brotherhood presently who were not nobles; and were here because of Rad himself and had not just his approval but encouragement, even help in discovering the Radiance. Any real conversation ended as the Brothers tried to protest, all at the same time, the very possibility of Rad doing that. The meeting faded out as Brothers started to individually leave as it was obvious there was going to be nothing productive to come from this meeting as the Brothers continued to scabble. (See [Th. 1](#); [Am. 1](#))

**What This Means:** Gaz3: The Principalities of Glantri spoke rather clearly of only *ruling nobles* being members of the Brotherhood. However, it included Angus McGregor amongst its members who regardless of who his father was, was not a ruling noble and was not the Prince. Thus, Gaz3 implied that Rad in the cases of special individuals and/or special circumstance would allow non ruling nobles to become members of the Brotherhood of the Radiance.

As the identities of each member were secret, the news that some (much less the half that presently are!) of the Brotherhood of the Radiance were made up today of non-ruling nobles will be a huge shock to those who are nobles and had naturally thought the rest of the Brotherhood were as well. The Brotherhood may be facing a big reckoning in the near future as it ponders the ramifications of what Brother Wilber insinuated for the next three months.

### **KLARMONT 6, AC 1013: A Home Worthy Of A Prince, A Prince Worthy Of The Home??**

**Location:** the former Widefarer mansion, Noble Quarter/Rim Precinct, Glantri City

**Description:** Today it was announced that Viscount Ansel Widefarer's opulent mansion, previously the home of the McAllister family before being sold to him in AC 1009, was sold today to the highest bidder. That highest bidder was none other than Prince Kol of New Kolland who purchased the estate for a price rumored to be around 75,000 ducats. Prince Kol made arrangements to immediately take up full time residence at his new home. At the news of the sale Glantrian high society went into a collective uproar. Not without reason did it take long to show. (see [Nu. 23](#); [Fe. 22](#))

**What This Means:** Viscount Widefarer, though owning the home for four years had never resided there and after he purchased the Aendyr estate from Princess Dolores earlier this year he put this mansion back on the market. Now he has a home worthy of a Prince, Kol will commit to living full time in Glantri City, only making occasional returns to New Kolland for progress checks or when important matters required his personal attention.

### **KLARMONT 20, AC 1013: Reconstruction Function**

**Location:** Mylissis, The Southern Hills Free Province (SHFP)

**Description:** Today marked the completion of a brand-new High Temple of Rad to serve southern Glantri. It was built in the rapidly growing village of Mylissis on the banks of the Red River between Erewan and Blackhill and replaced the destroyed High Temple in Eriadna. The High Shepherd of Rad Guillermo y Diaz de Castellano consecrated the beautiful new temple made of carved hardwood and gave a short speech on the progress of Glantri in rebuilding the shattered southern areas. (see [Am. 13](#))

**What This Means:** The Supreme Shepherd of Rad decided in AC 1011 after being advised it might be many years before Eriadna, which was razed by the humanoid invaders in AC 1007, might be rebuilt to relocate and rebuild the High Temple of Rad serving southern Glantri in Mylissis. She believed that the village of Mylissis was well located and was going to grow substantially as a settlement in the post war years to come. She was correct, the population of Mylissis has nearly doubled since AC 1010 and has since become the new administrative center of the SHFP as the similarly destroyed village of Huledain was estimated to also need several more years to rebuild.

### **FELMONT 5, AC 1013: Anything With More Than Two Legs Creeps Us Out Man!!!**

**Location:** Xnauri, Borderlands Free Province

**Description:** Two weeks ago, notices began to appear at local branches of the Adventurer's Guild throughout southern Glantri as well as in Glantri City seeking experienced adventurers (Expert and above) to handle an infestation of Manscorpions. Interested adventurers were to seek the office of the Propraetor of the Borderlands Free Province in Xnauri for additional details.

Today Johannes Struycken, the Propraetor of the Borderlands Free Province met with the four assembled bands of adventurers that answered that call. He briefed them that a band of Manscorpions had attacked officials of the province, killing several, and that the Council of Princes had authorized Struycken to pay out a bounty of 1 cr. from the Treasury per Manscorpion head brought back to Xnauri. Any treasure or loot from their lair would belong to the adventurers in addition to the bounties paid out. Johannes pulled out a rough 4-mile scale map of the province and showed the adventurers where the known attacks had happened. They were roughly centered in an area of about 30 miles due east of Xnauri in a region of remote, rough mountainous terrain.

The Propraetor reminded the adventurers that of *The Glantrian Humanoid Act of AC 1012* was aggressively enforced here in the Borderlands Free Province and that the rights of the humanoids would be recognized and any attacks on humanoids would be fully investigated and prosecuted to the harshest extent of the Glantrian law if they were found to be unprovoked. With that warning in mind all four adventuring groups took the assignment, made arrangements and purchased supplies at the local outfitters for an extended trip into the very harsh and dangerous terrain where a band of Manscorpions were only one of the many dangers that awaited them.

**What This Means:** A good excuse to break out Dungeon Magazine #20 and run the adventure with minor background tweaks.

## **FELMONT 17, AC 1013: Dance, Dance, Dance The Night Away!**

**Location:** Lizzieni, Principality of Caurenze

**Description:** The escape of several Giant Tarantulas being transported to the Circus Lizzieni resulted in over 100 people being bitten and affected by the spider's venom. The streets of Lizzieni were scenes of irresistible frenetic dancing as the spiders bit many victims and many onlookers in turn danced themselves to complete exhaustion.

**What this Means:** A new youth dance craze soon spreads all over Glantri inspired by the victim's frenetic moves.

## **FELMONT 22, AC 1013: There Goes the Neighborhood!!**

**Location:** The Kol Mansion, Noble Quarter/Rim Precinct, Glantri City

**Description:** Today saw one of the most infamous parties Glantri City had seen in some years, topped only by the infamous AC 1005 Consortium House party/riot (see The Glantrian Almanac Vol. 2 AC 1005 - AC 1009 for all the details). Today Prince Kol threw a housewarming party that while short on A list attendees of the Glantrian elite it more than made up for in pure low brow insanity. Prince Kol did not bother to suffer the rebuke of declined invitations and simply let the word get out of an open house party to any who thought they could hang with or out party Kol and his bodyguards and staff. The only fellow members of the Council of Princes who attended were Princess Dolores and Prince Jaggar, though Jaggar stayed long enough to quaff a bottle of Thunder Grogg Extra Imperial Stout thrown across the room to (at?) him before staggering for the exit a short time later mumbling incoherently as *the Grogg* claimed yet another victim.

Princess Dolores more than held her own as she matched Kol's crew drink for drink and even good naturedly accepted a dare and did a striptease on top of a fabulously expensive Estelar table, shortly before it was hacked into pieces with an axe by a completely inebriated but highly appreciative Hobgoblin bodyguard of Prince Kol. From there the party went downhill, at least in the eyes of Prince Kol's neighbors as Kol saw an impromptu remodel of his interior as much of the expensive furniture that had graced the Widefarer/McAllister house for many years ended in pieces or was tossed out the windows and into the canal.

Reports started come into the Rim Precinct City Guard which complained of naked humanoids and even some naked humans swimming in School Channel with complaints coming in from not just Kol's neighbors but also the Great School of Magic just across the canal from the Kol Mansion, with complaints that its students were being kept awake by all the revelry. Finally, around midnight the Rim Precinct Captain Alvaerelle Perxidior decided to put a stop to the party after he warned that he'd be forced to arrest any non-nobles for the crime of disturbing the peace if the party did not end immediately. (see [Kl. 6; Sv. 19](#))

**What This Means:** Sales of Thunder Grogg Extra Stout exploded among the Glantrian party jet set after the details of the event and the mayhem that could result from drinking it, were spread throughout the city. Trying to outdrink a Hobgoblin becomes the latest fad among the young dandies in Glantri City.

### **FYRMONT 1, AC 1013: Persistent Pestilence**

**Location:** Loupmont, Principality of Morlay-Malinbois

**Description:** Prince Malachie announced today at the Council that a flare up of the plague, likely the same strain that claimed an estimated 1 in 4 Glantrians in AC 1008-9, claimed 17 lives in his Principality before being contained by Clerics.

**What this Means:** Though it has been several years since the Great Plague ran its course in Glantri the minor outbreaks served as a reminder that such future outbreaks are possible again in the future and Glantri should not lose sight of the reason (and benefit) to having loosened restrictions on Clerics.

### **FYRMONT 10, AC 1013: They Work Hard For Their Money!!**

**Location:** Across the entirety of Glantri

**Description:** Today was the third tax day of the year in Glantri with quarterly taxes due from Flaurmont-Klarmont for this year. (see [Va. 10](#), [Ya. 10](#); [Ei. 24](#))

### **FYRMONT 12, AC 1013: F The Nobles!!!**

**Location:** village of Eyguières, Hiboux Free Province

**Description:** Just when it seemed that the mayor of the village of Eyguières, Thierry Fournier, was really making headway in persuading enough people in and around the village to support his petition to establish a new dominion a new speaker showed up in the area. The man was a skilled orator and gave speeches all over the area extolling private ownership of the land and keeping free of nobles who cared nothing for their subjects but for the taxation that funded their magical research and living the high life in Glantri City. What progress Fournier had made in the last year seemed to disappear within weeks of the man's arrival.

**What This Means:** That man is a Tomas Delay is a legend within the Free Fundamentalist Farmers organization and is known by those in the group as 'the Hammer'. A senior Captain in the organization who only answered to the head of the FFF, Rafael Corrado. Delay was recently assigned to the area to stiffen the resolve of the people to keep ownership of their lands and retain their relative freedom from the nobles of Glantri. He immediately saw success as the currents of support for Fournier gained over the last year receded quickly. Fournier was not pleased and had to find a way to counter this new threat to his plans to win over the population.

### **FYRMONT 26, AC 1013: Trouble In The North**

**Location:** Ethengar

**Description:** Hulagu Khan of the Uighur clan led his forces out of the Ethengar steppes and into the Heldann Territories to start an invasion ordered by the Golden Khan. After a brief skirmish with patrols

of the Heldannic Knights, Hulagu soon returned to Ethengar, and the Golden Khan sent a message to Wulf von Klagendorf stating his apologies over a mix-up that he would correct immediately. (See [Am. 4](#))

**What This Means:** Oktai Khan and his Glantrian agents sent a false message to Hulagu Khan, who has well known desires to invade the Heldann Territories. The message claimed that the Golden Khan had decided to invade Heldann. Not caring about anything except attacking the Heldanners, Hulagu did not even bother to verify the authenticity of the message and crossed the border to start an invasion. Before he got too far, however, real envoys of the Golden Khan managed to stop him and commanded him to return back to Ethengar.

The fake messengers were eventually tracked down and captured, and they were discovered to be Taijit warriors. The Golden Khan, having had the last straw of Oktai's plots, has decided he will eliminate this rival once and for all. He set in motion a plan to reveal Oktai Khan's treachery so he could gain the support of his people to destroy the Khan. The whole incident was a plot devised by Glantrian Army intelligence agents to keep the Ethengarians at war with the Heldann Territories, suitably weakened as well as preoccupied.

### **AMBYRMONT 1, AC 1013: And Then There Were 16!!!**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Fall Equinox. The Brothers as they arrived for their meeting were greeted by the words they dreaded as much as rejoiced upon hearing.

*"I hail the Light of Rad! A new brother comes forth in his quest for knowledge!"*

Yet another new Brother came forward to join the Brotherhood of the Radiance today. The well-practiced Brotherhood hid any hint of surprise and warmly welcomed the new member. While the Brotherhood planned to discuss the notion of non-noble members, the arrival of the new member made a return to that topic during this meeting impossible as the new member had to be properly welcomed and informed of the purpose and rules of the Brotherhood which left little time for other discussion. The newest member took the code-name Twilight, and the meeting broke up after *Twilight* was given an introduction and orientation to the history and purposes of the Brotherhood. (See [Kl. 1](#); [Ka. 1](#))

**What This Means:** The newest member, Brother Twilight, is the son and heir of Prince Jherek, Ralindi Virayana. He discovered the Radiance in large part due to following the clues he tortured out of Countess Sinaria Verlien last year. He had spent most of the last year following up on those leads and discovering the secret which led him to the discovery and the existence of the Brotherhood thanks to the notes written by Momai Virayana over a hundred years ago which Ralindi found hidden in ancient records kept in the vaults beneath Singhabad.

### **AMBYRMONT 4, AC 1013: Treachery Is Finally Revealed**

**Location:** Ethengar

**Description:** While escaping from the camp of Oktai Khan (whose assassins attempted to kill them), agents of the Golden Khan intercepted a messenger bound for the orc keep of Dast. The messenger carried a message for Moghul-Khan, promising the yellow orc great wealth if he sent his humanoid forces to attack the Yakka Clan. The agents quickly returned to the Golden Court with the evidence of Oktai's treachery. Moglai also managed to catch Oktai Khan's messengers to his Glantrian allies desperately asking for help in return for all the information and secrets Oktai had revealed to the Glantrian over the years. With that final evidence in hand, the Golden Khan ordered the Keshak (Ethengarian equivalent of Royal Army) and the Murkit warriors to go after the traitorous Khan and bring him back to the Golden Khan, dead or alive. (See [Fy. 26](#); [Am. 8](#))

**What This Means:** The game is up and Oktai's days are pretty much numbered at this point

### **AMBYRMONT 7, AC 1013: The Match of the Century??**

**Location:** The Stadio Comunale, Rose Precinct, Outer Glantri City

**Description:** In one of the more memorable matches in many years Metro Glantri City hung on barely to defeat AS Nyra 4-3 in sudden death to win its record 34<sup>th</sup> Glantrian Scudetto. Jannick Vander only added to his glory and notched the golden goal, his third of the game. Nyra's great striker and budding superstar Diego y Marasharon de Feliciano tallied three goals as well in the losing effort, which included an amazing strike from distance in extra time to tie it up. Metro Glantri City finished 10-3-1 and AS Nyra finished 2<sup>nd</sup> with a record of 9-3-2. Kern's stay in Serie 1 was a short one was demoted back to Serie 2 after a winless season.

In the lower divisions of Glantrian football BFC Kopstar earned a promotion back to Serie 1 for next season while Volnay continued its run of promotion/relegation, but this time was relegated back to Serie 3. Moulins finished atop the table in Serie 3 and High Sonden FC was relegated to club play. Bramya finished atop the club standings and earned promotion back to Serie 3 for the upcoming AC 1014 season. (See [Ya. 21](#))

### **AMBYRMONT 8, AC 1013: Oktai Khan Meets His Fate**

**Location:** Ethengar

**Description:** The Keshak and Murkits descended upon Oktai's tribe, the Taijit, and attacked today. The Taijit defended their Khan at first, but when they learned that he was a traitor, conspiring with both Glantri and goblinoids, they deserted him. Oktai Khan was eventually captured, and then brutally (as only an Ethengarian could) interrogated and finally after being reduced to begging for it, summarily beheaded by the Golden Khan. (See [Am. 4](#); [Am. 27](#))

**What This Means:** The Golden Khan has just eliminated one of his chief troublemakers among the Khans (Oktai). This helps him regain more control and prestige, which has been slowly slipping away the past few years. The Glantrian spymasters have seen their plans backfire dramatically and have lost the best intelligence asset Glantri within Ethengar.



### **AMBYRMONT 10, AC 1013: Construction Complete!**

**Location:** village of Savator, Black Mountains Free Province, Glantri

**Description:** After three years of work the final section of the upgraded Northwestern Road, which connects the Black Mountains Free Province administrative seat of Savator with the Vyonnes-Glantri City road running through Morlay-Malinbois, was finally completed. Previously a poor-quality trail, the upgraded road was now listed by Glantrian AAA as good quality.

**What This Means:** The first post Great War infrastructure project Glantri launched is now completed. It was well managed and was completed on time and within budget. This project was the first major road improvement undertaken by Glantri since the end of the Great War but is likely to not be the last. This project took priority over improving the Vyonnes-Sablestone road mainly for the terrain the roads went through. As western Glantri tends to be rather dry, improving the roads wouldn't be that much of a benefit for speeding travel for inclement weather however much of the Sablestone-Vyonnes Road runs through clear flat terrain while the northwestern road ran through forested and hilly country thus the road improvement project will significantly increase the speed of movement, caravan and military, between the heartland of Glantri and its more frontier northwestern sections and also make trade with Wendar quicker, and cheaper.

### **AMBYRMONT 13, AC 1013: All Hail the Light Of Rad!!**

**Location:** Tholl Votar, Principality of New Kolland

**Description:** Though Shepherds of Rad had started the process of introducing the Light of Rad, the philosophy of Rad, to the humanoids today saw the completion of the first permanent Temple of Rad in New Kolland. It was built in Tholl Votar and while the temple was a small local temple with only a couple Shepherds and Acolytes it was a first step in the indoctrination of the humanoids into the Philosophy of Rad. The temple itself was far from the grand structures often seen throughout Glantri and was constructed of logs of Fungi stem and completed in only 6 weeks. Plans were already being considered by High Shepherd Castellano to build a larger, more grand temple in Skoldar. (see [Fl. 17](#), [Kl. 20](#); [Am. 21](#))

**What This Means:** While the Shepherds of Rad have been spreading the philosophy of Rad ever since New Kolland became a part of Glantri no permanent temples have been built in the humanoid principality. Plans for constructing a large regional temple in Skoldar are also under consideration by the High Shepherd but have not been approved as the new High Temple in Mylissis was deemed more important to complete.

### **AMBYRMONT 19, AC 1013: Good Times In Glantri City Coming Up!**

**Location:** Daffodil Precinct, Outer Glantri City

**Description:** After nearly two years spent adventuring since his banishment from Morlay-Malinbois Nousseir du Marais finally decided to return to Glantrian society. He rented a large riverfront home in the outer city and started making plans on how to effectively operate in Glantrian high society as is the place of the 'brother' of a Prince of Glantri.

**What This Means:** Good gossip days are coming and Noussoir means to makes Prince Malachie's life hell using the death by a thousand cuts and attempt to ruin him socially and politically.

### **AMBYRMONT 21, AC 1013: Prince Kol Issues Decrees**

**Location:** Fortress of Skoldar, Principality of New Kolland

**Description:** Today Prince Kol issued two Decrees applying to his Principality of New Kolland. The first was rather straightforward in which Prince Kol ordered all his subjects to, by the end of the year, if possible, have any young humanoids less than adult age taken seen by a Shepherd of Rad and tested for magical ability. The second Decree formalized the establishment of Kol's Legion, the standing military force of New Kolland which consisted of 10 cohorts of various humanoid types each led by a Tribune. (see [Am. 13](#); [Sv. 19](#))

**What This Means:** After nearly two years of the construction of a new Principality from the ground floor Prince Kol is beginning to look long term and establishing upper class of humanoid, the Arcaner, the spell casting humanoid. Kol has been recording the existing spellcasters in his humanoid population ever since the establishment of his Principality, but he knows well the long term viability of the humanoid race in Glantri depends on having a spell casting class, and a pool of potential nobles. Adult non-Wicca humanoids can also be tested but as the Temples of Rad are likely years from being fully established in New Kolland (and the Borderlands Free Province) testing resources, the Shepherds of Rad, will be scarce and Kol correctly is prioritizing find the youngest potential spell casters to begin their education earlier. The second decree was an expected formal organization of the standing military forced that Kol has been assembling over the last two years augmenting his original Kobold forces.

### **AMBYRMONT 27, AC 1013: A Series of Deaths**

**Location:** Xantha, Ethengar

**Description:** The Golden Khan's camp was rocked by the discovery of a series of grisly murders the night before. The victims seemed to be unrelated and included: several Ethengarian merchants, a leading gambler, and one of the Golden Khan's metalsmiths. The Golden Khan tasks Koja, one of the leaders of the brataks, to investigate the murders. (see [Am. 8](#); [Sv. 9](#))

**What This Means:** The investigation is, of course, a sham. The murders were committed by the brataks themselves upon orders by the Golden Khan. The victims were some of those fingered by Oktai Khan, under extreme interrogation, as informers and agents of Glantri. Not all that Oktai identified ended up chopped into multiple pieces the night before. They, including a top advisor to the Golden Khan, are in the very capable hands of Koja's twin brother Kadei and are being softened up for what the Golden Khan has planned for them with the types of torture and interrogations Ethengarians are well known for but whose details are too much to share, even in this almanac by this author.

## **SVIFTMONT 4, AC 1013: HANGING IT UP**

**Location:** Thyatis City, Thyatis

**Description:** Today the Emperor of Thyatis Eusebius Torion honored a request for a private meeting with Dame Catherine d'Ambreville the Ambassador to Thyatis from Glantri. After an hour or so Dame Catherine left the meeting. Instead of returning to her suite of rooms in the Imperial Palace she went outside the Imperial Palace where she disappeared in a puff of smoke. (see [Sv. 24](#))

**What This Means:** After nearly 30 years serving as Ambassador to Thyatis the frail and elderly d'Ambreville has decided it was time to return back to Glantri to spend her last years. Her arrival back in Glantri will be the first the Council of Princes hear of her retirement and Prince Urmahid will have to quickly find a suitable replacement to the most important diplomatic post in Glantri. For the time being Catherine's deputy, Senior Diplomat Annika Beck, will serve as acting Ambassador to Thyatis.

## **SVIFTMONT 9, AC 1013: War Is Decided**

**Location:** Ethengar

**Description:** Moglai Khan, the Golden Khan, declared in a meeting of his High Council that the Glantrians had caused much trouble between them and the now submissive Heldannic Knights (or so he keeps telling his warriors), and had hoped to get them to waste time fighting between them. They nearly succeeded because of the traitor, Oktai Khan. Now that Ethengar warriors were aware of the treachery, the Golden Khan declared, they shall have their revenge. The Golden Khan talked with his most loyal advisors such as Akmad Ibn Yussef (M32) Master of Council, Jamal (F24) leader of the Keshak, Gimluk (D12-AtR K) Master of Engineers, Sabak (M31) leader of the Golden Khan's Hakomons, Kadei & Koja (T30, T31) leaders of the schools of brataks, and Manghai (F15) son and heir of the Golden Khan. He promised them he intended to finally see that Glantri's time was at its end as it would be the first to fall to the glorious Ethengar Empire that he shall form. The Golden Khan ordered his advisors to begin to plan an invasion of Glantri. (See [Am. 27](#); [Sv. 16](#))

**What This Means:** By declaring that the Ethengar hordes will ride again to war, against their hated enemy Glantri at that, Moglai was also taking care of the morale problems brought up by lack of success over the years attacking the Heldann. Now, instead of fighting them, or each other; or complaining about Moglai's rule, they are planning for war against their hated enemies.

## **SVIFTMONT 10, AC 1013: Grand Opening!!**

**Location:** Entertainment Quarter/Hyacinth Precinct, Glantri City

**Description:** Today marked the grand opening of the newest business to open in the Entertainment Quarter, The Bastet. Built on the site of the old Fireworks Arcane House, The Bastet was a club with a decidedly exotic Nithian theme that quickly made the place the most popular club in the city. The owner, reputed to be a Boldavian scholar who specialized in Nithia, required all guests to take the form often via masks of the old Nithian immortals. The exotic nature of that proved to be madly popular on

top of the popularity which made the club difficult to get into and added an air of exclusiveness to being able to gain admittance. (see [Ya. 3](#))

**What This Means:** As with most things that begin with mysterious Boldavians, what it means is the Bastet will be the inspiration for dark and scary stories on the internet. Often ending with someone never being seen again.

### **SVIFTMONT 16, AC 1013: The Reality of the Situation Is...**

**Location:** Ethengar

**Description:** The Golden Khan of Ethengar sat down with his closest, most trusted advisors and started to discuss how Ethengar should invade and defeat Glantri. Jamal commander of Keshak spoke first and she pulled no punches. She said at maximum mobilization which could take place quickly, within a few months, Ethengar could send 109 Hordes against Glantri, some 108,000 troops. The problem, she continued on to say, was an old one that all here knew well. While Glantri currently only had a current standing force of approximately 16,000 soldiers and with only a quarter of that, some 4000 troops guarding the border with Ethengar Glantri's greatest defense was not its army.

The problem, Jamal continued to explain, was that there were only two direct ways to get to the heartland and interior of Glantri, through Boldavia and the narrow easily defensible Scotch Breech, or the even more direct path through heavily fortified Skullhorn Pass. Both routes would almost certainly slow to a crawl the speed of the Ethengarian advance and allow Glantri the time to mobilize its vast potential of reserves. Kadei of the brataks, next shared the latest intelligence Ethengar had received which indicated Glantri could mobilize some 36 trained reserve divisions, many of which were combat experienced veterans of their just recently ended war, within 2 weeks. Tough enough for the Ethengarians at now invading at only a 2-1 odds ratio, Kadei explained, but the real problem came in the next stage of mobilization where Glantri had contingency plans in case of invasion to mobilize an additional **72 divisions** within 6 weeks and thus could field a force of 125 divisions in defense of the nation, substantially outnumbering the Ethengarian invaders and yet still would come nowhere close to full mobilization as those 125 divisions would still only consist of 16% of Glantri's population. An emergency mobilization meant Ethengar could face more than 200 Glantrian divisions. Jamal picked up where Kadei left off and said that Glantri with its larger population would well outnumber the Ethengarian hordes and Ethengar would have to make a total mobilization of a third of its population just to realistically be able to invade Glantri but still would find itself outnumbered if it couldn't defeat Glantri quickly.

The numbers, Jamal surmised, simply did not add up to a successful invasion of Glantri. Perhaps it could have before their war with Alphatians and the Humanoids but many of Glantri's weaknesses were exposed and exploited in that war, and have been recognized by the Glantrians, and largely were corrected in their AC 1010 reorganization. Jamal concluded by expressing her opinion that unless Ethengar could find some special edge or advantage to invade and win quickly, she believed an invasion of Glantri was doomed to fail no matter how brave or skilled the Ethengarian horse soldiers were. The recently concluded war showed clearly that the Glantrians were brave and skilled in defense of their homes and lands and should not be underestimated as weak. They were far more numerous, and with *decisive* edges in defensible terrain and in pure magical firepower as the Alphatians would attest if they were still around to do so.

With the huge disadvantage of terrain slowing down the Ethengarian horse soldiers Jamal concluded that she did not see a plausible way to invade Glantri and beat them, only die heroically on the eastern borders unless some way could be found to even the odds. Some large injection of magical firepower, pure manpower or some way to bypass Glantri's natural defenses and defeat Glantri before it could fully mobilize. For once it does Glantri was not beatable, not conquerable, not to a nation the size of Ethengar which was roughly a third of Glantri's in terms of population.

Sabak leader of the Golden Khan's Hakomons spoke next and said:  
*I think I may know the way to...*

Unfortunately, the rest of what he said was lost under the ominous sounding music that had started playing before the scene faded out .... (see [Sv. 9](#))

**What Does This Mean:** Ethengar simply cannot invade Glantri and hope to even get into the interior of Glantri much less defeat it; not without a lot more magic, a lot more troops or a real ace up its sleeve.

### **SVIFTMONT 19, AC 1013: Just Wait Till You Meet Your New Neighbors**

**Location:** Kol Mansion, Rim Precinct/Noble Quarter, Glantri City

**Description:** Prince Kol of New Kolland returned to Glantri City after a month long stay in New Kolland and caused quite the disturbance today in the Rim Precinct of Glantri City's Noble Quarter. The most infamous resident of the city came accompanied by more than his usual retinue, as 3 large gondola pulled up to the Rim Precinct gondola landing and discharged a large group of loud, scary looking and utterly out of place of humanoids. A large crowd gathered as they chaotically loaded up their chests of personal belongings and headed towards the Kol Mansion.

Later that day Kol and his group of nearly 30 humanoids drew an even larger crowd as they emerged from the mansion and made their way the House of Ministers where Kol registered the humanoids not just as new citizens of Glantri City but then also applied for new licenses for Private Spell Casting. Once the word escaped via onlookers that this horde of new Glantri City residents were not mere Humanoid muscle-bound meat heads but users of magic and considered the upper crust as Arcaners in Glantri City society the crowds grew even larger as Kol and his crew left the House of Ministers and made their way back to Kol's mansion. (see [Fe. 22](#), [Am. 21](#))

**What This Means:** Kol may be a humanoid, but he is far from naïve or stupid. He understands that in order for New Kolland to ever be fully integrated it must have, and provide Glantri, a stable of magic users. Kol has spent the last month in New Kolland testing and interviewing and selecting the most intelligent and magically gifted of his humanoid subject and has brought them to Glantri City where they are to be tutored in both basic magic and in proper Glantrian etiquette and customs.

### **SVIFTMONT 24, AC 1013: A Prime Assignment**

**Location:** Thyatis City, Thyatis

**Description:** Today the newly appointed Ambassador to Thyatis from Glantri, Ethrilord Bilgrammus, arrived in Thyatis City and was welcomed by Emperor Eusebius Torion and later was guest of honor at a gala thrown by Thyatis in his honor. (see [Sv. 4](#))

**What This Means:** After the surprise retirement of the longtime Ambassador to Thyatis Catherine d'Ambreville Prince Urmahid had to quickly choose a new Ambassador to Thyatis. As this is probably the most important of relationships for Glantri to maintain he really only had two choices, promoting either of the two most experienced and effective Ambassadors; those of Darokin or of Wendar. Prince Urmahid decided to select Ethrilord who had served as the Glantrian Ambassador to Wendar since AC 1007, before that he had served as the Ambassador to Alfheim.

### **SVIFTMONT 27, AC 1013: Whoops!!!**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Today, Prince Jaggar, the Warden of the Marches, briefed the Council of Princes on the recent events in Ethengar. He tried to keep the explanation simple about how Glantri lost its greatest intelligence asset in Oktai Khan whose treachery was discovered, and then later executed, by the Golden Khan. Prince Jaggar was not likely to get off so easily with just a statement of what happened, and he didn't as he was immediately questioned by Prince Urmahid as to HOW this happened as Urmahid knew Oktai Khan from his years as the prime intelligence agent Glantri inside Ethengar prior to becoming a noble. Urmahid knew him to be shrewd and savvy as he had to be to avoid detection for decades as the prime informer Glantri had within Ethengar. Prince Jaggar was forced admit that agents within the Abwehr, the intelligence branch of the Grand Army, had hatched a scheme to trick Ethengar into invading Heldann which backfired and exposed Oktai to the Golden Khan.

The Council exploded in fury at that admission. Princess Carnelia was next to speak, and she reminded Jaggar and the Council of her misgivings about the history of Jaggar's leadership and suggested she was considering introducing a motion to reopen the Council Charge of the Warden of the Marches. Prince Jherek spoke next and said that he thought it was too soon for that, but this failure demanded changes in the Abwehr. Jherek's strong suggestion was to make clear that Abwehr was to only collect intelligence, and orders for operations were only to come from the Council of Princes. Prince Jherek put it directly to Prince Jaggar that unless he accepted those conditions, he would support Carnelia's motion to reopen the Council Charge of Warden of the Marches. A subdued but realistic Jaggar agreed to the change and said he would see to its implementation immediately.

**What This Means:** Glantri's experiment with a completely independent Grand Army ended on this day and the Council of Princes retook a little of the complete operational freedom Prince Jaggar, and the high command of the Grand Army had enjoyed since AC 1010. Prince Jaggar also got an unwelcome reminder of how his past failures prior to and during the Great War have not been forgotten and that he might only be one more failure away from being removed as Warden of the Marches. Prince Jaggar immediately sacked the head of the Abwehr, Grand General Günther von Stauffenberg and the head of the Ethengar branch of Abwehr.

Jaggar promoted the head of the Domestic branch of Abwehr, Tomor Olziyt (M21, Age 71), to Grand General and tasked him with selecting a new head of the Ethengar branch and with issuing orders and seeing that they were strictly enforced that no intelligence operations were authorized unless approved



by the Council of Princes. The duty of the Abwehr was to be collection and evaluation of information and the forwarding of intelligence NOT hatching intelligence operations. Those operations could only be approved by the Council of Princes henceforth.

### **EIRMONT 8, AC 1013: Trying is the fun part!!!**

**Location:** Kol Mansion, Noble Quarter/Rim Precinct, Glantri City

**Description:** Today Prince Kol received joyous news from his wife Princess Teurac Kol (Age 49, KO4, AL-N) that after a year of trying she was pregnant. Prince Kol decided to celebrate by taking his humanoid spellcasters to the Undead Ed Bar and Grill in the Entertainment Quarter and they partied hardy until they finally drank themselves into unconsciousness.

**What This Means:** Prince Kol and his wife have desperately been trying to have another child in an attempt to field a legal heir to New Kolland, one that has magical ability and could become a wizard. Unfortunately for Prince Kol he has faced long odds against siring a heir to his Principality. Not only must he and his wife actually have a child, not a sure thing as both are not young anymore but obviously the child must be born with the ability to learn magic. Secretly Kol and Teurac hired the services of the Belcadizan priest of Valerias, Nuria Vázquez (Age 32, C28 of Valerias, AL-C), and it appears to have paid off and Teurac has become pregnant after a year of unsuccessfully attempting to have another child.

### **EIRMONT 14, AC 1013: Fire and Ice!!!**

**Location:** Magistrates Passage; Noble, Citadel, Business, Entertainment, and the Middle-Class Quarters of Glantri City

**Description:** Today marked the day of the Annual Glantrian Ice Games. While many of the best ice skaters in Glantri came to Glantri City this day to compete against each other, one of the highlights for spectators was the Dash for Ducats where some of the most mighty and powerful in Glantri, amateur skaters all, gathered for a fun filled dash starting from the Vlaardoen Brug, past Alexander Platz, the Parliament Building, and the Tower of Sighs, and finally ending at the Scholars' Fraternity Headquarters in the Middle Class Precinct where large crowds gathered to toast the victor. It was traditional that the crowds toss gold ducats onto the ice, or at the skaters, during and after the race and that the winner donated the collected coins to a randomly selected West End resident. Since the end of the Great War the annual dash had taken a more serious tone which had only increased the popularity of the event. Instead of donations to some poor sod living in the West End, the collected coins were donated to the winner's choice of one of the many orphanages that had sprung up in Glantri since the Great War.

This year's race had its usual A-list of competitors. Several Glantrian ministers, several masters of the Great School, a dozen or so nobles, two Princes and three Ambassadors. The crowd had a moment of great hilarity right from the start as the Shadow Elf Ambassador to Glantri, Lady Kylantha, fell flat on her face at the starting line. The crowd rewarded the game and good-natured Ambassador, who had offered the time-honored single finger salute in response to the laughter of the crowd, with a shower of ducats onto the ice of Magistrates Passage. However not long after, as Kylantha struggled to catch up from way behind the field, a sudden shadow came over her and a large bolt of stone came down upon her. She barely had enough time to dodge the rock herself but could do nothing to avoid the shattering of the ice

she was skating upon. The helpless Ambassador fell into the freezing cold water, along with hundreds of the gold ducats, and never having learned to swim she quickly went under. Thankfully a quick thinking and quick acting spectator was able to get across the unshattered ice and dove into the freezing cold water and saved the Ambassador.

Meanwhile way ahead and far up the Magistrates Passage and completely unaware of what had happened behind them. Two racers separated themselves and were nose to nose as they closed upon the finish line where the Ambassador to Glantri from Karameikos, Ivanka Samsinova, edged Lord Bartolomeo di Malapietra by an arm's length. (see [Th. 27](#))

**What This Means:** A second attempt was made on the life of the Shadow Elf Ambassador and like the first one earlier this year during Arcanium, no one was able to provide a description of any attackers, much less capture any of them. However, the use of high-level magic, unlike the far more mundane first attempt, provides enough warning to all that until the assassin or those hiring them are caught Lady Kylantha is in great danger. Prince Urmahid quietly asked Constable Major Tanyth Canyatar of the Glantrian Constabulary who was in charge of security at the Parliamentary Building to assign more protection and arrange for private security (high level adventurers) to shadow her if and submit any bills for their services to the Chancellery. The one who saved Ambassador Kylantha from an icy watery death was honored by Parliament several days later, it was a special honor as the honoree was one of their own, the hero of Glantri who had finally returned to society, Viscount Ansel Widefarer. Ansel's gallantry and Kylantha's appreciation and the warm exchange between the two gave many Glantrian observers encouragement that the elves and Shadow Elves, at least in Glantri, might be able to get along.

As for the winner of the Dash for Cash, Samsinova was also honored with a gold medal by Parliament the same night. Once she learned what happened and heard that the parentless children of Glantri lost several hundred gold coins in the breaking of the ice, she announced the night of her victory that the King of Karameikos was donating 5,000 ducats to various orphanages in Glantri. In one stroke of kindness the Ambassador did much to erase years of the bad blood many Glantrians had for Karameikos. King Stefan will pitch a hissy fit as many think he has a much more robust treasury than his 3<sup>rd</sup> world, frontier nation actually does have. Once the Ambassador calmed the King down and told him that coin would repay itself many times over in the future if Karameikos can rebuild any kind of positive relationship with Glantri he saw the wisdom in his Ambassadors' words and actions and rewarded Samsinova with a large parcel of undeveloped land in western Karameikos so prevalent in his unsettled, barely civilized loosely populated nation that some truly *fantasy* fantasy writers actually think is a major economic, magical and military player in the region. Hah and Pfff...

### **EIRMONT 24, AC 1013: Who Paid Their Taxes Today???**

**Location:** Across the entirety of Glantri

**Description:** Today was the fourth tax day of the year in Glantri with quarterly taxes due from Felmont-Ambrymont for this year. Many Glantrians, especially spellcasters, took advantage of this last tax day of the year to attend to renewals of licenses and fees which for spellcasters could amount to a substantial amount of coin. The House of Ministers generally sees its busiest part of the year in the first three weeks of Eirmont. (see [Va. 10](#), [Fy. 10](#))

## **EIRMONT 28, AC 1013: School's Out!!!**

**Location:** Great School of Magic, Glantri City

**Description:** Today marked the end of the AC 1013 term at the Great School of Magic. The last of final exams were held today and the last of the full-time students who still resided at the Great School vacated by the end of day to return home as the dormitories and kitchens were closed for the winter break. Nontraditional students and graduate students still could access the laboratories and libraries and still received private magical instruction from the masters of the Great School. (see [Va. 1](#))

**What This Means:** The traditional end of the year long school term. Many of the faculty take vacations and leave the school but any number can be found in the school at any time during the two-month long winter break. Graduates can arrange for special magical instruction from masters if they are willing during the break.

## **KALDMONT 1, AC 1013: A Confession**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Winter Solstice. Upon the arrival of all the members Brother Snape spoke first and said the time had perhaps come for the Brotherhood to understand just what a post Rad reality truly entailed. *Snape* wasted no time in getting the heart of the matter, he admitted he was not a noble, and his discovery of the Radiance was not accidental but intended, by Rad with the clues that led to his discovery of the Radiance surely planted by Rad himself. Why, one might ask, *Snape* asked rhetorically, because Rad knew the threat from Alphatia was a dire existential one and the fate of Glantri might hinge on having a stable of loyal and powerful Radiance wizards even if they were not nobles. *Snape* admitted that he was one of those Rad selected to 'discover' the Radiance and that once he had put the pieces together that Rad had left and discovered the Radiance Rad had spoken directly to him on the dire need to work on ways to use the Radiance in defense of Glantri. All the Brothers nodded in remembrance of those days and how Rad had pushed the Brotherhood to set aside their own personal research and instead focus on ways to use the Radiance in defense of Glantri.

Brother Crabbit spoke next and brought up the point that occurred to some of the Brotherhood and asked Snape what Rad's instructions were to him regarding his use of Radiance as a non-noble. A vital question as nobles had strict restrictions, called *The Order of the Radiance*, based on their noble rank as to how far from Glantri City their individual Radiance crystals could be located, which was the very basis of the Glantrian system of nobility. *Snape* replied that indeed; as a non-noble Radiance user he did have firm restrictions placed upon him by Rad. First and foremost, he was never to share the secret or powers he was chosen by Rad to learn and use. Secondly, until he was further instructed, all of his Radiance related activities were to be dedicated solely to discovering how to use the Radiance to best defend Glantri, which *Snape* went on to say he had continued with even with the war over. His final instruction according to Snape was that Rad said that all discoveries made were shared with the rest of the Brotherhood and he could not keep personal discoveries to himself. Snape said those were the only restrictions Rad placed upon his use of the Radiance.

Brother Darkforce was next to speak and said the obvious out loud that now with Rad gone there was nothing to prevent nobles from moving their Radiance receptacles closer to the capital even into it as only Princes could do before. Next to speak was Brother Bluelight who said that they had been given much to ponder tonight and asked all his fellow brothers to ponder what they have learned this meeting and perhaps the next time they meet they can finally establish a way forward for the Brotherhood with Rad no longer there to enforce the precepts of *The Order of the Radiance* which only applied seemingly to some members of the Brotherhood but not all of them. The Brothers all agreed to consider possible ways forward and then left the meeting. (See [Am. 1](#))

**What This Means:** Being the immortal he was and looking at the years like mortals might look at a day Rad knew the large batch of non-nobles would eventually die off in the short years to come (with notable exception of one) and the Brotherhood would eventually revert to his original vision of being only sitting nobles who could only base their Radiance Receptacles in their dominions, or in the case of ruling Princes also in Glantri City where the Radiance is most powerful. The need was so great, the threat from Alphatia (and the opposing immortals) so dire than Rad felt he had to take this drastic step and recruited a handful of powerful but non-noble wizards who were utterly loyal to Glantri, to discover the Radiance and to join the Brotherhood. There they would work together to find ways to defend Glantri while Rad worked on the last-ditch defense of Glantri deep underneath the Great School of Magic (the Domsday Device). It was, as one is well aware, not the first time however that Rad himself made exceptions to *The Order of the Radiance*.

In AC 999 as the child prodigy Sir (not Prince) Angus McGregor was nearing discovery of the Radiance Rad was faced with a difficult choice, whether to dissuade Angus as he was not a ruling noble thus had no dominion or let him make his final discoveries and become a Radiance wizard. Rad decided not to interfere and to let Angus make his final discoveries, correctly suspecting that he could not be persuaded to stop and would then have to be eliminated to preserve *The Order of the Radiance*. Rad deemed the young McGregor was too great a generational magical talent to waste. Rad simply made the decision to apply the same restrictions (as in none) that he had to Angus with the new recruits. Angus's noble nature was derived from his grandfather he was treated by Rad like a Prince and allowed to use the Radiance without restriction. The new non-noble members were treated the same way. As none of the other members were aware or even suspected that the newly joined Brother Morningsun, or any of the later recruits, were anything but a ruling noble it posed no problem. Nor would it have been if Rad had been there to oversee the use (any abuses) of the Radiance. However, with Rad gone there is now nothing to restrict any noble from placing their receptacle as close to the capital or even within the capital. This is the quandary the Brotherhood of the Radiance now has in front of it and will need to address next year and now with every user who has joined since the beginning of the Great War (more than 2/3rds of the current membership) likely to being suspected by the old noble members of the Brotherhood of the Radiance of being non-nobles.

### **KALDMONT 11, AC 1013: An Honest Laboratory Accident**

**Location:** the Sky Tower, Colossus Mounts Free Province

**Description:** Though it would not be known for some weeks today the Master of Dracology at the Great School of Magic, Emil Baumer, blew himself and the top 2/3rds of his tower up when a magical experiment went badly awry.

**What This Means:** While dying in a laboratory accident is a beloved Glantrian euphemism for untimely demises, this one was completely legitimate. Master Baumer's tower was quite isolated high up in the Colossus Mountains and since he had no family he wouldn't be missed until he didn't show up in two months for the beginning of next year's school term. However, several weeks after the explosion a passing mounted patrol from Jherek's 2<sup>nd</sup> Division noted the tower, minus its top floors, and investigated, eventually reported the wizards death.

### **KALDMONT 22, AC 1013: Hildegarde Prepares for a Duel.**

**Location:** *Schloß* Ritterburg, Principality of Aalban

**Description:** Prince Jaggar von Drachenfels arrived from the capital today to conduct a private inspection of small regiment of highly-disciplined, rigorously-trained military wizards, secretly assembled in the *Schloß* Ritterburg courtyard by his mother Hildegarde von Drachenfels, the indomitable Aalbanese matriarch of House Ritterburg. Hildegarde's daughter, Helgar von Drachenfels, was busy in the underground castle vaults, preparing the most potent of arcane treasures and deadliest of enchanted weapons for her mother. Hildegarde herself spent the day in her private chambers and cast a methodically planned series of spell upon spell, with only a few scheduled moments to meet curtly with selected relatives and advisers. All of the occupants of *Schloß* Ritterburg, save Prince Jaggar and his sister Helgar (both secret craft members themselves) were unaware of the meaning of all that went on this day, and those who dared ask were severely reminded of their duty to preserve the privacy and secrets of the von Drachenfels family.

**What This Means:** Almost twenty years ago, the matriarch of House Ritterburg, *Frau* Hildegarde von Drachenfels, achieved the fourth circle of power in the Secret Craft of Earth Elementalism. Since then, she has patiently and continuously plotted and conspired to acquire the status of High Mastery of Earth Elementalism from the present high master, the Prince of Caurenze Innocenti di Malapietra. After years of magical experiments, expeditions into the Elemental Plane of Earth, the collecting and crafting of deadly magical treasures and weapons, and duels in magical combat, practice and actual, Hildegarde has finally set into motion her ultimate plan to confront High Master Innocenti and kill him. The first phase of her plan is to retreat into the Elemental Plane of Earth, until after the Day Without Magic on Mystara. As soon as the day long magic-negating effects are over, she plans to return to the Prime Plane, directly into Sirecchia and launch a high-precision strike on Innocenti.

### **KALDMONT 28, AC 1013: The Day Without Magic**

**Location:** Throughout Glantri

**Description:** At the stroke of midnight magic again disappeared from Glantri (and the whole world). Much of the nation and the business of its wizards were closed for business and many remained in their homes and towers and waited the day out safe and well protected. (see [Nu. 1](#))

**What This Means:** The new normal for Glantri on this this year and every year for the foreseeable future.

## **AC 1013 Addendum**

### *The current hierarchy of the Temples of Rad in Glantri*

The Grand Temple of Rad - Crown Precinct, Inner Glantri City.

Led by Supreme Shepherd *Ekaterina Andreyevna Zhigulenko* (M34, AL - L). Assisted by 3 Grand Shepherds (M29-M35) and 12 Shepherds (M14-M25) and 7 Acolytes (M5-M8)

*The Grand Temple directly oversees 10 High Temples of Rad through Glantri  
Each is led by a High Shepherd and has 5-10 Shepherds and 10-20 Acolytes and Initiates.*

*Each High Temple oversees 10 Regional Temples throughout Glantri  
Each is led by a Senior Shepherd and has 3-7 Shepherds and 5-10 Acolytes and Initiates.*

*Each Regional Temple oversees 10-20 local Temples of Rad throughout Glantri  
Each is led by a Lead Shepherd and has 2-3 Shepherds and 1-5 Acolytes and Initiates.*

The High Temple of Glantri City - Lily Precinct, Outer Glantri City

Led by High Shepherd *Skye McCartney* (M30)

Oversees regional temples in: Inner Glantri City (GSoM), Outer Glantri City (Calla Precinct), Lavigno (Archduchy of Westheath), Origiato (Duchy of Hightower), Parabiago (DGFP), Nagele (TFP), Strijen (TFP), Leiden (TFP), Eton (TFP), and Tollebeek (TFP).

The High Temple of Kopstar - Ruby Quarter

Led by High Shepherd *Gijsbert Blaauwbroek* (M27)

Oversees regional temples in: Willemsbrug (Bergdhoven), Altendorf (Bergdhoven), Linden Grejs (Bergdhoven), Leenz (Aalban), Graez (Aalban), Ståndburg (Aalban), Ziljen (Viscounty of Bergen), Adlerturm (Barony of Adlerturm), Vorstadt (NOFP), and Fort Nordling (NOFP).

The High Temple of Taterhill - Old Quarter

Led by High Shepherd *Nicola McColgan* (M19, 3<sup>rd</sup> Circle Alchemist)

Oversees regional temples in: Wellington (Duchy of Fenswick), Beraan (Marquisate of Berry), Dunvegan (Marquisate of Dunvegan), Hoogsonden (County of High Sonden), Weenwouden (TFP), Beetstersweach (TFP), Lugu Lake (TFP), Oldebroek (TFP), Polperro (TFP), and Bolton (CMFP).

The High Temple of Vyonnes - University Quarter

Led by High Shepherd *Alessandra Bartolucci* (M28)

Oversees regional temples in: Ximes (Noevelle Averoigne), Bridoré (Noevelle Averoigne), Séguret (Noevelle Averoigne), Loupment (Morlay-Malinbois), Vendèe (County of Touraine), Okari (Viscounty of Fausseflammas), Cherburg (Viscounty of Amboise), Moulins (MFP), Canolo (IFP), and Les Hiboux (HFP).

The High Temple of Rymskigrad - Scholars Quarter

Led by High Shepherd *Catoetje van Alderen* (M30)



Oversees regional temples in: Zhukovo (Boldavia), Lytkarino (Boldavia), Bramya (Bramya), Djonick (Barony of Pavlova), Arsenyev (WCFP), Estoniarsk (TCFP), Kaschgar (TCFP), Soligalich (ECFP), Redwood (EWFP), and Leynorn Woods (CWFP).

#### The High Temple of Braastar - Stratum Quarter

Led by High Shepherd *Maxime Lavigne* (M23)

Oversees regional temples in: Bajanchongor (Krondahar), Sajnsand (Krondahar), Érdénét (Krondahar), Glenmoorloch (Klantyre), Tavish (Klantyre), Blair Atholl (Klantyre), Dalmeny (TCFP), Aultbea (TCFP), Ostbruck (NOFP), and Ophoff (NOFP).

#### The High Temple of Nyra - Government Quarter

Led by High Shepherd *Hyvärinen* (M31)

Oversees regional temples in: New Alvar (Belcadiz), Xeres (Belcadiz), Éjica (Belcadiz), Mojácar (Marquisate of Satolas), Killmoreeths (County of Glenargyll), Aguilar (CMFP), Trintan (NFP). Coslada (NFP), Pajarejos (NFP), and Schoolbuurt (NFP).

#### The High Temple of Lizzieni - Rose Quarter

Led by High Shepherd *Vladislav Yakovich Revyagin* (M24)

Oversees regional temples in: Oreggiano (Caurenze), Sirrechia (Caurenze), Petraja (Caurenze), Soini (County of Wylon), Valmotin (Viscounty of Redstone), Castelbianco (Viscounty of Castelbianco), Montello (Viscounty of Verazzano), Desana (TVFP), Fiere (SSFP), and Rocca Silvestre (SSFP).

#### The High Temple of Kern - Cactus Quarter

Led by High Shepherd *Évelyne Boulet* (M29)

Oversees regional temples in: Estin (Sablestone), Fiumerapido (Sablestone), Baamaseen (Sablestone), Pregata (Barony of Leadyl), Nachten (Barony of Brulefer), Esyhone (Barony of Goriidel), Sydarthur (WEFP), Ravanna (MFP), Savator (BMFP), and Fash'her (WWFP)

#### The High Temple of Mylissis - High Quarter

Led by High Shepherd *Guillermo y Diaz de Castellano* (EW16)

Oversees regional temples in: Volnay (Blackhill), Sydylys (Blackhill), Erendyl (Erewan), Canyatar (Erewan), Eruanna (Erewan), Xilwynn (County of Soth-Kabree), Balnelis (Viscounty of Nathrat), Leowarin (Barony of Rittermour), Village of Huledain (SHFP), and Fort Huledain (SHFP).

## **AC 1014 Glantrian Events**

### **NUWMONT 1, AC 1014: A New Day, A New Year Fueled By Magic!**

**Location:** Worldwide (Glantri)

**Description:** Early this morning at midnight as a new day and new year were ushered in; magic returned to Glantri and the world after only a 24-hour hiatus. Today also was the national celebration day, Good Sprites Day, for the elves of Erewan. At the House of Ministers in Glantri City the first day of the year was a very busy one at The Ministry of Documents. The ministry maintained records of all Glantrian citizens and conducted a census every 15 years and AC 999 was the last census Glantri had taken, so work started on conducting a census this year of all living Glantrians. (see [Ka. 27](#), [Ka. 28](#))

**What This Means:** Glantri and all its users of magic were greatly relieved that once again the disappearance of magic was confined to just a single day. The bureaucrats of the Ministry of Documents have a massive task ahead of them to register and count every citizen in Glantri. Having lost so many to the Great War and the plague, estimated to be 20% of its population, it's task will only be harder. Sorting the living from the dead from the past census records. It has the next 12 months to accomplish its task and it will probably need every single day to do it.

### **NUWMONT 1, AC 1014: Wogar's Message**

**Location:** caverns under Borderlands Free Province

**Description:** The Supreme Hool, leader of the Red Orcs, received a message from his patron Wogar. In it, he was told that the sacred Blue Knife had been stolen, and he was charged with finding it. His dreams showed visions of primitive humans living upon the Atruaghin Plateau. Hool was thrilled at the prospect of a grand quest set upon him by Wogar himself and set himself to fulfilling that quest. (See [Nu. 6](#))

**What This Means:** The orcish shaman Xilochtli stole the Blue Knife while fleeing Oenkmar in AC 1011. This infuriated the humanoid pantheon, and they have been arguing over a course of action ever since. Finally, Wogar took things into his own hands and prompted Hool to find the Knife. Wogar figures sending Hool south to Atruaghin is as good a place as any, particularly since Xilotchtli's patron, Atzanteotl, has followers among the Tiger Clan.

### **NUWMONT 1, AC 1014: Earthquake Shakes Glantri**

**Location:** Principalities of Glantri, Republic of Darokin

**Description:** A major earthquake struck southern Glantri today, sending tremors as far north as Nouvelle Averaigne and as far south as Fort Lakeside in Darokin, with aftershocks lasting throughout the rest of the day. The most affected areas were Caurenze, Blackhill, and the Silver Sierra Free Province. Geologists at the Great School of Magic quickly determined that the earthquake was centered in the Principality of Caurenze. (See [Nu. 5](#); [Th. 10](#))

**What This Means:** This earthquake was the death knell of Innocenti di Malapietra, Viscount of Sirecchia and Prince of Caurenze. He was killed today by Hildegarde von Drachenfels, matriarch of House Ritterburg of Aalban and Innocenti's rival for the High Mastery of the Secret Craft of Earth Elementalism. With Innocenti's death Hildegarde became the new High Mistress of Earth Elementalism.

A few days ago, Hildegarde left the Prime Plane with her specially trained elite guard to travel in secret within the Elemental Plane of Earth. On this day, after the Day of Dread, under cover of darkness and in the dead of the Glantrian winter, Hildegarde and her troops left the elemental plane and emerged close to the Palazzo di Sirecchia in search of their target. Prince Innocenti di Malapietra was a formidable wizard as well as the High Master of Earth Elementalism, but he was no match against Hildegarde and her carefully planned assault. Hildegarde and her Aalbanese military wizards wielded an impressive arsenal of spells and weapons, magical and mundane, selected specifically to be wielded against Innocenti. Hildegarde herself had her own magical abilities bolstered by several powerful magical items. Lastly, their forces were reinforced by stone golems, living rock statues, medusae, basilisks, elementals, and other creatures from the Plane of Earth, some trained, some conjured, but all tightly under Hildegarde's control. Ultimately, as Hildegarde prepared her most powerful summoning to unleash a horde from the Plane of Earth, Innocenti's own magic backfired and petrified him. The only effect of Hildegarde's summoned horde which took the form of thousands of huge crawling caterpillars was shattering Innocenti's stony body.

#### **NUWMONT 5, AC 1014: Not A Natural Death But Death All The Same**

**Location:** Palazzo di Sirecchia, Principality of Caurenze

**Description:** After having picked through the wreckage of the east wing of the di Malapietra palace one of the house guards of Sirecchia finally found a piece of what was Prince Innocenti. It was shown immediately to Innocenti's sister Lucrecia and his son Bartolomeo. The two compared thoughts and observations and came to the conclusion that not just that Innocenti was dead, both being members of the Secret Craft of Earth Elementalism, but they believed what happened here was related to the leadership of the secret craft. They both filed that suspicion away for the moment as they looked silently at each other for a moment. There was a far more important matter at hand than an investigation of Innocenti's death, his death had made one of them the next ruler of Caurenze. They called for a bottle of the finest red wine in the cellar to be brought up to them and they retired to Innocenti's study, closed the door, and cast protective spells against entry and eavesdropping. (see [Nu. 1](#); [Nu. 8](#), [Va. 7](#))

**What This Means:** Bartolomeo is not like his father. Rather than kill off his sister to ensure his ascension to his rightful place as Prince of Caurenze he will discuss it with his aunt who is nothing like her brother and is willing to discuss this rather than murder a family member to become the Princess of Caurenze.

Once succession is settled though there will be the matter of investigating Innocenti's death. As both were 3<sup>rd</sup> Circle members of the Secret Craft of Earth Elementalism both easily saw the signs of a battle using the special powers of the craft. Though not completely certain they both were pretty certain that Innocenti was the High Master. Thus he was likely attacked by a 4<sup>th</sup> circle member who was powerful enough to beat not just the High Master of Earth Elementalism but powerful wizard in his own right. While the identity of the High Master is only known to those of the 4<sup>th</sup> Circle, the identities of the 4<sup>th</sup> circle are known to everyone.

## **NUWMONT 6, AC 1014: Word Spreads**

**Location:** caverns under Borderlands Free Province

**Description:** Hool returned to the caverns his Red Orcs had claimed last year after having spread the word of Wogar to the rest of the humanoid leaders including Prince Kol. Unfortunately, the humanoids of the western broken lands showed little interest in joining him on this quest and believed Hool to be mad and were content to live off of Prince Koll's machinations and largesse Glantri was providing them in coin, quality weapons, and expert training. However, that did not dissuade him and today he commanded his hordes to prepare for a new Great Migration, to begin in the spring when the mountain passes cleared of snow. (See [Nu. 1](#); [Fl. 3](#))

**What This Means:** Hool will lead a Great Migration, even if he has to go at it alone. Most of the other leaders are perfectly happy where they are. As for Prince Kol, his kobolds and Hool's red orcs have often been at odds in the past, he isn't sorry to see them go.

## **NUWMONT 8, AC 1014: A New Ruler For Caurenze But....**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Lady Lucrecia di Malapietra returned from Caurenze yesterday and called for an emergency session of the Council of Princes in the name of her brother Prince Innocenti. Not all the Princes were in the city during this mid-winter, non-legislative part of the year so it took a day for some to wrap up their personal business and arrive in Glantri City. Once all were assembled Lucrecia addressed them and explained that her brother was dead, the circumstances were still unclear but would be fully investigated by House Sirrechia, but she called the special session of the Council of Princes to inform them that Caurenze had a new ruler, at which point she made a motion to an attendant who opened the door for Bartolomeo di Malapietra who confidently strode into the chamber and took the podium and addressed the Council of Princes.

Bartolomeo told the Council that as soon as they confirmed his father's death, like the highly civilized family the di Malapietra family was, they sat down and discussed the matter of who would succeed Prince Innocenti and represent House Sirrechia at the Council of Princes. He explained that his aunt recognized that he was Innocenti's intended heir to Sirrechia and would contest his claim the rule of Caurenze at the head of House Sirrechia. At this point Bartolomeo paused, and the Council as one looked over at Lucrecia who nodded in agreement with what Bartolomeo had said. With that the Council took a snap voice vote and Bartolomeo di Malapietra was confirmed as the 12<sup>th</sup> Prince of Caurenze.

However, the business of the Council of Princes was not quite over as Princess Dolores spoke soon after the voice vote and asked when the Council would hold the vote for Innocenti's vacated Council Charge of Divisional Commander. Prince Bartolomeo called again for a quick confirmation vote to be confirmed but this time there were several objections thus the motion failed. The Council agreed to take up the matter of who would succeed Innocenti as Deputy Commander of 4<sup>th</sup> Corp and commander of the 1<sup>st</sup> and 14<sup>th</sup> Divisions in one week's time. (see [Nu. 5](#); [Nu. 15](#))

**What This Means:** It was not as if Lucrecia did not want to become the ruler, and the first Princess of Caurenze, but she had realized that it was a battle she was very unlikely to win. Any thought of assassinating Bartolomeo died in her head the instant it came as she was very fond of her nephew

personally and adored his wife. Lady Lucrecia suspected even if she managed to kill Bartolomeo she would also have to kill his wife Costanza who was also a very capable wizard, for she surely wouldn't have rested until Lucrecia were dead. As far as contesting the matter at the Council, she had few illusions that she could beat even the young and inexperienced Bartolomeo in a Council vote as most of the rulers well understood that natural succession upon their 'untimely' deaths was a sort of precedent at the Council and overturning it now might come back to bite them beyond the grave when their children were usurped of their birthright by another relative. So, Lucrecia swallowed her desires to rule and submitted to Bartolomeo as head of the family and offered her services to him as he might see best.

### **NUWMONT 10, AC 1014: Another One Bites the Dust**

**Location:** The Ambrehouse, Noble Quarter/Rim Precinct, Glantri City

**Description:** This morning Princess Isidore received word at the Ambrehouse in Glantri City that her husband of 61 years (not counting the 103 years spent in non-aging limbo as the d'Ambreville family was) Richard d'Ambreville died in his sleep overnight at Château Sylaire at the age of 115. Princess Isidore and her cousin Monique immediately teleported to Sylaire where a week of mourning was announced for Noevelle Averoine with the burial set for the 21<sup>st</sup> of Nuwmont.

**What This Means:** While much was made of Etienne's disappearance/death in AC 1009 the clock has been catching up quickly on the rest of the d'Ambreville family. What was once one of the largest of princely families is rapidly becoming one of its smallest. Few have even really considered until Monique graduates from the Great School there is only one eligible d'Ambreville heir if Isidore should die, Etienne's 101-year-old wife, who retired last year and is in poor health and not expected to live many more years. With Richard's passing only one of Etienne's brothers and sisters still lives, his mundane and insane sister Magdalene who in addition to being 98 years old, hasn't left the grounds of Château Sylaire since the family reappeared in Glantri in AC 984.

### **NUWMONT 15, AC 1014: Is This A Normal Family? In Glantri??**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Today the Council of Princes met to decide who would succeed Innocenti as the holder of the Council Charge of Divisional Commander in the Grand Army. Few of the Princes competed for this as those who were militarily inclined already held Charges, and those that were not so inclined declined to compete. There was some speculation as to if Prince Kol would compete, but he did not, which left Prince Bartolomeo and Princess Dolores to compete for the Council Charge. Princess Dolores spoke first to the Council and highlighted her exploits leading troops in AC 1010 and her formidable martial skills in killing the Black Dragon that slew her mother. She closed by framing her experience against the utter lack of experience, in combat or in command, of Prince Bartolomeo and concluded that while he surely had the makings of a good field commander, he would grow into it but she was ready now to command Glantri's divisions in battle. Prince Bartolomeo could offer little to rebut Dolores but offered that he was a quick learner and that the largely Kerendian and Thyatian troops of the two divisions would surely want and fight best for a Prince of their own blood.

The votes on each of the candidates were taken and was a landslide win for Dolores who received yes votes from all but three of the Princes (Bartolomeo, Isidore, Malachie) while Bartolomeo only received yes votes from those same three. Princess Dolores won the open Council Charge of Divisional Commander and gained the rank of Lady Field Marshall in the Glantrian Army and became the Deputy Commander of the 4<sup>th</sup> Corp and commander of the 1<sup>st</sup> and 14<sup>th</sup> Divisions. Her CV increased by 1 to 17 and her PV became 34. Bartolomeo's were now 15 and 34 respectively. (see [Nu. 8](#))

**What This Means:** No surprises here at all as Bartolomeo is young, only 26 with minimal experience in the field as a commander of troops. Bartolomeo though does register at the Citadel with the Glantrian Reserve and is assigned a rank of Colonel General in the Glantrian reserves and commander of the 9<sup>th</sup> Reserve Corp and its three Caurenzian Divisions (41<sup>st</sup>-43<sup>rd</sup>). When his time comes again, he will be ready.

### **NUWMONT 23, AC 1014: Where There Is A Will. There Can Be A Way**

**Location:** fields outside Bargha, Ethengar

**Description:** The Golden Khan of Ethengar called for a great hunt across the snow-covered fields outside his winter encampment. Not that he was really interested in hunting, the Golden Khan was more interested in speaking to his top advisors away from the eyes and ears of Bargha so he invited all his loyal advisors such as Akmad Ibn Yussef (M32) Master of Council, Jamal (F24) leader of the Keshak, Gimluk (D12-AtR K) Master of Engineers, Sabak (M31) leader of the Golden Khan's Hakomons, Kadei & Koja (T30, T31) leaders of the schools of brataks, and Manghai (F15) son and heir of the Golden Khan.

Once alone, only accompanied by several Argham of the Keshak, the Golden Khan asked Sabak if he had success in his experiments over the last two months. Sabak replied that he did and did think he could provide a way for Ethengar to neutralize Glantri's greatest advantage over Ethengar if Ethengar invaded Glantri. The Golden Khan looked over to Akmad ibn Yussef who nodded his head in agreement and told the Golden Khan that he agreed with Sabak. The Golden Khan spent several minutes in silent contemplation and then spoke to his advisors and told them to draw up invasion plans based on Sabak's experiments. (see [Ya. 14](#))

**What This Means:** Sabak had found a way that Ethengar can not just attack, raid, and kill Glantrians but a way perhaps to defeat and conquer them. Ethengar is coming for Glantri, but this time coming smartly and with a plan. One that just might work.

### **VATERMONT 1, AC 1014: The First Day of School!!!**

**Location:** The Great Auditorium, Great School of Magic, Glantri City

**Description:** Today marked the first day of first Quarter of the Great School of Magic AC 1014 term. Three new noble offspring, potential future heirs, were enrolled at the Great School for their first term this year; Chiara Fulvina (7) the granddaughter of Griseo Fulvina the Viscount of Verazzano; Tabitha von Graustein-Jaenecke (Age 7) the granddaughter of Rolf von Graustein the Viscount of Blofeld; and Heidi Stransky (Age 10) the daughter of Josef Steiner the Baron of Brulefer.



Traditionally the Grand Master would hold a function that evening at the Great Auditorium and personally welcome all new and returning students and give a speech on the state of the Magocracy. This year the Grand Master spoke and delivered a speech welcoming new students and new faculty. He personally welcomed the new nobles students and introduced new faculty. After an unusually long list of newly promoted Masters in the AC 1013 term there was only one new promotion of note this year. The Baron of Lipetsk and Senior Professor Mikael Zirchevski was promoted to Master of Dracology, replacing the unfortunate previous Master of Dracology Emil Baumer who apparently blew up himself and his tower during the winter break.

After all the introductions were finished Prince Harald made a state of the Magocracy speech which was light on specifics and flowery in its rhetoric but a far cry from anything memorable but very much was in character with the Grand Master. (see [Fl. 14](#), [Ei. 28](#))

**What This Means:** A lot of gossip, speculation, and rumors will emerge from the Zirchevski's promotion to Master as being an attempt by the Great School to woo its great child talent, Mikael's daughter, Katya to accept a position at the school when she graduates next year. That is largely idle lazy speculation and rumor mongering for Zirchevski earned the promotion and is considered one of the foremost expects on dragons in Glantri.

### **VATERMONT 7, AC 1014: Making Lists And Checking Them Twice**

**Location:** Chambers of the Secret Craft of Earth Elementalists, Great School of Magic, Glantri City

**Description:** On the 7<sup>th</sup> of every month the Secret Craft of Earth Elementalism was scheduled to meet in their secret chambers underneath the courtyard of the Great School of Magic. They were accessed via a special spell (see [Great School of Magic in detail](#) pg. 190). This month's meeting was usually one of the most fully attended of the year as the new term had just started at the Great School and this one was no different as nearly every member attended. While the 4<sup>th</sup> Circle members carried the meeting as they always do and spoke mainly of the need for new recruits many eyes were really watching for any signs of which of them might have become the High Master of the Secret Craft. None watched more closely than three of the crafts 3<sup>rd</sup> circle members, Lucretia di Malapietra, Prince Bartolomeo di Malapietra, and his wife Princess Constanza. (see [Nu. 5](#); [Va. 11](#))

**What This Means:** This was the first meeting of the Secret Craft of Earth Elementalism since the news broke that Prince Innocenti had died. While only the 4<sup>th</sup> Circle members knew that Innocenti was the High Master most had suspected that Prince Innocenti probably was. The question on everyone's mind was which of the remaining senior members (those of 4<sup>th</sup> circle or higher with one secretly to lower circle members being the 5<sup>th</sup> Circle High Master) was the likely new High Master.

It is standard practice with meetings of all the Secret Crafts that the 4<sup>th</sup> Circle members (including the High Master) alternate taking turns leading meetings to preserve the secrecy of the High Mater to the low and mid ranked members. In most cases, and the Secret Craft of Earth Elementalism does, the senior members meet in secret prior to the general meeting of all members and discuss important secret craft business and select the topics of discussion for the general meeting which includes the lower ranked members. In that earlier meeting today, Hildegarde von Drachenfels proved to the other senior members via using the Metamorphosis power she had gained as High Master and informed the members she was, by the rights of her ability, knowledge, and power; the new High Mistress. Per

tradition she asked if any would challenge her openly for that position. None did and the senior members acknowledged her as the High Mistress, knowing their basic arithmetic and having heard the rumors that Innocenti had been killed, not merely died, and it was *extremely* likely that Hildegard was the very one who killed him. As Innocenti was a Prince of Glantri as well as the High Master, that made her quite formidable and very dangerous wizard thus a worthy High Mistress.

As far as the three Malapietra's, after the meeting they compared their mental notes at the Malapietra Estate. They came to the following conclusions about the 4<sup>th</sup> Circle members one of who was almost certainly Prince Innocenti's killer:

- Andrea Cortese - Arch Master of Alteration → powerful enough of a wizard for sure. Just didn't seem to fit what the three made of his personality. An academic, not a power player. Considered by all three to be unlikely.
- Colonel General Emilia Pardo Bazán - Vice Commander of the 2<sup>nd</sup> Glantrian Division → A combat wizard and an elf. Her reputation belied the typical Belcadizan nature of being hot blooded and quick triggered. She was known to have a great strategic mind and an excellent shrewd tactician as she proved multiple times during the Great War. Considered by all three to be a real possibility and had sufficient motive in addition to the ability to defeat Innocenti.
- Gianni Scarpelli - Master of Conjuration → the same exact thoughts as with Arch Master Cortese but perhaps even less likely. An academic known to be considering retiring as he is in his 90's. Considered again by all three to be quite unlikely.
- Lucrezia Fiola - Mistress of Geology and Vulcanism → another than while a powerful wizard seems far more the academic especially as she is rumored to taking a sabbatical next term at the Great School to spend a year in field research at Tholl Vatar in New Kolland. Again, all three consider her very unlikely to go through the great trouble and planning it took to kill Innocenti.
- Anatoly Borzakovsky - Propraetor of the Western Czaikow Hills Free Province → strong background as a military wizard and known to be highly ambitious. However, Lucrezia said he could likely be discounted as probably not powerful enough, noting he had not been a member of the 4<sup>th</sup> circle for that long and was only 3<sup>rd</sup> circle less than ten years ago. Considered to be unlikely. The killer almost certainly would have to have been an arch-mage (MU30 or higher).
- Hildegard von Drachenfels - Mother of Prince Jaggar von Drachenfels → A perfect match in the eyes of all three. Old but not too old and very likely an arch-mage if not having achieved ultimate mastery. A powerful family as protection in case of failure. Mother of Prince Jaggar who is highly suspected of being a member, and probably High Master, of the (non so) Secret Craft of Dracology. The most likely in all in the opinion of all three di Malapietras. Also, by far the most dangerous as she is well known to be utterly ruthless and frankly, not a very warm and fuzzy kind of individual.
- Salvidienus Rufus - Senior Professor Military History → dismissed almost immediately by all three as extremely unlikely as he just made 4<sup>th</sup> circle 4 years ago and probably had little chance of defeating Innocenti much less wielding the high volume of very high-level magical firepower they saw evidence of at Palazzo Sirrechia.

So that left the three di Malapietras with two likely possibilities and both didn't just have motive (pure power/desire for the abilities of High Master) and also are known to be arch-mages and were capable of defeating Innocenti. Both also have political cover behind them. The von Drachenfels family behind Hildegard and the de Belcadiz behind their distant relation and a known best friend of Princess Carnelia. In short, the three di Malapietra's conclude both are *extremely* dangerous individuals and would be

foolhardy to confront directly even with, much less without, hard proof. Even indirect retribution against them would not go without taking huge risks. What worries the three the most is Bartolomeo will be eligible next year (reaching 15<sup>th</sup> level) to reach 4<sup>th</sup> Circle and once he does, he will find out who is the High Master and almost certainly discover who was his father's killer. The fear the three have that the new High Master may attempt to eliminate Bartolomeo before he does **if** the killer suspects that the remaining d'Malapietras figured out the motives behind Innocenti's death and had made the link between Innocenti's death and the leadership of the Secret Craft of Earth Elementalism.

### **VATERMONT 10, AC 1014: Money Can't Buy You Love**

**Location:** Across the entirety of Glantri

**Description:** Today was the first tax day of the year in Glantri with quarterly taxes due from Sviftmont-Kaldmont of last year. By each designated quarterly Tax Day all received taxes, with notarized records were due, having been collected from throughout Glantri in each Principality and at all 22 of the regional offices of the Department of Collections and then were forwarded to the Council Vault at the House of Ministers in Glantri City and received by the Department of Reckoning. Reckoning counted the actual tax payments from the whole of Glantri and verified totals against the receipts. Nobles collected their own taxes from their population then paid their taxes to the Department of Collections. Most nobles came directly to the House of Ministers and submitted their records and taxes there. (see [Ya. 10](#))

Quarterly taxes consisted of two elements. The Council tax took 20% of a Glantrian's earnings during that quarter. Magic could be used to help verify a taxpayers claim of an income by indicating possible fraud which would trigger a visit to the taxpayer by an agent of the Department of Reckoning, part of the Ministry of Coin. A quarterly flat tax was also collected from each adult citizen (legal age in 16 in Glantri) based upon where each citizen lived. As part of the effort to rebuild the Glantrian treasury and pay down its enormous wartime debt the flat tax was raised slightly from last year which was estimated to bring in tens of thousands of much needed extra ducats nationwide for the Treasury.

- Urban (city or town over 1000 inhabitants) **1 dc**
- Rural (settled areas and settlements less than 1000 inhabitants) **4 sv**
- Borderland (unsettled areas) **2 sv**

**What This Means:** Umm. Pay up or else...

### **VATERMONT 11, AC 1014: A Special Secret Mission**

**Location:** Castel Verazzano, Viscounty of Verazzano

**Description:** Two visitors arrived in the dark of night at the castle of Viscount Griseo Fulvina, both the visitors wore long dark robes which obscured their identity and asked to see the Viscount and his wife immediately and in private claiming business of paramount importance. Being quite used to such late-night occurrences the staff immediately informed the Viscount, Griseo Fulvina, of the visitors and the desire to see him and his wife. Griseo instructed his staff to see them to his private study and to summon his wife to 'attend' the meeting. When the two mysterious visitors arrived at the Viscount's study, they

found Griseo waiting for them. He told them his wife was away on business and asked them to tell him what was so urgent. The two then dropped their hoods to reveal themselves: Prince Bartolomeo and his aunt Lucrecia. Once they did, an unseen Rosabianca Fulvina emerged from the shadows and set aside the two loaded hand crossbows she had been carrying. The four nobles sat down around a circular table and started to talk. (see [Va. 7](#))

**What This Means:** Prince Bartolomeo has reached out for help to one of his father's biggest assets. Griseo and his wife had served Prince Innocenti well for years as agents with Griseo being a master of impersonation and shapeshifting, and his wife an effective assassin. Bartolomeo and Lucrecia shared with the two what happened at the beginning of the year, and their suspicions as to who killed Prince Innocenti, and expressed their fears for Bartolomeo's safety and asked the Fulvins if they would take a special and extremely dangerous assignment for the di Malapietras. Without hesitation they agreed.

### **VATERMONT 19, AC 1014: Well, There's *One* Bird That Dolores Won't Bag**

**Location:** Chancellery Centre, The Parliament Building, Glantri City

**Description:** Glantri had seen some strange things when it came to diplomacy but today might have taken the cake. Prince Urmahid, the Chancellor of Princes, was in his office reading the latest reports from his Ambassadors and agents in other lands when an aide rushed in and reported there was a stranger at the entrance to the House of Parliament that claimed he was the new Ambassador to Glantri. With a sigh Prince Urmahid made his way down to the entrance of the Parliament building. Prince Urmahid arrived to find a tall cloaked and hooded figure detained by four members of the Glantrian Constabulary who were in charge of security at the House of Parliament. Motioning to the guards to give them space and privacy Prince Urmahid asked for the stranger's letter of introduction which stated that that Ambassador Dieckhoff was from the Flying City of Serraine, and the city wished to establish diplomatic relations with Glantri. The new Ambassador said he could explain why diplomatic relations could prove to be beneficial to each nation.

High intrigued as Prince Urmahid had heard stories of this fabulous flying city, he welcomed the new Ambassador who in turn removed his hood to reveal he was not human, nor even a demi human but a Nagpa. Using every bit of his self-control to not show the revulsion he felt, Prince Urmahid welcomed the newest Ambassador to Glantri and invited him to speak to the assembled Council of Princes and speak to what Serraine thinks it can offer Glantri and what Glantri can offer to Serraine. (see [Th. 21](#))

**What This Means:** What makes Dieckhoff so unique is not the fabulous and unique city he come from but the fact that he is a Nagpa, and the first non-human or non-demi-human Ambassador Glantri has ever had in its nearly 200 years of existence. Ambassador Dieckhoff (Age 654, Nagpa 7, AL-C) has two tasks as given to him by the Grey Front; encourage the very wealthy to come to Serraine and spend their gold, and most importantly learn about the Radiance which the leaders of the Grey Front have recently learned in not a fable but actually exist in Glantri.

After some confusion about where to put the new Ambassador, he is placed in the Penny House on the 1<sup>st</sup> Floor. Prior to the arrival of Ambassador Dieckhoff, the 1<sup>st</sup> floor was the abode of the curious Ambassador from a small island Cathos (which no one in Glantri *still* seems to know where is actually is) a wizard named Zacarius. With the installment of the Ambassador of Serraine Zacarius has been moved to a closet on the 1<sup>st</sup> floor.

## **VATERMONT 19, AC 1014: Three Times Still Charmed**

**Location:** The Musikverein, Entertainment Quarter/Hyacinth Precinct, Glantri City

**Description:** Tonight, at the famed Musikverein in the heart of Glantri City's Entertainment Quarter the famed troop of perfectly coiffed musicians, Bon Giovi, held its third and final sold-out performance with tickets for prime balcony seats going for nearly 5 cr. During one particularly intense section when Shawn Bon Giovi was shredding on his lute like a mad man; the drummer, a fill in for the sick Bruno Bon Giovi, appeared to break a drum stick in the middle of furious cymbal smash. Instead of a new stick he pulled out a wand and fired several blasts of Lightning Bolt at one of the balconies, the one occupied by noted music lover Lady Kylantha, the Shadow Elf Ambassador to Glantri from Aengmor. Fortunately, Kylantha was able to escape with no harm other than her having her 1000 ducat Mönkhbayar spider silk outfit ruined by a spilled in panic bottle of Caurenzian red wine. The assassin drummer managed to escape the building in all the chaos and confusion before the City Constables could arrive and cordon off the area.

**What This Means:** This was the third attempt on Lady Kylantha's life since she arrived in Glantri early last year. A massive manhunt for the assassin is undertaken but like the other two times, no sign of the assassin is found. It was noted that the replacement drummer was an elf and the bands agent who had selected the elf as a last minute substitute is questioned harshly but few leads came out of the rigorous interrogation as it seems it was such a short notice replacement, he just selected a drummer he found playing for ducats on the Promenade outside the theater.

## **THAUMONT 1, AC 1014: New Guidelines Finally For The New Reality**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Spring Equinox. Once all the Brothers had arrived Brother Bluelight was the first to speak. He made the point that it had been over four years since Rad had disappeared and the time had come for the Brotherhood to adjust and do what it could to fill in best as could for Rad. He spoke forcefully on the subject of non-noble Radiance users. He stated that it was Rad himself who made clear that non-Nobles were welcome in the Brotherhood thus the Brotherhood should not worry about any current non-noble members. What it needed to worry about instead was protecting the Radiance, and Glantri, from the unworthy or disloyal. To that end, *Bluelight* continued on to say, he proposed that until such time as Rad returned and could monitor 'proper' placements of their Radiance Receptacle and the use of the Radiance that the members of Brotherhood ALL follow the same restrictions, and lack of, that the non-nobles do.

After a few other suggestions that were shown to be impractical or impossible to enforce they were left with no other viable plan under which to finally move forward than the one *Bluelight* suggested. All the members of the Brotherhood of the Radiance agreed to *Bluelight's* suggestion to suspend noble rank restrictions upon how close a nobles Radiance Receptacle could be to the capital until such time as Rad returned. (see [Kl. 1](#))

**What This Means:** This was big first step the Brotherhood needed to begin the process of moving forward and becoming a protector of the Radiance in post-Rad Glantri. The only viable move was the one the Brotherhood did choose to make. Just giving the noble members the very same lack of restrictions the non-noble Brotherhood member had, thus leveled the field for all of them.

## **THAUMONT 1, AC 1014: Parliament in Session**

**Location:** House of Lords, The Parliament Building, Glantri City

**Description:** Today marked the traditional first day of Parliament to meet to handle the year's business. The Parliament elected a President pro temp as its first matter of business which was a ceremonial position which lasted for the next year. Last year's President pro temp of the Parliament was unanimously reelected to another term as the honorary chairman of the House of Lords. There were no changes this year from last year with the notable exception that Pieter Verlien who stood in as a representative for his mother who had rarely ever missed an opening of Parliament but had been absent now for going on two years now. The current Parliamentary Sub-Committee structure for the AC 1014 session of Parliament were as follows:

President pro temp of the Parliament: Lady Judith Beaumarys-Moorkroft, Archduchess of Westheath (9)

### Judicial Review:

Chairman: Don Fernando de Casanegra, Duke of Hightower (8)

Dame Geneviève de Sephora, Comtesse de Touraine (6)

Signor Antonio di Tarento, County of Glenargyll (6)

Dona Isabella de Montebello, Countess of Soth-Kabree (6)

Lady Kristiana Wilhamine, Viscountess of Castelbianco (5)

### Financial Matters:

Chairman: Lady Judith Beaumarys-Moorkroft, Archduchess of Westheath (9)

Lady Mariana Terlagand, Marchioness of Berrym (7)

Lord Ezechiel Naramis, Viscount of Nathrat (5)

Lord Pieter Vandehaar, Viscount of Steenwijk (5)

Lord Niccolo Galateo, Viscount of Fausseflamms (5)

### Military Affairs:

Chairman: Lord Eachainn McDougal, Marquis of Dunvegan (7)

Lord Quanil Urbaal, Marquisate of Satolas (7)

Herr Franz Löwenroth, Count of Wylon (6)

Herr Rolf von Graustein, Viscount of Blofeld (5)

Sire Michel Leconte, Viscount of Amboise (5)

### Foreign Relations:

Chairman: Lady Sinaria Verlien (Pieter Verlien), Countess of High Sonden (6)

Signor Griseo Fulvina, Viscount of Verazzano (5)

Lord Ansel Widefarer, Viscount of Redstone (5)

Lady Sita Peshwir, Viscountess of d'Ylourgne (5)

Lord Mirm Krollnar, Viscount of Bergen (5)

Once the formalities of a new legislative session were completed the Parliament usually spent the next couple of months handling mundane affairs the Council of Princes left the Parliament to handle, such disposal of allocated funds, and handling administrative and bureaucratic minutia. After the Parliament finished it ended its yearly session it came back only when called into special session by the Council of Princes.



## **THAUMONT 2, AC 1014: Your Yearly Statement**

**Location:** House of Lords, The Parliament Building, Glantri City

**Description:** Princess Juliana, the Treasurer of the Council, spoke to the assembled House of Lords today and gave the annual Financial State of the Magocracy speech to all the assembled nobles. Princess Juliana happily announced that the Department of Reckoning had estimated it would nearly reach 36,000 crowns a month of income, nearly rivaling the height of the Great War, when hyper aggressive taxation and enforcement policies implemented by her late father, was at its peak. Set against expenditures totaling nearly 35,000 cr. a month, Princess Juliana explained, it had allowed the Vault of the Glantrian Treasury to grow back to almost prewar levels of savings and was estimated to be over 31,000 cr. by the end of the year. The best part, however, Princess Juliana saved for last.

Part of that 35,000 cr. a month budget of Glantri had been allocated to paying down its enormous war time debt. When the war ended Glantri was over 326,000 cr. in debt to domestic and foreign lenders in Darokin and Thyatis. According to the Treasurer the nearly 6500 cr. (325,000 dc.) which had been budgeted monthly to be applied to the repayment of that debt since the final demobilization of the expanded wartime army in AC 1011 will have reduced the national debt down to just under 38,000 cr. by the end of this year. That meant, Juliana explained with smile, that Glantri was expected to pay off its debt by the middle of next year which would free up a *substantial* amount, thousands of crowns, for new projects that Glantri may choose to fund. (see [Th. 17](#))

**What This Means:** Glantri has slowly but surely been recovering economically and the end of the road of that recovery, at least financially, is finally in sight. By the middle of AC 1015 unless some great calamity happens in the next year or so Glantri should not just be back to prewar levels of prosperity and financial security but in an even stronger place due to its increased efficiency in collections and finding tax evaders. The biggest factor however behind the even stronger Glantrian post war economy was probably due to the exponential increases in trade with Sind to the west and Wendar to the north in the last few years. The tariffs and fees that were applied against that trade has generated a substantial amount of income for the treasury. In AC 1000 Glantri collected approximately 250 cr. a month on trade across its borders. In AC 1014 that was estimated to be in excess of 5000 cr. a month.

## **THAUMONT 3, AC 1014: Burn it Down and Rebuild It**

**Location:** House of Lords, The Parliament Building, Glantri City

**Description:** The day's business at the House of Lords started with the Baron of Brulefer, Josef Steiner, taking the podium to address the assembled nobility of Glantri. Baron Steiner launched in a long speech decrying the lack of suitable housing for nobles in Glantri City and asked the Parliament if there was nothing that could be done to make more homes, suitable for nobles, available. The subject inspired animated discussion which lasted for several days.

**What This Means:** Baron Steiner has been living in his Barony since he first became a noble in AC 1009 but decided to look into moving to Glantri City as his first child started attending class at the Great School of Magic this term. However, he was not able to find, at any price, any homes available in the Noble Quarter. Several nobles bring up the plan that had been seriously considered in AC 1003 just prior to the beginning of the Great War but obviously was dropped due to the great expense of tearing down and rebuilding the largely dilapidated and low class West End Quarter. Several Princes who are in

attendance at the House of Lords did agree this was an issue the Council of Princes should look at again, the shortage of noble housing and what could be done to clean up the eyesore that is the West End Quarter. However, they inform Steiner and the rest of the nobles that it won't be taken into consideration until next year at the earliest when Glantri has paid off the last of its wartime debt.

### **THAUMONT 10, AC 1014: The Horde Reaches Sablestone**

**Location:** Principality of Sablestone, Principalities of Glantri

**Description:** Over the past week residents in the westernmost parts of Glantri have reported numerous tremors and landslides which destroyed property, and claimed lives in Sablestone, the villages of Estin and Kern, and even the Barony of Oxhill. Strangest of all was sightings of an enormous mass of odd, clay-covered caterpillars, which surfaced from underground caverns and destroyed crops, and literally undermined the foundations of many manmade structures. A contingent of Glantrian troops from the 1<sup>st</sup> Banner of the 9<sup>th</sup> Division based at Castle Sablestone led by Banner Captain Dario Mollo (M9, 2<sup>nd</sup> Circle Earth Master) investigated a large concentration of the strange caterpillars south of Kern and determined them to be magical creatures made of elemental earth. Mollo and his wizards however were powerless to kill or to have much effect on the vast mass of creatures. Mollo reported his findings to Prince Harald. After much deliberation, Prince Harald organized a cabal of wizards, including his son Dominick, his friend Baron Gerrid Rientha the Baron of Egnor, and a select few of his most trusted apprentices and bodyguards to confront the threat with their combined water magic. (See [Nu. 1](#))

**What This Means:** The mysterious caterpillars menacing the Sablestone region are none other than the horde unleashed by Hildegard von Drachenfels in her duel against Prince Innocenti di Malapietra for the High Mastery of the Secret Craft of Earth Elementalism. Like normal insects, its more mundane counterpart, the planar caterpillar horde had burrowed deep in the earth during the cold of the Glantrian winter and had now emerged from its dormancy in the warmth of spring. For weeks, it had been moving westward from the Caurenzian region through the Kurish Massif, until it emerged in the lowlands of the Sablestone area. Due to the secrecy of both the Secret Crafts and the lack of details of the death of Prince Innocenti no one has linked the events in Sablestone to what happened in Caurenze last month.

Prince Harald Haaskinz, being the High Master of the Secret Craft of Water Elementalism, suspected that his brand of elemental magic would be well suited to flush out this elemental threat, and gathered his most trusted supporters to collaborate, most of whom are powerful water Elementalists to confront the horde. Ultimately the cabal of water Elementalists could not destroy the horde but did succeed in driving the horde out of the Principality of Sablestone to the west back to the Kurish Massif and Sind.

### **THAUMONT 17, AC 1014: Let's Leave This To The House**

**Location:** Council of Princes and House of Lords, The Parliament Building, Glantri City

**Description:** After several weeks of proposals and endless debate at the Council of Princes on proposals for new infrastructure projects the Council of Princes, unable to reach an agreement, sent the matter of

the House of Lords for them to debate and perhaps reach a consensus on choosing projects the Council could budget into the AC 1015 fiscal budget. (see [Th. 2](#); [Fy. 11](#))

**What This Means:** Many proposals have been put before the Council of Princes in the last few weeks including four different road improvement plans proposed by the three big foreign trading houses. The Pasayat Trading House put forth two proposals, one for upgrading the Sablestone-Glantri City road to good status between d'Ylourgne and Kern, a second for paving the same road between Glantri City and Vyennes. The Naelle Trading House put forth a proposal to the Council to upgrade the Northern Trail from Savator in the Black Mountains Free Province to the Wendarian border from its present poor status to good status. The fourth proposal was made by the Umbarth Trading House proposing a new road, made up today of poor trails, linking the village of Huledain with the Darokinian border at Fort Fletcher.

Though some on the Council, particularly Princess Dolores, were vehemently against any infrastructure projects, most on the Council recognized the financial (trade) and military benefits and showed a willingness to budget one, perhaps two, into next year's budget. Deciding which of those is the problem the Council had stuck upon and so it tossed it to Parliament to evaluate the proposals, weigh the pros and cons of each project and issue the Council of Princes a report with its suggestions by the end of the legislative session.

## **THAUMONT 21, AC 1014: Ambassador Dieckhoff Addresses the Council of Princes**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Today the new Ambassador to Glantri from the Flying City of Serraine, Dieckhoff, addressed the Council of Princes for the first time since he arrived. Dieckhoff offered a gift to the Council from Serraine, a large chest of valuable and rare tomes of ancient history valued at over 50,000 dc. some of which dated back to ancient Blackmoor. The Ambassador informed the Council that Serraine wished to establish itself as a trading partner with Glantri. Serraine, he informed the Council, was always in need of food and interested in trading for the high quality beverages Glantri produced, especially Averoignian wine. In return, the Ambassador said, the city had a great deal of magic and gnomish creations it would be willing to trade in exchange.

Dieckhoff also expressed Serraine's interest in establishing an office of tourism in Glantri City where tourists could arrange visits to the incredible flying city and those with an interest in magic and scholarship in Serraine, like those of his kind, could arrive to visit Glantri. The Council agreed to the proposals in basis and informed the Ambassador that they would arrange for meetings between him and the Minister of Mercantile to hammer out the details of a trade agreement for the Council to review. The Council also agreed that if Serraine wished to establish an office of tourism in the city they could proceed and the Minister of Mercantile would work with the Ambassador on the establishment of that office. (see [Va. 19](#); [Ya. 27](#))

**What This Means:** The sinking of Alpathia had some negative effects to the economy of the Flying City of Serraine that took some time to fully manifest but finally have. Alpathia was the largest provider of basic foodstuffs the city relied upon and was also a huge source of income via tourists, sages, and scholars. Serraine has come to the decision that Glantri, which it has long avoided, could go a long way to filling those two gaps in Serraine's economy and decided to establish relations with Glantri. Dieckhoff being a renowned historian, linguist, and magic user was deemed an excellent choice by Serraine to be

its Ambassador even though he is a Nagpa who are generally found repulsive and would not have made good choices for serving as Ambassadors.

### **THAUMONT 22, AC 1014: Being An Independent Ain't What It Seems Cracked Up To Be**

**Location:** House of Lords, The Parliament Building, Glantri City

**Description:** Sergei Wutyla, Baron of Mariksen, upon having finished a speech to the House of Lords regarding his thoughts on the various road projects formally announced Mariksen was to be considered formally aligned with House Skullhorn after being independently aligned for the last two years.

**What This Means:** The announcement was little surprise to any of the nobles as it had been noted that Sergei tended to vote with House Krinagar at the House of Lords. Skullhorn's PV officially increases by 4.

### **THAUMONT 28, AC 1014: Prince Malachie's Savoir**

**Location:** Tower of Morlay, Principality of Morlay-Malinbois

**Description:** A heavily armed, trained, and magical group of mercenaries broke into Tower Morlay and attacked Prince Malachie. The castle defenders were unable to stop the intruders, and several guards were killed. When Malachie himself was cornered by the assailants, another wizard arrived and joined the fight in defense of the Prince. This unknown cloaked and hooded mage used several powerful spells and managed to drive off the attackers. As soon as the danger had passed, the wizard disappeared as quickly and mysteriously as he had arrived. None of the attackers were captured. Once word of the attack on the Prince leaked out the tavern rumor gristmill went into overdrive. Some rumors were started that Etienne d'Ambreville had returned to help Prince Malachie. The best rumor might have been that it was Prince Kol himself who appeared and disappeared so mysteriously, wanting to save the one Prince on the Council that had shown him any respect and any interest in. (see [Fe. 6](#))

**What This Means:** Princess Dolores recently discovered and captured an agent of Malachie's (established via a rather excruciating torture session) in her personal quarters and had decided that she has had enough with the interfering Prince. She used her vast treasure horde to get the best mercenaries she could find. Through a chain of contacts, so no trail could lead back to her, she hired them to eliminate her opponent.

As far as who Prince Malachie's savior was? Maybe it was Etienne or maybe it was something less dramatic like pure complete random luck that saved Malachie's life. The real truth was known to but a handful in the most secretive and powerful organizations in Glantri outside of the Brotherhood of the Radiance. One of the mercenaries was under surveillance by an agent of the GSS (Glantrian Secret Service) and had followed the mercenary and then the group as they moved in on the Prince. He decided to intervene to the fight and ended up being the mysterious savior of Prince Malachie. Even in Glantri sometimes the only saying is often true. It is better to be lucky than good.

Speaking though of being unlucky, Princess Dolores's lack of luck didn't end with just the failed attack. When the leader of the GSS Lord Aart Verlien (M36, 4<sup>th</sup> Circle Fire Master) learned of the attack from the agent later, he did not need to seek out permission from any Princes of the Council to start an

investigation on who was hiring high-priced, high-level killers to try to kill a Prince of Glantri. Lord Verlien and the GSS are subject to the orders and report to the Grand Master of the Great School of Magic, not the Council of Princes. Haaskinz (like d'Ambreville before him) does not care for the details of what the GSS does only that serves its purpose to protect Glantri and its secrets; and that it does it silently and cleanly, without making messes and drawing attention to itself.

### **FLAURMONT 3, AC 1014: Great Migration Commences**

**Location:** Borderlands Free Province, Glantri

**Description:** Hool's Great Migration set out today now that the passes were mostly clear of snow. To his surprise, he was greeted by the sight of Nizam-Pasha and his Groll hordes. Nizam had thought over Hool's proposition and decided to join the expedition. Hool accepted Nizam-Pasha's offer to join forces and the two humanoids set out together west parallel to the newly constructed Great Wall separating Darokin and the Broken Lands west of Corunglain. (See [Nu. 6](#))

**What This Means:** In a meeting with his advisors a few weeks ago, Nizam fell into a trance and proclaimed he was the voice of Ranivorus, the immortal patron of the Gnolls. He then commanded the gnolls to join the expedition. When he awoke, Nizam's advisors told him of the phenomenon, and they immediately began to prepare for the journey. Ranivorus has found out about Wogar's plans and has his own vile purposes for retrieving the Blue Knife.

### **FLAURMONT 14, AC 1014: A Mundane Common Death Of A Mighty Wizard**

**Location:** The Watertower Inn, Entertainment Quarter/Hyacinth Precinct, Glantri City

**Description:** Tonight, a group of faculty from the Great School of Magic met at the Watchtower for nice dinner to celebrate the end of the 1<sup>st</sup> quarter of the term. One of the group was the archmage and Master of Minor Humanoid Lore, Caelan Murray. Master Murry was enjoying his favorite meal of Troll Steak du Chef with Gelatinous Cubelings Flambe, laughing madly at a rather racy joke told by Arch Mistress of Magic Items Rebeque DeShazo, when he suddenly stopped, grabbed his chest, and fell face first into his plate of flaming Gelatinous Cubelings. Before a physician could arrive, Master Murry was dead of a massive heart attack. (see [Va. 1](#))

**What This Means:** Even in Glantri people can and do die, not gloriously in great plots or in glorious Almanac worthy events. Sometimes the body just naturally gives out. What made this event notable to anyone other than his students and his family was that Prince Harald immediately elevated his academic protégé Senior Professor Angus McClintock to become the new Master of Lessor Humanoid Lore.

### **FLAURMONT 23, AC 1014: A Botched Job**

**Location:** village of Eyguières, Hiboux Free Province

**Description:** Yesterday, Tomas Delay, a legend within the Free Fundamentalist Farmers (FFF) organization and who was known by those in the group as 'the Hammer' gave his last speech in Eyguières before leaving for Glantri City and a well-earned vacation having spent most of the last year combating the efforts of the mayor to petition the locals for establishing a new dominion with the Mayor, a wizard named Thierry Fournier, as the new noble. Delay felt as if the danger of Fourniers intimidating or buying off local leaders had passed and there was little chance he could gain the signatures for the petition he needed to get and considered his work done there.

Later as he headed down the Sablestone-Glantri City road today just east of Salon-de-Provence, Delay and his small staff of four were attacked by two expert swordsmen. Delay's staff were actually quite proficient as bodyguards and managed to fight off the assassins but not before Delay was grievously wounded after being run through by one of the assassins swords. Delay's guards were able to get him back to Salon-de-Provence where they got immediate care from a Shepherd at the local Temple of Rad who probably saved Delay's life. (see [Fe. 25](#))

**What This Means:** Put material wealth, with ambition and mix it with a chaotic Glantrian wizard and you have Thierry Fournier. He did not take kindly to having his plans thwarted by some hayseed. Of course, Fournier was not aware that the FFF had taken a stand against his petition and definitely was not aware of the reputation Delay has within the organization. With Delay out of the way Fournier now expects to regain the level support he had gained before Delay showed up last year which was close to what he needed to petition the Council of Princes for the new dominion, which would be a Marquisate so Fournier and the FFF both understand the huge stakes at play here.

## **YARTHMONT 9, AC 1014: A Special Visitor Arrives**

**Location:** Glantri City

**Description:** A large caravan arrived in Glantri City today from the small nation of Gullavia located west of Glantri on the Adri Varma plateau. It's most precious cargo was not any trade good but the ruler of Gullavia the Baroness D'himis making this the first state visit to Glantri by a foreign leader in over 10 years. The Baroness was met by her Ambassador to Glantri Lady Aamouss and a party of three Princes: Prince Urmahid, Prince Jaggar, and Princess Juliana at the Great Northern Gate and was escorted into the city. They paused at the North Keep where the Baroness was met by Colonel General's Hans Grüber and Chanash Teval and reviewed several banners of the Glantri's elite 1<sup>st</sup> and 3<sup>rd</sup> Divisions. The party then continued south through the outer city down Rad's Road with crowds of Glantrians on either side of the road throwing flowers at D'himis. When they arrived at the inner cities Gate of Rad the Baroness and her party were greeted by the all the remaining Princes that were in Glantri City and was officially welcomed to Glantri City.

Prince Bartolomeo offered her a ceremonial key to the city which was in fact a key to his fabulous Estate in the Rim Precinct, short distance from they stood at the Gate of Rad, where the Baroness and retainers would reside during her stay in the city. That night a grand welcoming reception was held for D'himis at Alexander Platz. The entire plaza was dedicated to hosting the event with tents and canopies set upon the plaza with food and drink available for hundreds of attendees. Several wizards were on standby with Weather Control spells to make sure no evening thunderstorms ruined the event. Almost all the ruling Princes attended, even Prince Morphail, and only lacked the noted misanthrope and recluse Prince Brannart. The perimeter was heavily guarded and monitored by the City Constabulary and the reception



was a smashing success and went on until the early hours of the morning with much socializing, food, drink, displays of magic, music, and dancing. (see [Ya. 16](#))

**What This Means:** The Baroness will stay in Glantri City a week, alternating shopping, and sightseeing, with meetings with the Council to discuss a potential treaty further binding the two nations.

### **YARTHMONT 10, AC 1014: What I Got I'll Give To You**

**Location:** Across the entirety of Glantri.

**Description:** Today was the second tax day of the year in Glantri with quarterly taxes due from Nuwmont-Thaumont of this year. (see [Va. 10](#); [Fy. 10](#))

### **YARTHMONT 14, AC 1014: A Plan Is Approved**

**Location:** Xantha, Ethengar

**Description:** Several weeks ago, after having broken the winter camp at Bargha and as they were moving across the steppe towards the spring encampment at Xantha the Golden Khan of Ethengar was approached by Jamal, the Orkhan of the Keshak and supreme commander of the combined Ethengarian hordes and informed him simply that 'they are ready'. Once the spring encampment was set up, the Golden Khan and his advisors were settled, he quietly summoned his Council for a late-night meeting to discuss the plans for the invasion of Glantri.

Jamal presented the plan, a detailed one based on a full complete mobilization of Ethengar which would send over 100 hordes of Ethengarians into Glantri. Minor alterations, suggestions were made by some in the some of the advisors, mostly suggestions in the deployments of the Ethengarian hordes, but the basis of the plan was seen as a good one and one that could give Ethengar an excellent chance to defeat its hated neighbor. All of the advisors were given specific tasks to ensure the plan had the best chance it could to actually succeed. The Golden Khan set the preliminary date for the invasion to be on the half-moon of Yalmi in AC 1015.

Next the Golden Khan summoned all of his tribal Khans to a meeting, along with his core of advisors, and announced that Ethengar was going to war next spring, that the time had finally come for Ethengar to assert its greatness and to conquer the world. To do so he warned them, he would need all fighting men and women mobilized, else this would be nothing more than a raid for they were not just going for plunder or booty but to conquer to take and hold land and expand the Ethengarian lands. They were ordered to get their tribes ready for the great invasion and train all men and women of fighting age and set stores for the great campaign due to start next spring. All the Khans greeted this news with excitement. After the whooping and cheering began to die down, the Khan of the Bortaks, Batu Khan asked the Golden Khan who the Ethengarians were striking first. The Golden Khan answered ...

Heldann. (see [Nu. 23](#); [Sv. 21](#))

**What This Means:** Ethengar now has a plan in place to defeat Glantri. However, the Great Khan will need time to implement it and attempt to negate some of Glantri's substantial advantages it possesses

over Ethengar. One of the most vexing is its manpower and population. The most important thing Ethengar can do is not allow Glantri to be forewarned and be allowed the time to muster its substantial reserve forces well in advance of the invasion. The Golden Khan is not sure how badly the Glantrians have infiltrated Ethengar and doubts the Glantrians will remain ignorant of the massive preparations. The Ethengar need to be able to field its maximum force of over a hundred thousand warriors, roughly a third of the nation, which will still leave them at a substantial numerical disadvantage even against a partially mobilized Glantri. The Golden Khan will try to keep Glantrians in the dark as long as possible and is the one single element upon which success or failure of the coming invasion will hinge.

### **YARTHMONT 16, AC 1014: A New Treaty!**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** On the eve of her departure back to Gullavia the Baroness D'himis signed a treaty with Glantri that was negotiated while she was in Glantri City. Stopping short of an alliance the treaty dropped tariffs and fees on trade between the two nations, scheduled a joint military exercise next year on the Adri Varma Plateau, and removed the non-citizen requirements for Gullavians who wish to enroll at the Great School of Magic and would provide annual scholarships for the three most promising of Gullavian students. The Baroness hosted an exclusive dinner at the di'Malapietra Estate that night in which she invited all the princes of the Council, several high-ranking members of the Grand Army and Great School of Magic, and a few select nobles mainly of the Foreign Relations and Military Affairs sub-committees of the House of Lords. The next morning the Baroness and her small retinue of advisors stepped out upon the Rim and with a small crowd of onlookers and admirers the Baroness and her party disappeared in multiple puffs of smoke having teleported back to Gullavia. (see [Ya. 9](#))

**What This Means:** The state visit by the Baroness of Gullavia was a big success for both though neither side got all of what they really wanted in treaty negotiations. Gullavia wanted a defensive alliance, but Glantri only would consider one if Gullavia offered became part of Glantri, even going as far as to offer a new Principality with D'himis trading in her title as Baroness for Princess. Recognizing the special relationship between Gullavia, which is originally a splinter colony of Glantri, D'himis still demurred at the suggestion and told the Council of Princes it was a notion she would consider in the future but could not at the present time. The treaty signed here today gave Gullavia what it really wanted, access to cheaper and more plentiful Glantrian goods. Glantri got something in return though in getting some of Gullavia's most talented magical talents and being able to educate them and 'glantrianize' them.

### **YARTHMONT 21, AC 1014: Start of Football Season**

**Location:** Across the Principalities of Glantri

**Description:** Every child in Glantri that does not dream of being a powerful wizard does dream of being a famous football star. Glantrians were mad about their football and was the national passion. Today marked the traditional start of the Glantrian football season which continued for the next 14 weeks. (See [Am. 7](#))

This year the top division, Serie 1, consisted of: The 34-time winner Metro Glantri City, SC Vyonnes, AS Nyra, AC Lizzieni, BFC Kopstar, FC Taterhill, Glenmoorloch, and Rymiskigrad.

Serie 2 this year consisted of: FC Leenz, Hiboux SC, Moulins, New Alvar, BSV Altendorf, UC Oreggiano, Kern, and AS Graez.

Serie 3 this year consisted of: Tavish, SC Vorstadt, FC Ximes, Braastar, Bramya, Westheath, Volnay, and High Sonden FC.

**What This Means:** Glantri Land of Magic is not without its more mundane passions. The Thyatian settlers brought football and their passion for it to the Highlands where over the course of a few decades it gradually displaced Hardball, the traditional sport of the Flaem and Alphatians, as the national sport and passion of Glantri. Only the elves of Erewan remain aloof from the charms and beauty of the game. While Hardball still has fans and players in Bergdhoven and Blackhill, they tend to be among the elite. Even in those Principalities the passion for football has taken deep root, especially among the commoners.

### **YARTHMONT 25, AC 1014: Silver Spooner Inbound!!!!**

**Location:** The Silver Tower Inn, Noble Quarter/Crown Precinct, Glantri City

**Description:** Many of those who were at the Silver Tower enjoying dinner were surprised to see the Grand Master enter the Silver Tower Inn tonight as the Grand Master rarely left the Great School and ventured out into Glantri City. He was with his best friend Gerrid Rientha, the Baron of Egorn, along with his wife Danira Vorshane-Rientha, the Mistress of Glantrian History and Geography. The three took a private table and sat down for dinner. Many of the nobles and high ranking Glantrians who were there tried in vain to overhear what was being said. However, what surprised the crowd even more than Prince Harald being out socially was seeing him stand up and giving Lady Danira a giant hug and a kiss. The exchange left the crowd baffled for a time until the next day when it was announced that Baron Gerrid and his wife were expecting their first child, and that Mistress Danira would take an extended leave of absence from the Great School at the end of this year's term.

**What This Means:** Not much other than just wishing we were that kid as his parents are loaded and powerful.

### **YARTHMONT 27, AC 1014: Another New Treaty!!!!**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** Today, Dieckhoff, the Ambassador to Glantri from the Flying City of Serraine, along with the Minister of The Mercantile, Duane Berry Betts, the Subministers of Trade and Commerce, Aryan Pasayat and Alexander Lazerov, and Gertrud Schnorr the head of the Schnorr Trading House; attended a ceremony at the Council of Princes signing and formalizing the trade treaty between Glantri and Serraine. In the treaty Glantri would annually provide some 25,000 ducats worth of basic staple foodstuffs as well as similar ducat amounts worth of luxury items such as Averoignian wine, Belcadizan tequila, and Boldavian caviar to the flying city. In return the flying city would provide payments, either in coin or magic/gnome items based on an assessed value of 500 ducats per level.

The 2nd item agreed upon in the treaty took much more time to settle which was the establishment of an office of tourism in Glantri City. Dieckhoff really wanted an office in the heart of Glantri City, in its inner city, however there was simply no available space anywhere else but in the rundown and largely dilapidated Chamomile Precinct. The Council balked at allowing Serraine to build or refurbish any buildings in the West End Quarter as it had not settled upon a plan on what to do with that area of the inner city and noble housing had a much higher priority. In the end Dieckhoff had little choice but to accept the offer the Council made of a vacant building in the Tulip Precinct of the outer city close to the open fields where livestock graze and are kept before being 'processed'. Part of the grazing pasture would be converted into a landing field for the planes of Serraine to take off and land. (see [Th. 21](#))

**What This Means:** The trade treaty is small in terms of actual volume compared to Glantri's main trade partners but the chance to get ahold of some new, perhaps previously unknown magic items, as well as some gnomish engineering made this trade deal something Glantri was highly interested in being able to come to an agreement about. Flights to Glantri City from Serraine are expected to start in several months once the airstrip and the Serraine Office of Tourism are completed. Tourists from Serraine will be highly welcome in Glantri as Gnomes do not have the fear and hatred the Dwarves have, and the Halflings have also earned in the eyes of the Glantrians. Though certain aspects of Glantri who fear mechanical innovations over the purely magical such as the Free Anachronic Society of Aalban would have certainly worked against this but for their leader and prime mover and shaker, Duchess Sinaria Verlien has not been seen for nearly two years.

### **KLARMONT 1, AC 1014: Keeping A Secret??**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Summer Solstice. After having waited a few extra minutes for Brother Morningsun and Sister Azureone who were both absent from the meeting, Brother Lightwave spoke first and pitched an idea for how the Brotherhood could attempt to regulate the Radiance which all agree was its most important and challenging mission. *Lightwave* noted that the password challenges the Brotherhood established several years ago seemed to be an excellent guard against unintended conflicts if one member of the Brotherhood came across another using the Radiance and wondered if some kind of variant of that might help in the challenge of knowing when clues, and hints to the Radiance were already in the possession of a member of the Brotherhood. Brother Wilber agreed and said while he had a fair number of notes about such references to the Radiance that could lead others to discovering its secret, but without some way of telling if they were in the possession already of a member of the Brotherhood or not, he thought he would be highly dangerous to attempt to remove or destroy them.

*Lightwave* agreed and pitched his idea to the Brotherhood. He surmised that notes, writings, books that contained references to the Radiance would be kept by a wizard all in one place, a secret place for sure, but all in one place. He said that was true for himself and asked if it was not for all here. All agreed that it was. *Lightwave* suggested that all members agree, much as they did a password earlier, upon some physical sign that would be known only to members that would stop a member from removing those references to the Radiance. At this point Brother Crabbit spoke up and expressed apprehension about *Lightwave's* idea. While on the face of it, *Crabbit* said it seemed like a good idea, but then the identity of the member of the Brotherhood would be known. *Crabbit* asked the assembled members whether or not they wanted their secrets, their personal libraries gone through by other members of the

Brotherhood before such as sign was found? Several idea were then tossed out by the Brotherhood, but the members could not come to agreement on anything. (See [Th. 1; Am. 1](#))

**What This Means:** The Brotherhood is still after 4 years finding it difficult to find a way forward in its most important task without Rad guiding them, how to protect the secrets of the Radiance from discovery by those who are not members from violating the secrets of those who are already members considering the use of code-names and lack of knowledge of who is and is not a member. Sister Azureone (Lady Danira Vorshane-Rientha) missed the meeting because she is pregnant and does not know what the effects of the Radiance might have on her unborn child. Brother Morningsun had important business that kept him from the meeting.

### **KLARMONT 17, AC 1014: Better Them Than Us!!!!**

**Location:** The Citadel, Glantri City

**Description:** Reports over the last month coming in from Ethengar did not look promising. The still rebuilding Glantrian intelligence network, almost solely composed of ethnic Ethengarian Glantrians, had been reporting back to the chief of Abwehr (Glantrian army intelligence) that the Ethengar seemed to be up to something. Conducting large scale wargames and hinting at a large-scale mobilization as nearly all men and many women of prime fighting age were participating. However today a priority top secret report came in from the top Glantrian agent in the field to the head of Abwehr, Grand General Tomor Olziyt, which explained how he heard information from the highest of sources, an advisor to the Golden Khan, that Ethengar was planning a major invasion of Heldann next year. General Olziyt forwarded the report to Prince Jaggar, Warden of the Marches, who immediately briefed the Council of Princes on this important information and well as ordering beefed up patrols along the Ethengarian border. (see [Sv. 24](#))

**What This Means:** The Council debated for some hours whether or not to let Heldann know of this intelligence Glantri has received but in the end decides to share it. The next day the Glantrian Ambassador to Heldann, Perotto Fazzalari, informed the Oberherr of Heldann Herr Wulf von Klagendorf, of the intelligence Glantri had received. A worried von Klagendorf thanked the Ambassador and warned the commanders of his divisions nearest the border.

### **FELMONT 6, AC 1014: Filed Away For Future Reference**

**Location:** The Green Room, Business Quarter/Sovereign Precinct, Glantri City

**Description:** The owner of The Green Room, Jean-Luc Demy was having a busy night serving drinks and food to a full house checking out the band playing this night, the famed Mr and Mrs. Smith and Mr. Drake, when a well-dressed but clocked and hooded man came in and discretely flashed Demy a hand signal. Excusing himself from the bar to grab a new cask of wine, he led the man down to the storage cellar and through a secret door which led to the headquarters of the feared GSS, the Glantrian Secret Service.

The agent met the head of the GSS Lord Aart Verlien and delivered his report. He had spent the last month checking leads and following trails regarding the hitmen who made the attempt on Prince Malachie's life earlier this year. Finally, after several months the agent found out who had hired the

killers and informed Lord Verlien as to the identity of that person and sketched out the evidence trail that led the agent back to her. Lord Verlien thanked the agent for their sterling work and signed off on a bonus, a certified letter of credit drawn on the Great School of Magic's account at the Glantri City Bank and Trust for the agent to cash. After the agent left, Lord Verlien pondered the motives of one Princesses of Glantri hiring killers to kill another ruling Council member. And illegal act **if** she had been successful, the Princess could have charged with the highest of crimes in Glantri, High Treason and Violation of Allegiance towards the Council of Princes. He let out a long soft sigh and returned to reading his daily reports. (see [Th. 28](#))

**What This Means:** Lord Verlien was 100% correct, legally Princes could not kill (or conspire to) another Prince. While Lord Verlien noted the extreme care Princess Dolores took in trying to cover her tracks, such a direct attempt could usually be traced, especially in Glantri and especially by an organization like the GSS whose very mission is investigating and tracking down those who have all the motive, often their very lives, to avoid being traced in their activities. However, as no crime was actually committed, Lord Verlien decided to file this information away and not get involved in what is obviously a very delicate situation. While Verlien is curious as to the underlying reasons for the hatred between the two, he correctly concluded it was not a matter for the GSS at the moment unless other information came to light showing one of them was a real threat to Glantri.

#### **FELMONT 15, AC 1014: Glantri Boycotts World Games**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** The Council of Princes announced today that Glantrians would not submit to staying simply in one foreign quarter in Ylaruam or wear ridiculous outfits elsewhere in Ylaruam simply because they were mages. Since the DDC of Darokin was unable to come to better arrangements with the Sultan of Ylaruam, Glantri declared that they would boycott the World Games in Ylaruam. (see [Fy. 22](#))

**What This Means:** Synn has once again used her influence on the Council to isolate Glantri from the rest of the world. Playing on the fact that wizards must ridicule themselves in colorful robes while in Ylaruam, she has managed to convince them that going to Ylaruam would only embarrass them and make a mockery out of Glantri. Glantri therefore backs out of the game, and the rest of the world begins to see them as stuck-up and arrogant once more, just as Synn wants it to turn out. Synn, however, sends her own agents to the World Games (as non-Glantrians) as she hopes they will make contacts in the rest of the world that can become useful to her later on.

#### **FELMONT 25, AC 1014: You Have Some Nerve Coming To Me**

**Location:** Les Hiboux, Hiboux Free Province

**Description:** The Propraetor of the Hiboux Free Province, Pavel Bilaonov, was a busy man. He was one of top bureaucrats in Glantri entrusted by the Council of Princes to administer one of the biggest and most economically important of all the Free Provinces and home to over 30,000 Glantrians. As he looked at his scroll planner, he was highly tempted to blow off his next appointment but with a sigh he told his secretary to show in his next appointment for he had seen these types enough times in his many years as Propraetor and unfortunately enough of the situation, he was quite certain, that brought him here.



When Thierry Fournier walked into Bilaonov's office he immediately launched into a diatribe about the breakdown of law and order around his village and demanded the Propraetor send in troops to clean out the criminal elements in Eyguières. Fournier was met with silence after he finished as the Propraetor reached into his pouch of fine Shireton tobacco and lit his pipe. The first word he spoke to the angry wizard was .. **No**.

When Fournier started to angrily protest, Bilaonov raised his hand and told Fournier than he was aware of a certain attack upon a certain road several months ago and while the perpetrator can now longer be prosecuted under the law (there is a 7-day statute of limitations in Glantri) he had a strong suspicion that particular attempted murder had everything to do with the rise in crime and disorderly conduct in and around his town. The Propraetor told the shocked wizard that the crime and disorder in his village could be ended far quicker than with troops if a certain personage in his village gave up a certain attempt at raising signatures for something the people obviously did not want. He dismissed the wizard with the passing advice to clean up his town or he would see him replaced as Mayor. The shocked wizard withdrew without a word. (see [Fl. 23](#))

**What This Means:** Not surprisingly after the attempted murder of one of its top Captains the FFF descended in force upon the village of Eyguières and whereas they were once subtle, relying on persuasion, they now outright targeted supporters of the petition with intimidation and even violence. The Propraetor is right, Fournier lost this battle and will never gain the necessary signatures, all he can do now is give up the fight and the crime and general unrest will go away. Fournier, after spending several days considering his options, eventually gave up his two-year battle to establish a dominion.

## **FYRMONT 2, AC 1014: Earthquake!**

**Location:** Darokin, Glantri, and Ethengar

**Description:** A large powerful earthquake shakes much of the nation of Aengmor, doing substantial damage and collapsing many caves and tunnels connecting Aengmor to the Shadow Elf nation deep below the surface. The earthquake also affected northern Darokin and southern Glantri and knocked down many buildings. (see [Fy. 7](#))

**What This Means:** The Wanderers along with other Shadow Elf wizards (many who are secretly worshippers of Atzanteotl) accomplished their goal today; and raised the city of Aengmor to the surface. Almost immediately the effects of the sunlight of the surface destroyed the soul crystals of the shamans of Rafiel, which will fatally weaken their control over the city of Aengmor. The Shadow Elf military immediately got to work at purging them from the area and secured control above ground around the newly raised city. A few humanoid fled to New Kolland and joined Prince Kol but the vast majority forces headed to the Orclands of Darokin, between Rockhome and the nation of Aengmor, where Tlatepetl, the talented and charismatic former general of Oenkmar, was rumored to be forming a new kingdom (or so say his messengers). Some few stayed behind to join a couple of brave humanoid leaders who planned on driving the Shadow Elves out of their lands. Unfortunately for those who planned on eliminating the Shadow Elves, they were badly trained, equipped, and led, and will suffer almost total destruction clashing with the Shadow Elves.

## **FYRMONT 7, AC 1014: They Did What???!!**

**Location:** Council Of Princes, The Parliamentary Building, Glantri City

**Description:** An emergency session of the Council of Princes was called today by Lady Kylantha, the Ambassador of Aengmor to Glantri. Curiously, or ominously, the presence of Master Angus McClintock was also requested. Once Angus arrived the Shadow Elf Ambassador preceded to address the assembled Glantrians. She announced that the earthquakes that rattled much of southern Glantri were far from normal, they were in fact the result of the successful effort of the Shadow Elves to raise their sacred city of Aengmor to the surface of the Broken Lands. Many gasps and exclamations of wonder came from the assembled Princes as well as from Master Angus. Lady Kylantha went on to say that she did not know how it was accomplished and honestly if she did, she doubtless would not have been at liberty to discuss how it was done.

At this point the Ambassador spoke directly to Prince Kol and informed him that the Shadow Elves had now claimed not just the lands under the Eastern Broken Lands but the lands on the surface now. As there were still humanoids who resided in the Eastern Broken Lands, they were to be driven out by Shadow Elf forces. Thus, it would be considered wise if the humanoid Glantrian citizens of the Western Broken Lands did not enter the Eastern Broken Lands for the time being as they would be attacked on sight and (the nation of) Aengmor did not wish to have any incidents or misunderstandings between it and Glantri. After she had finished and fielded some questions, most of which she simply could not answer as to how and why, she took her leave and let the Council discuss this shocking news amongst themselves. Master Angus was asked if he saw anything in his years spent in the city that might be a clue to how the Shadow Elves were able to pull off such a thing and raised a city floating on a lake of magma to the surface. Angus told them he had seen no displays of magic remotely powerful enough like that in all his years there and therefore must have been some new or special Shadow-Elf means of magic. Perhaps something that might well explain this, Angus wondered out loud, it could be related to their immortal Rafael who was until a few years ago pretty much unknown to all surface dwellers, even elves, and his motives, powers, and the abilities of his followers are mostly unknown. (see [Fy. 2](#))

**What This Means:** Kol takes to heart the strongly worded advice of the Ambassador and doubles the guard on his eastern borders with the Shadow Elf lands, both above and below ground. He does so as much to keep citizen humanoids or raiding parties from moving east as to guard against Shadow Elf incursions. A very close eye will be kept however on the Eastern Broken Lands by human agents of Glantri. While Glantri itself does not fear a Shadow Elf aggression. The Grand Army will heighten its presence and strength in the southern Nyra Free Province to guard against humanoids being pushed into Glantri by the Shadow Elves.

## **FYRMONT 10, AC 1014: I Do Care Too Much For Money**

**Location:** Across the entirety of Glantri

**Description:** Today was the third tax day of the year in Glantri with quarterly taxes due from Flaurmont-Klarmont for this year. (see [Va. 10](#), [Ya. 10](#); [Ei. 24](#))

## **FYRMONT 11, AC 1014: Roads Report Delivered To Council**

**Location:** House of Lords, The Parliament Building, Glantri City

**Description:** After several months of studies and debate the House of Lords sent their recommendations for new infrastructure projects for the AC 1015 fiscal year to the Council of Princes. Of the four proposals being considered, the House of Lords recommended two for the Council of Princes to consider.

The first proposal was one that the House of Lords strongly approved was the paving of the 140 miles of the Sablestone-Glantri City Road that ran between Vyonnes and Glantri City. The trade and military benefits of a paving of the road were deemed by the House of Lords to be more than worth the expense. Engineers from the Department of Natural Resources estimated the project would take two years and cost 8,160 cr. or 170 cr. /month.

The second proposal that was approved was due in large part to the lobbying of Elbridge Gerry, the Ambassador of Darokin, and involved the massive project of constructing a new road, of good quality, starting at Fort Fletcher on the Glantrian-Darokinian border and running through the Southern Hills Free Province some 80 miles to Huledain village. The new road would connect Fort Fletcher with Fort Huledain and Fort Huledain with the village of Huledain. At Huledain village it would meet the already existing good quality Eriadna-Erendyl road and significantly increase the speed and capacity of both caravan and military traffic. The project though was not going to be cheap or quick. The project was estimated by the engineers of the Department of Natural Resources to take four years and cost 18,240 cr. or 380 cr. /month.

The other two projects: an upgrade of the Great Northern Road from Savator to the Wendarian border from poor to fair status, and an upgrade of the Sablestone-Glantri City Road from Kern to the Barony of Sherlin from fair to good status were both seen as worthwhile projects but lacked the immediately need the first two projects had in the eyes of the House of Lords. (see [Th. 17; Fy. 25](#))

**What This Means:** Now the two proposals will go back to the Council of Princes for final debate and a vote as whether they will be funded in the AC 1015 fiscal budget. The paving of the road between Vyonnes and Glantri City was an easy vote for the House of Lords and probably a project that would have been done much earlier if not for the Great War. However, the sheer expanse and scale of the new road to Darokin drew enough initial opposition to sink it, especially from western nobles who wanted to see the other projects approved which would be both quicker and cheaper due to flat dry terrain the roads would be going through. Ambassador Gerry was able to sway enough votes with old fashioned politicking and gifts (bribes) to get enough votes to see proposal for the new road pass.

## **FYRMONT 13, AC 1014: A Litter of One!!**

**Location:** General Hospital, Business Quarter/Ducat Precinct, Glantri City

**Description:** In the middle of dinner at the Sliver Tower Inn with her husband Prince Kol, Princess Teurac went into labor and was hurriedly taken to the General Hospital. After several hours in labor, she gave birth to a beautiful little girl which they named Kulli. After mother and daughter fell asleep later that night Prince Kol decided to celebrate by taking his humanoid spellcasters to the Undead Ed Bar and Grill in the Entertainment Quarter and they partied hardy until they finally drank themselves into unconsciousness.

**What This Means:** Lady Kulli is the first non-human born at the General Hospital and she is a cutie and the whole staff of the hospital immediately fell in love with cute little lady and especially loved playing with her floppy ears and hearing her yip and whimper rather than cry when hungry. While Kol is overjoyed at finally having another child and is truly in love with Teurac, the question he and all Glantri will obsess over is whether or not the young lady will have any magical talent and be a potential heir to New Kolland. Only time will tell, while the signs of magical ability have been known to show early with children and can be tested as early as age 1 for magical ability, it isn't until age 5 that a definitive test for magical ability can be taken.

### **FYRMONT 22, AC 1014: She's A Black Magic Woman!!**

**Location:** City of Ylaruam, Emirates of Ylaruam

**Description:** Agents who were working for agents working for Synn at the World Games had started to hear of rumors about a cursed place of great magical power called the Dead Place. They followed up the rumors and discovered that this sacred battleground was apparently located somewhere in the Emirate of Nithia. Once informed of this Synn decided that once the World Games were over her agents were to start looking for this place to see if they can find evidence if it truly did exist (See [Fe. 15](#); [Am. 13](#)).

**What This Means:** This is exactly what it appears to be: the search for magic and power by Synn.

### **FYRMONT 25, AC 1014: The Council Decides**

**Location:** Council of Princes, The Parliament Building, Glantri City

**Description:** After two weeks of intense debate and a personal intervention by the Ambassador of Darokin the Council finally reached a consensus and voted to approve the proposal to build a new road between Darokin and Glantri in the hills west of the Broken Lands. A large block of the Princes, consisting mainly of the western and southern, was enough to keep the proposal from having enough votes but Ambassador Gerry managed to persuade Prince Jaggar and Princess Juliana to vote yes once he offered a substantial financial encouragement, 5 years of tariff and duty-free exports from Glantri to Darokin. Once they the two dropped their opposition the Council finally approved the proposal. The other proposal for the paving of the road between Glantri City and Vyonnes was approved the week before with little drama and only a couple dissenting votes; Princess Dolores and Prince Kol. (see [Fy. 11](#))

**What This Means:** By Princess Juliana's figures Glantri will have an extra unbudgeted 6500 cr./month freed up once the last of its wartime debut is paid off (last payment is due to be made of the 15<sup>th</sup> of Sviftmont) and these two projects will fit nicely into the AC 1015 budget for Glantri without having to redirect funds from other budgetary essentials/priorities

### **FYRMONT 25, AC 1014: The Empires Of The Future Are The Empires Of The Mind**

**Location:** Vlaardoen Estate, Noble Quarter/Vlaardoen Precinct, Glantri City

**Description:** Tonight Princess Juliana hosted a gala on Fire Night at her estate in Glantri City and invited all Flaemish nobles (and unless one was on their death bed they were expected to attend), high ranking Flaemish non nobles such as high ranking faculty of the Great School, ambassadors to Glantri, ministers in the Glantrian government, and other select non-Flaemish guests that either were friends, allies or those that Princess Juliana wished to improve relations with. The event was well attended and was a smashing success though many eyebrows were raised (including by Juliana) when Princess Juliana's personal magist, the venerable Heije Schnitger, was observed spending most of the evening engaged in conversation with the beautiful and *much* younger Ambassador to Glantri from Ierendi Lady Gherynid.

**What This Means:** As there were no fewer than 25 members of the Secret Craft of Fire Elementalism in attendance at the Princesses Gala it will be assumed the two senior members were discussing craft business and they'd be right but not in the way anyone could imagine. Many future Glantrian historians will mark this meeting as one of the most defining events of recent post Great War Glantrian history.

### **AMBYRMONT 1, AC 1014: The Brotherhood Making Progress!!!**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Fall Equinox. After having waited a few extra minutes for Sister Azureone who was absent from the meeting, Brother Moonshadow spoke first. He said he had spent a lot of time pondering the questions raised during the last meeting and he thought he had the best solution to this. He rhetorically asked if anyone in the Brotherhood could make the determination of who was or was not worthy of knowing the secret of the Radiance and using its power. No, he answered himself, the members of the Brotherhood do not, not when it comes to nobles. It was assumed, he continued to say, that nobles in Glantri were loyal and worthy until proven otherwise and there were means and ways outside of the Brotherhood that any disloyal or unworthy nobles would be removed. *Moonshadow* proposed that nobles should be off limits if the Brotherhood did find clues or hints as to the Radiance in their possession and leave it up to them to discover the secrets of the Radiance or not do so and thus be, unworthy in a way. He asked if all would be in agreement to that. No one disagreed and the Brotherhood agreed not to remove any references to the Radiance that were in the possession (knowingly or not) of any noble family.

Sister Azureone spoke next and asked whether Brother Lightwave's suggestion from last meeting could now be applied and required of any non-noble member of the Brotherhood. Short of asking them to reveal their identities she expressed her opinion that it was probably the easiest way forward. Brother Osanna spoke next and openly wondered if this was as big an issue as they might be making it out to be. He noted that Brother Snape, the only Brother so far to admit he was not a noble, said he was guided directly by Rad to discover the Radiance. Without having others come forward, *Osanna* continued, it was probably safe to assume that Rad was responsible for placing clues to the discovery of the Radiance for all the non-nobles that were currently members. The point being, *Osanna* contended, was that it was very unlikely that the types of research that Brother Wilber and others have been doing would lead them to non-nobles because as Brother Snape related, Rad had admitted that until the Great War with Alphatia Brothers of the Radiance had always been nobles. *Wilber* confirmed *Osanna's* thoughts and said that he had found very few examples of tracking clues to the Radiance directly in the possession of non-nobles. He surmised that Rad had been subtly removing themselves for many years before his

disappearance. *Lightwave* again brought up his suggestion of leaving some sort of agreed upon marker a nonnoble member could leave, but *Osanna* suggested waiting till next meeting for he thought he might be on to a better way of doing it but needed several more months to test it. The Brotherhood agreed to postpone the matter till next meeting. (See [Kl. 1](#); [Ka. 1](#))

**What This Means:** After four long years the Brotherhood of the Radiance is finally making progress on coming up with a plan for moving forward in its primary task without Rad guiding them of protecting the secrets of the Radiance and trying to limit and control discovery and the use the Radiance, especially by non-nobles.

### **AMBYRMONT 7, AC 1014: 35 Time Champion!!!**

**Location:** Circus Lizzieni, Lizzieni, Principality of Caurenze

**Description:** Metro Glantri City once again rode the brilliance of Jannick Vander this year and not just won its 35<sup>th</sup> Glantrian Scudetto but did so in impressive fashion and completed a perfect 14-0-0 season by destroying AC Lizzieni 5-0 on its own home turf. Rymskigrad and BFC Kopstar battled to the last match to stay out of the basement and Kopstar did in the unlikeliest of ways, upsetting perennial power Taterhill on the last day of the season while Rymskigrad lost to its bitter rival Glenmoorloch leaving Kopstar one point clear of Rymskigrad which would be relegated to Serie 2 next season.

In the lower divisions of Glantrian football New Alvar earned a promotion to Serie 1 for next season while UC Oreggiano was relegated back to Serie 3. Westheath finished atop the table in Serie 3 and SC Vorstadt was relegated to club play. Arsenyev finished atop the club standings and earned promotion to Serie 3 for the upcoming AC 1015 season. (See [Ya. 21](#))

### **AMBYRMONT 13, AC 1014: Synn's Agents Arrive at Nithia**

**Location:** Emirate of Nithia, Emirates of Ylaruam

**Description:** After the end of the World Games two weeks Synn's agents in Ylaruam arrived in the Emirate of Nithia today and started the search for the area known the Dead Place. Unfortunately for them the search would be long and difficult as it was covered in centuries of accumulated sand. (see [Fy. 22](#); [Ei. 9](#))

**What This Means:** The agents found even more rumors of the Dead Place once they arrived in the Emirate which leads the agents to believe that there is truth to the rumors which will sustain them for the length of time it will probably take for them to find it and confirm the rumors of its existence.

### **AMBYRMONT 22, AC 1014: A Shash Fit For A Future Prince???**

**Location:** The Adventurer's Guild Building, Business Quarter/Sovereign Precinct, Glantri City



**Description:** After several years of research Angus McGregor finally located *The Malevolent Sash of Lichblood* in a collapsed cave complex high in the Colossus Mounts. Much as he did last year when he found the *Sword of Jeremy Moorkroft* word was quietly, and selectively, put out by the head of local branch of the Adventurer's Guild, Joachim Eisenmenger, to select known bands of high level (Companion or higher) of a special job commissioned to the Guild with a very large payment upon successfully completion. Special instructions were given to the Guildmaster to not select the same people as last year if they showed interest in the job, lest anyone in that group put the meaning and potential uses of the two items together.

Per the agent's instructions Eisenmenger selected a different adventuring party and they did later successfully retrieve the item and delivered it to Angus's agent who in turn delivered the shash personally to Angus. The adventuring party each made an easy 200 cr. (10,000 gp) which was paid by the agent not just for successfully completion of the task but for their silence regarding the job they completed.

**What This Means:** Angus McGregor, the grandson of Prince Brannart of Klantyre, now has in this possession the two legendary artifacts, the [Malevolent Sash of Lichblood](#) and the legendary [Sword of Jeremy Moorkroft](#) that has been said could destroy a lich. With those items Angus can begin his final planning for confronting and destroying the Lich Prince Brannart.

### **SVIFTMONT 3, AC 1014: Jaggar Wises Up**

**Location:** Council Of Princes, The Parliament Building, Glantri City

**Description:** Today in a meeting of the Council of Princes they discussed the latest news of conflicts between Shadow Elf factions in the city of Aengmor. The real news though was that Prince Jaggar and Princess Dolores went beyond the frosty exchanges of the past few weeks and became downright uncivil to each other. Many of the Princes exchanged knowing glances having figured the unlikely but still real affair between the two was finally over. Which it was now officially as of the night before when Prince Jaggar von Drachenfels ended his affair with Dolores Hillsbury after weeks of having stayed clear of her and especially having kept out of her bedroom. (see [Sv. 22](#))

**What This Means:** For the last few months Prince Jaggar has been in an unhappy place realizing he has changed into something he is not happy with. After examining everything he has done since taking up with Dolores, including supporting Kol and his kobolds over the elves of Erewan, Jaggar became dismayed at the fool he had been. Finally, it came to a head with some news from his agents some weeks ago.

Two years ago, Prince Malachie brought Jaggar some scales of a dragon and wanted to learn which type of dragon they were. Jaggar had been intrigued because despite being the master dracologist, he has never seen that type of scale/dragon before. After a few more talks with Malachie made Jaggar suspicious of his story of finding them on another plane, he sent his spies out to discover where the Prince of Morlay-Malinbois found these scales. It had taken two years, but Prince Jaggar has finally discovered that Dolores may something to do with them and the assassination attempt on Prince Malachie earlier this year. A nagging suspicion had troubled the Prince, and he decided the other day to finally put it to rest and put the suspicion to the test. One night after love, he used his Secret Craft of Dracology power *Dragon Eye* upon a snoozing Princess Dolores and saw her for what she is, the owner of

those scales, a Greater Night Dragon. (Ed. note both are/are considered 36<sup>th</sup> level thus Jaggar can use the power on Dolores/Synn)

Prince Jaggar has now privately vowed to destroy Dolores for deceiving him and Glantri. But he knows better than to try and confront her directly as he has can offer no proof of her evil draconic nature to the Council of Princes to have her removed. For now, while trying to find absolute proof that could hold up in front of the Council of Princes, he will do as all Princes do in Glantri, he begins to use his influence to blunt her evil influence on Glantri and use his political power to weaken her on the political and personal level to make her powerless as he can till such time she can be exposed and removed, or better yet destroyed. For the time being he does not share this information with Prince Malachie pending an upcoming meeting and wanting to speak directly with one particular person.

### **SVIFTMONT 9, AC 1014: If You Can't Stand The Heat, Get Out Of The Oven!!**

**Location:** Tholl Vatar, Principality of New Kolland

**Description:** Today a mixed crew of Fire Wizards, military engineers, and vulcanologists from the Great School of Magic scheduled a test on a magma boat which was the latest prototype that resulted from their joint experiments. The test was going perfectly, and the crew decided to take the boat further from shore into the magma lake than they ever had gone. About 10 miles from shore the magma boat and its occupants got the scares of their lives when a huge red dragon, who had spotted them well before they had, came skimming low across the magma and flew over them. It did not attack but instead dove into the magma about 50 yards away from them and whose head emerged not to attack but to talk.

The dragon asked the boat full of wizards who they were and what their business was in *his* territory. They explained they were wizards in search of knowledge and were unaware they were upon anyone's territory much less such a mighty being as... Flamewing the dragon introduced himself as, and proceeded to explain he had been asleep for many years until he was rudely awoken by that recent earthquake and was reclaiming his territory and that the wizards had two choices. Remove themselves from this great sea of magma or pay a fee, say 500 gold pieces a head to enjoy the splendor of his fiery domain. The wizards bowed in respect to Flamewing and said they would withdraw but would honor the great dragon's claim and pay the fee when they returned next time. Flamewing nodded and complemented the humans on their wisdom and lifted up out of the magma into the air and watched as the magma boat made its way back to shore and Tholl Vatar. (see [Ka. 17](#))

**What This Means:** The earthquake that brought of the city of Aengmor to the surface also awoke a long sleeping huge red dragon who is now asserting his dominance in the caverns under central regions of the Broken Lands. He had already come into contact with humanoids, and he quickly subjugated them. With the Glantrians however, being an old and experienced dragon, Flamewing recognized them as a party of wizards and decided to parlay rather than attack blindly and risk possible high-level magic used against him. He will be content to leave Tholl Vatar alone but will claim tolls upon those who venture off the shore and into the vast lake and rivers of magma.

### **SVIFTMONT 21, AC 1014: We're Looking For A Few Good Adventurers**

**Location:** Adventurer's Guild houses throughout Glantri.

**Description:** Throughout Glantri notices start going in at guild houses of the Adventurers Guild calling for any stout, brave, and experienced adventurers willing to take on the ultimate challenge to apply to the Headquarter of the Guild in Glantri City. The notice went on to say applicants must be willing to undertake a trip that might take two or more years and would take them far from Glantri. Renumeration was said to be negotiable and highly dependent on the experience level of the applicants.

**What This Means:** The preeminent Glantri archeologist Glaundro Valkner is ready to undertake his next major expedition. This will be his first since AC 1008 when he ended up spending several years in Ylaruam. After that experience he wants experienced company because he is planning on visiting the continent of Davania. Valkner is extremely wealthy and is well funded by several Glantrian nobles so meeting the price of a solid expert adventuring party should prove to be little problem. Valkner plans on leaving for Thyatis City next spring and sailing southward shortly after arriving.

### **SVIFTMONT 21, AC 1014: Are We Ready to Rumble??**

**Location:** Bargha, Ethengar

**Description:** After having settled into the Golden Khan's winter encampment at Bargha the Golden Khan called for a meeting of his most trusted top advisors who updated him on the progress of their pre-invasion tasks. Sabak, leader of the Golden Khan's Hakomons, spoke of the all-important magical preparations they had been working on nonstop since the spring and informed the Golden Khan he could deliver the means to defeat Glantri. Akmad Ibn Yussef, the Master of Council, spoke of the recruitment efforts to augment the Ethengarian forces and said the Golden Khan's gold and the promise of far greater riches in a conquered Glantri have allowed him to recruit an additional 15,000 troops from nations hostile to Glantri and more importantly, nations from which Glantri had no ties and presumed very little in the way of intelligence operations.

Jamal (F24) leader of the Keshak and supreme commander of the combined Ethengarian hordes updated his invasion deployments with the addition of non Ethengarian troops and expressed the belief that he had the best plan anyone could come up with to penetrate Glantri's fearsome defenses. Gimluk, Master of Engineers, updated the Golden Khan on the completion of various war machines he and his dwarven cohort have been working on all year. Kadei & Koja, the twin leaders of the schools of brataks, told the Golden Khan that their misinformation and counterintelligence operations seem to have succeeded so far, with one last twist to throw at the Glantrians soon still to come, in addition to the successes of their own intelligence and scouting operations. Lastly Manghai, son and heir of the Golden Khan, updated the Golden Khan on the preparations of the various Khans and their tribes to make themselves ready for full mobilization next year and with abundant supplies laid in reserve to support the massive force of over 100,000 Ethengarian warriors. The Golden Khan thanked all his advisors for their crucial work and set the final date for the 26<sup>th</sup> day of Yalmi in AC 1015. (see [Ya. 14; Sv. 24](#))

**What This Means:** All the preparation are ready and when we next read of the Ethengarians in the Glantrian Almanac they will be unleashing the surprise invasion of Glantri

## **SVIFTMONT 22, AC 1014: A Night Of Dragons**

**Location:** underneath Alexander Platz, Citadel Quarter, Glantri

**Description:** On the 22<sup>nd</sup> of every month the Secret Craft of Dracology was scheduled to meet in its secret chambers underneath Alexander Platz. Like the other Secret Crafts the senior members (4<sup>th</sup> circle and the High Master) would meet prior to the actual meeting to catch up on anything new related to the field of their secret craft. The senior members of Dracology: the High Master Prince Jaggar (White, M36), the Viscount of Amboise Michel Leconte (Blue, M18), the Arch Master of Social Sciences Heinrich Schneider (White, M36), Wilbur Raknarod (Gold, M26), and Federica Ortiz de Domínguez (Black, , M17) met in a comfortable lounge reserved for the senior members. Prince Jaggar wasted no time at all regarding what he wanted to discuss and asked his fellow experts in dracology what they knew about Night Dragons. If Prince Jaggar hadn't had been watching with one eye for a reaction from Viscount Leconte he would have missed, as the rest of the group did, a momentary flushing of his face. Thus, Prince Jaggar had one of his question answered, Prince Malachie hadn't just come to him with those dragon scales.

Not surprisingly no one had actually seen one, as they were said to live far to the south, off the coast of the continent of Davania. They repeated what most experts knew of their attributes and abilities, but the conversation trailed off soon after as none of them really knew much more about them. One member was silent though, the eccentric member Wilbur Raknarod, who asked Jaggar if this was an intellectual exercise or was there something more concrete involved here. Prince Jaggar replied honestly that his research into the subject of Night Dragons was still not to a point where he could share his reasons for seeking knowledge about them. As the group started to file out to join the rest of the members in the main chamber for the regular meeting, Prince Jaggar gently held Viscount Leconte's shoulder and directed Federica to preside over the meeting as he needed to discuss a political matter with the Viscount.

When they were alone in the lounge, Prince Jaggar cast a few spells to guarantee their privacy and as Jaggar tended to be, he was blunt and the point and told Leconte he saw his reaction at the mention of Black Dragons. He asked him why and Leconte was honest but hedged his answer. He truthfully told the Prince that he was contacted two years ago, being known as a draconic expert, by someone who had found some unknown dragon scales which Leconte identified as belonging to a rare type of dragon, and never seen in this part of the world, a Night Dragon. He quickly determined he could trust Leconte and told him of how an individual, surely the same one, came to him and showed him the scales as well. His spies tracked the scales to Princess Dolores. Jaggar told Leconte he used the Dragon Eye power on her and saw her for what she was. Not just a Night Dragon but Greater Night Dragon a very dangerous and utterly evil quasi-immortal creature.

Leconte asked if their mutual 'friend' knew this yet and Jaggar told him no as he wasn't sure if he should tell him, due to the enormous dangers confronting Dolores/Night Dragon at the Council would entail without proof. Jaggar honestly admitted he didn't know how their mutual 'friend' would handle this and if he did not handle it correctly or wisely, Glantri itself could be in far more danger than it already was. Jaggar suggested they both act covertly to try to find iron clad proof of Dolores's real nature, that Jaggar could use at the Council of Princes against Dolores, as well as trying to blunt any plots or evil designs they discover she may have for Glantri. Viscount Leconte agreed to help and told Jaggar he would share all he found out with Prince. (see [Sv. 3](#))

**What This Means:** Princess Dolores will soon have agents of multiple nobles shadowing her and trying to track her every move. Two nobles are now aware of Princess Dolores's real identity but without proof they are powerless to challenge the legitimacy of her position on the Council of Princes. Not that there aren't monsters already as Princes in Glantri, but none used a lie to get to the position as Dolores did.

#### **SVIFTMONT 24, AC 1014: Invasion Called Off**

**Location:** The Citadel, Glantri City

**Description:** Another emergency and top-secret dispatch arrived today for Grand General Tomor Olziyt, the head of intelligence in the Grand Army. Again, this dispatch came from his top agent in Ethengar who shared the news, learned from his prime informer an advisor to the Golden Khan, that the Ethengarians had called off their invasion of Heldann. The informer could give no reason why, he wasn't privy to the discussion, only the decision. Prince Jaggar was informed immediately by General Olziyt of the news which Jaggar shared the next day with the Council of Princes. (see [Kl. 17](#), [Sv. 21](#))

**What This Means:** Never trust an Ethengarian I suppose. Glantri soon forgets about Ethengar and its military buildup of the summer and assumes they'll go back to killing each other again which suits everyone in Glantri just fine.

#### **EIRMONT 9, AC 1014: Dead Place Discovered**

**Location:** Emirate of Nithia, Emirates of Ylaruam

**Description:** The Glantrian agents of Synn finally discovered the obsidian dome that covered the portals of the Dead Place. The leader of the group of agents teleported back to Glantri to inform Princess Dolores (Synn) of the discovery and to gather more servants to help in the massive excavation of the Dead Place. (See [Am. 13](#); [Ka. 17](#))

**What This Means:** Synn has now found a place of great magic and is rather interested in seeing what she can learn from it. It will be some time before her agents can dig up the depression.

#### **EIRMONT 15, AC 1014: Elven Joy**

**Location:** General Hospital, Business Quarter/Ducat Precinct, Glantri City

**Description:** The Countess of Soth-Kabree Isabella de Montebello and her husband Ricardo Montebone welcomed their first child to the world. A son they name David.

#### **EIRMONT 24, AC 1014: Buy Me Love!!!**

**Location:** Across the entirety of Glantri

**Description:** Today was the fourth tax day of the year in Glantri with quarterly taxes due from Felmont-Ambrymont for this year. Many Glantrians, especially spellcasters, took advantage of this last tax day of the year to attend to renewals of licenses and fees which for spellcasters could amount to a substantial amount of coin. The House of Ministers generally sees its busiest part of the year in the first three weeks of Eirmont. (see [Va. 10, Fy. 10](#))

### **EIRMONT 28, AC 1014: School's Out!!!**

**Location:** Great School of Magic, Glantri City

**Description:** Today marked the end of the AC 1014 term at the Great School of Magic. The last of the final exams were held today and the last of the full-time students who resided at the Great School vacated by the end of day to return home as the dormitories and kitchens closed for the winter break. Nontraditional students and graduate students still could access the laboratories and libraries as well as receive private magical instruction from the masters of the Great School. This year saw the graduation of Rejladan Virayana, the youngest son of Prince Jherek Virayana and a possible heir to the Principality of Krondahar; and Ota Koorteweg, the daughter of Baron Roeland Koorteweg and the declared heir to the Barony of Dovehold. (see [Va. 1](#))

**What This Means:** The traditional end of the year long school term. Many of the faculty take vacations and leave the school but any number can be found in the school at any time during the two-month long winter break. Graduates can arrange for special magical instruction from masters if they are willing during the break.

### **KALDMONT 1, AC 1014: A New Plan of Action for the Brotherhood**

**Location:** Across the entirety of Glantri

**Description:** In various locations in Glantri, the secretive Brotherhood of the Radiance made contact with one another at Midnight on the Winter Solstice. All the brothers but one (Sister Azureone again) attended. Once the meeting had started Brother Osanna spoke first and gave the Brotherhood some interesting news, and a potential tool. Osanna shared that he had been working on a new Radiance spell for use by the Brotherhood based on a variant of common warning spells. Osanna said he believed this was a way for non-nobles to mark themselves and for members to recognize when they were encroaching on a fellow member of the Brotherhood. The new Radiance spell Osanna shared with the Brotherhood was the following:

#### **6<sup>th</sup> Level Radiance Spell**

[Osanna's Radiance Marker](#)

**Range:** Touch (Radiance Receptacle)

**Duration:** 1 day + 1 hour/level of caster

**Effect:** 100' radius from Radiance Receptacle

**Description:** This spell once cast creates an invisible Radiance bubble centered on the Radiance users Receptacle. The bubble has a radius of 100 feet and is not blocked by any material, other than lead or water. The bubble has no



*effects nor can be detected by any common magical spells such as Detect Magic or Detect Invisible nor any common Clerical spells such as Truesight. Only a Wish or the 6<sup>th</sup> level Radiance spell 'Etienne's Mortal Detection' can detect the presence of the Radiance bubble.*

With this spell, *Osanna* explained, a member of the Brotherhood could mark their most secret areas, Radiance receptacles and any important books or notes on the subject of the Radiance, and if a member of the Brotherhood investigating leads unwittingly of another member, a simple use of the Detect Radiance spell would tell an investigating member of the Brotherhood that they were treading on the secrets of a fellow member of the Brotherhood. After some discussion the Brotherhood agreed this probably was the best path forward and agreed that starting in one month, on the first day of AC 1015 to give any members the time to learn the spell and make sure the dome protects their secrets, the Brotherhood would start aggressively following leads and removing references or potential clues about the Radiance they found unless they were in possession of a noble or were marked by Brother *Osanna's* spell. (See [Am. 1](#))

**What This Means:** Brother *Osanna* provided all the members of the Brotherhood with his notes and calculations, making it easy for the other members of the Brotherhood to learn this spell. The Detect Radiance spell is a common 6<sup>th</sup> level Radiance spell having the same range and duration as a Detect Magic spell but only detecting Radiance based magic/spells.

### **KALDMONT 17, AC 1014: Synn Plots Again**

**Location:** Eastern Broken Lands, Ylaruam, and Glantri

**Description:** Having started to feel the loss of power she once had in Glantri, *Synn* decided to try and cause trouble elsewhere in the Known World. She sent a powerful lich called *Deimos* to work on harassing *Darokin* to the south. After hearing rumors of the red dragon claiming the area, *Synn* confronted *Flamewing* in her true form and quickly subdued him and forced him to serve her as a Lieutenant under *Deimos*. Once in the Broken Lands, the Lich used his magic to create a tower to act as his headquarters while his humanoids roamed the area, gathering all the humanoids still alive and hiding from the Shadow Elves. *Deimos* named his base the Sable Tower. (See [Sv. 9](#), [Ei. 9](#))

**What This Means:** As mentioned, with the loss of *Jaggar*, *Synn* is losing her political pull as *Dolores Hillsbury* in Glantri. Since she just has to cause chaos, she has decided to send some of her forces elsewhere to inflict chaos in other lands. *Synn* herself still occasionally visits the Dead Place in Ylaruam to see if her agents there have discovered anything new. Also, to make sure no one can link her to *Dolores Hillsbury*, she takes on another human form, this time with long blond hair (instead of the dark hair of *Dolores*), when she visits her followers in other nations.

### **KALDMONT 27, AC 1014: Final Census Numbers Released!!**

**Location:** Ministry of Documents, House of Ministers, Glantri City

**Description:** On the last working day of the year, the Ministry released the final census numbers for Glantri. They showed what many had suspected, that Glantri even after four years of peace and recovery had a population drop of nearly 10% from the last census taken in AC 1000 (not including the newly

added humanoid populations of the Broken Lands). The official population was set at 725,223, down from 804,766. In addition to that the registered citizen humanoid population of Glantri was officially set at 22,281. (see [Nu. 1](#)).

**What This Means:** The census this year was far more difficult this time than in the past as the Ministry of Documents didn't just have to count the living it had to verify as best it could the death of the uncounted, to make sure some didn't try to slip under the net of taxes and licenses feigning death during the Great War and Plague.

### **KALDMONT 28, AC 1014: The Day Without Magic**

**Location:** Throughout Glantri

**Description:** At the stroke of midnight magic again disappeared from Glantri (and the whole world). Much of the nation and the business of its wizards were closed for business and most remained in their homes and towers and waited the day out safe and well protected. (see [Nu. 1](#))

**What This Means:** The new normal for Glantri on this this year and every year for the foreseeable future.

## AC 1014 Addendum

### *A Summary of Glantri's Bureaucracy residing in the House of Ministers*

Ministry of Documents	Ministry of Justice	The Mercantile Ministry	The Ministry of Coin	The Interior Ministry
Mistress of Documents: Tuonela (Age 76, M11, 3 <sup>rd</sup> Circle Air Master, AL-L)	Minister of Justice: Hugh Keir Daglish (Age 68, M4, AL-N)	Minister of Mercantile: Duane Berry Betts (Age 53, NM, AL-N)	Mistress of Coin: Hannie De Verstaeyen (Age 62, M19, 3 <sup>rd</sup> Circle Death Master, AL-N)	Minister of Interior: Minister Arryn Erewan (Age 723, EW18, AL-L)
<b>3 Departments:</b> <b>Licenses</b> Subminister of the Licenses: Jacob van Loon (Age 55, M7, AL-N)  <b>Records</b> Subminister of the Records: Yylid (Age 237, Okarian, AL-L)  <b>Utterance</b> Subminister of the Utterance: Felipe Jacintoy Domenech (Age 247, EmL10 Attk G, AL-L)	<b>3 Departments:</b> <b>Adjudication</b> Subminister of Adjudication: Judge Khaltmaagiin Elbegdorj (Age 48, M16, AL-L)  <b>Promulgation</b> Submistress of Promulgation: Judge Elena Biaggioni (Age 53, M6, AL-N)  <b>Procuracy</b> Subminister of Procuracy: Lord William Hillsbury (Age 79, F2, AL-L)	<b>3 Departments:</b> <b>Banking</b> Subminister of the Banks: Jerry Prentle Morgan (Age 42, M9, AL-L)  <b>Trade</b> Subminister of the Trade: Aryan Pasayat (Age 72, M28, AL-L)  <b>Commerce</b> Subminister of the Commerce: Alexander Lazerov (Age 53, M20, AL-L)	<b>3 Departments:</b> <b>Mintage</b> Submistress of the Mintage: Édith du Châtelet (Age 63, M15, AL-L)  <b>Collections</b> Submistress of the Collections: Natahua Sverdlov (Age 49, T23, AL-N)  <b>Reckoning</b> Subminister of the Reckoning: Dolgorsürengiin Nyambayar (Age 61, M19, AL-L)	<b>3 Departments:</b> <b>Natural Resources</b> Subminister of the Natural Resources Alain Philippe (Age 38, M13, AL-L)  <b>Infrastructure</b> Submistress of the Infrastructure: Lady Käthe von Graustein (Age 69, F8, AL-L)  <b>Education &amp; Health (H&amp;E)</b> Submistress of the H&E: Jassin Eruanna (Age 578, EW14, AL-N)

### *A Summary of the state of Glantri's Finances as presented by the Mistress of Coin to Princess Juliana and the Council of Princes and the House of Lords*

Annual Monthly Glantrian Income in AC 1000, 1007 and 1014			
	AC 1000	AC 1007	AC 1014
Council Tax Principalities	1917 Cr	3176 Cr	1833 Cr
Council Tax Dominions	297 Cr	601 Cr	369 Cr
Free Province Taxation	4268 Cr	6107 Cr	3916 Cr
Arcane Business Licenses	6845 Cr	6291 Cr	6017 Cr
Mundane Business Licenses	807 Cr	831 Cr	794 Cr
Weapons Licenses	583 Cr	1021 Cr	747 Cr
Armor Licenses	441 Cr	1531 Cr	852 Cr
Public Speaking Licenses	416 Cr	713 Cr	446 Cr
Hazardous Magic Licenses	5859 Cr	6274 Cr	6083 Cr
Other Licenses	4136 Cr	7774 Cr	8952 Cr
Fines/Penalties	673 Cr	914 Cr	613 Cr
Tariffs/Fees on Trade	252 Cr	3981 Cr	5039 Cr
<b>Monthly Total</b>	26,494 Cr 1,324,700 Dc	39,214 Cr 1,960,700 Dc	35,661 Cr 1,783,050 Dc
<b>Yearly Total</b>	317,928 Cr 15,896,400 Dc	470,568 Cr 23,528,400 Dc	427,932 Cr 21,396,600 Dc

## Annual Monthly Glantrian Expenditures

	AC 1000	AC 1001-1004	AC 1005-1006	AC 1007-1008	AC 1009	AC 1010-1011	AC 1012-1014
<b>Grand Army of Glantri</b>	7150 Cr	3567 Cr (a)	26,753 Cr (d)	29,428 Cr (h)	49,535 Cr (k)	13,070 Cr (m)	7620 Cr (p)
<b>Council Charges</b>	1160 Cr	1160 Cr	0 Cr (e)	0 Cr	0 Cr	660 Cr (m)	660 Cr
<b>Glantri City Contabulary</b>	640 Cr	640 Cr	427 Cr (f)	427 Cr	427 Cr	700 Cr	700 Cr
<b>Glantrian Constabulary</b>	1780 Cr	1780 Cr	1187 Cr (f)	800 Cr (i)	800 Cr	1400 Cr	1900 Cr
<b>Glantri City Administration</b>	1500 Cr	1500 Cr	1000 Cr (f)	1000 Cr	1000 Cr	1600 Cr	1600 Cr
<b>Free Province Administration</b>	2300 Cr	2800 Cr (b)	1867 Cr (f)	1150 Cr (i)	1150 Cr	1500 Cr	3200 Cr
<b>Ministers/Propaeters</b>	580 Cr	700 Cr (b)	700 Cr	700 Cr	700 Cr	700 Cr	800 Cr
<b>Judiciary and Prisons</b>	1600 Cr	1600 Cr	1100 Cr (f)	900 Cr (i)	900 Cr	1200 Cr	1700 Cr
<b>Public Education</b>	700 Cr	700 Cr	400 Cr	400 Cr	0 Cr (l)	0 Cr (n)	0 Cr
<b>Public Health</b>	4250 Cr	4250 Cr	4250 Cr	5000 Cr (j)	5000 Cr	5000 Cr	5000 Cr
<b>Covert/Foreign Aid</b>	600 Cr	750 Cr (c)	300 Cr (g)	300 Cr	0 Cr (l)	0 Cr (n)	0 Cr
<b>Foreign Ministry</b>	1200 Cr	1500 Cr (c)	1000 Cr (f)	1000 Cr	750 Cr (l)	1000 Cr	1500 Cr
<b>Land Development</b>	950 Cr	950 Cr	633 Cr (f)	500 Cr (i)	500 Cr	1500 Cr (o)	1800 Cr
<b>Grandmaster GSoM</b>	300 Cr	300 Cr	0 Cr (e)	0 Cr	0 Cr	0 Cr (n)	0 Cr
<b>Holidays</b>	359 Cr	359 Cr	0 Cr (e)	0 Cr	0 Cr	300 Cr	400 Cr
<b>Special Expenditures</b>	0 Cr	0 Cr	0 Cr	0 Cr	1300 Cr (l)	0 Cr	750 Cr (q)
<b>Loan Repayments</b>	0 Cr	0 Cr	0 Cr	0 Cr	0 Cr	2635 Cr	6500 Cr
<b>Savings</b>	1425 Cr	3938 Cr	0 Cr	0 Cr	0 Cr	100 Cr	720 Cr
<b>End of Year Council Vault (approx)</b>	29,420 Cr/ 1,471,000 Dc	1004 - 218,444 Cr/ 10,922,000 Dc	1006 - 181,076 Cr/ 9,053,800 Dc	1008 - 73,628 Cr/ 3,681,400 Dc	2903 Cr/ 145,150 Dc	1011 - 5303 Cr/ 265,150 Dc	1014 - 30,223 Cr/ 1,511,150 Dc
<b>End of Year Debt</b>	0 Cr	0 Cr	0 Cr	0 Cr	326,619 Cr	1011 - 271,280 Cr	1014 - 37,044 Cr

- (a) - Dragonfly airship construction complete. Total now reflects salaries, maintance, and supplies for the 8 divisions of the GAG
- (b) - New Ministry Department of Trade created and new law passed imposing tariffs and fees on trade coming into Glantri
- (c) - New embassy created and staff hired and assigned to Wendar
- (d) - Grand Army expanded to 60 divisions at onset of war with Alphatia. New laws passed increasing revenue in form of higher taxes and increased tarrifs and fees on trade to help offset costs. Approx 1/4 of monthly total for GAG is paid by tapping into the excess funds of the Great School of Magic.
- (e) - Dropped from budget at onset of war
- (f) - All expenses, approximately 1/3 of budgets, deemed non essential are slashed.
- (g) - All non essential projects ended in other nations and money given to Thyatis and to adventurer terror squads operating in Alphatia
- (h) - Invasion by Thar results in many milita units being called up to augment the 60 regular divisions of the Grand Army. Due to the collapse of trade with Darokin and population/taxation losses due to Thar and the Plague the excess funds of the Great School of Magic are used up to help pay 45% of the wages due to the Grand Army. Prince Vanserie works out deal with major Glantrian banks for possibility of small interest loans (3%) in exchange for tax exemptions for the banks until loans are paid back.
- (i) - many governmental functionaries in southern Glantri are lost and projects ended or delayed due to Thar's invasion.
- (j) - Great Plague hits late in 1007. Budget increased to hire more physicians and provide care to the sick. In 1008 the Clerical Act is passed. Clerical magic made legal but heavily licenced with license fees are used to help supplement the allotted funds to pay public health costs
- (k) - After defeat of Thyatis the Grand Army is expanded to 100 divisions in preparation for an invasion by Alphatia in 1010. National treasury and excess funds of the Great School are drained. Bank loans are taken out in the form of certified letters of credit and issued as pay to many of the officers of the Grand Army to cover the costs of the greatly expanded army.
- (l) - With the defeat of Thyatis all foreign aid is cut and funding to Temple of Rad for education, and the Foreign Chancellery is reduced and repurposed to funding new magical weaponry for Glantri City and Castle's Monteleone and Tchernovodsk in addition to strengthening their magical defenses.
- (m) - Army downsized after defeat of Alphatia from 100 divisions into 32 Divisions and reorganized after the Glantrian Military Reorganization Act of AC 1010. Viceroy Council Charges eliminated. Standing army now consists of 16 permanent division and 16 reserve divisions who guard the border with the Broken Lands
- (n) - The Grandmaster's stipend along with covert aid to Foreign Wizards and support of education via the Temples of Rad are now part of the budget of the Great School of Magic.
- (o) - 2/3rds of budget is allocated to the rebuilding of southern Glantri after Thar's invasion.
- (p) - Last reserve divisions demobilized after the Enfoeffment of New Kolland and the end of the war with the humanoids. Total now reflects the cost of the 16 full time divisions, Grand Army High Command, and subsidizing the Fuhrburg Military Academy
- (q) - 250 Cr a month allocated to construction of castle in NW Glantri in Barony of Fallsburg near the border with Sind. Estimated completion of castle in AC1016  
100 Cr a month allocated to upgrading Huledain Camp into a Fort. Estimated completion of upgrade is end of 2013.  
200 Cr a month is initially allocated to Prince Kol for economic and military development of New Kolland. Increased to 300 Cr in 1013