

**MYSTARAN  
ALMANAC &  
BOOK OF FACTS  
VOLUME V, AC 1014**

Version 2.0

Published by Joshuan Gallidox  
Halfling Adventurer and Entrepreneur  
within the City of Mirros  
in the Kingdom of Karamaikos  
in the Year After Crowning 1015

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## *Preface*

Dear Reader

The wonderful book you now hold in your hands is the fifth in a series of rich volumes intent on describing the amazing world of Mystara. As with the last volume, this year there is much that is new in this little book. The main change has to do with the fact that, once more, the Almanac has a new editor; two to be precise.

Allow me to introduce myself. I am Belzamith Fingertackles, a gnomish illusionist of Highforge in the great kingdom of Karameikos. My exciting hobbies include tinkering, poetry, mystery solving, and political sciences. I enjoy discovering things that were previously hidden and searching for the truth behind what is always presented to us. I for one believe that there is much going on in this world that we should know about, but the powers behind the scenes keep hidden from us.

Anyway, I am babbling on now. As was mentioned, I am one of the two new editors of the Mystaran Almanac. You see, in last year's edition, Joshuan Gallidox, the owner of the Almanac, made a statement claiming that the Hollow World was nothing but a hoax; a fiction novel written by the adventuress Claransa the Seer. But brave explorers from Karameikos returned from that world, bringing proof that the fantastic Hollow World was real.

Upset over his own public statement in Joshuan's, which is now proven wrong, Joshuan did what he believed was right and retired as Editor of the Almanac. As such, he handed the job over to me, as well as the great dwarf Dorrik Stonecleaver, who has his own words for you just below.

I must inform you, the reader, that Joshuan still owns the Almanac however, and has merely released the position of editor over to us. He is currently off wandering and relaxing on the beautiful islands of Ierendi,

and might return to take control of next year's edition once more.

Now, you must be wondering what changes have been made with the new editors. Well, I enjoyed Joshuan's style and opted to continue with the on-sight correspondents and letters to describe places and events. I believe that such presentations make the descriptions all the more lively and interesting, giving the reader a better perspective on things, as well as insight on the people who present them to you. I tried to encourage our writers to dig more behind the scene, but I must admit I am forced to agree with what they see as common sense and not press too deeply, otherwise, unwanted attention might be drawn back our way.

Another change is the addition of interviews. The Mystaran Almanac is pleased to announce a live interviews with one of the most talked about and important people of our time. What he has to say has been added to our collections of correspondents, and is now available for everyone to read.

The Atlas of the Known World and Famous Folk sections will concentrate on places and people who have not been described in our last volume. It is our desire to add new information instead of continuously repeating the same old things over and over again.

Once more, we have a detailed history of major events that have become known across our world, including some of our correspondents giving comments and details on things as they happened as well as their repercussions. The history gives events in the Hollow World (HW) as well as the Known World (KW). There is even a brief section on the far off Savage Coast (SC), but I must be the first to inform you that the information is far from complete or confirmed as accurate.

One small complaint I have is the lateness of which the transfer of editors took place. Much of the Almanac publishing had been

thrown into complete chaos, which took forever to get back in order. Because of this, the Almanac does not have nearly as much information as I would have hoped for. But one must settle with limitations. Still, what is here is of the best quality, and quantity will definitely improve in the next volume as well.

Therefore, it is with great pleasure that I present to you the new and improved Mystaran Almanac, AC 1014 edition. It would also be my pleasure to hear from you, gentle readers, on your opinions of our presentation and content.

Belzamith Fingertackles, Co-Editor  
Mystaran Almanac  
Mirros, Karameikos  
Nuwmont, AC 1015

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## ***To The Reader***

As mentioned by my partner, I'm Dorrik Stonecleaver, one of the two new editors of the Mystaran Almanac. I won't bother boring you by repeating the details of how I became a co-editor. I've traveled and adventured with Joshuan several times, and felt obliged to help him with his Almanac when he asked me to take over. Had I known about the gnome, I might have thought it over twice however.

I'm also from Highforge, and used to be a caravan guard for several decades. I retired over a decade ago and wandered the world for a while.

I've always believed that one should get to the point, and therefore suggested the name change of Joshuan's Almanac to the Mystaran Almanac. I find the new title a lot more accurate as to its contents.

I don't like big texts and wasting breath, so I give the information that you really need. Numbers, dates, places. They give you what you want or need to know, quickly. I've therefore made sure to include exact dates, locations, populations, taxes, currency, and all the details that have been left out in

Joshuan's Almanac. In other words, I've brought over the best part of Prospero's Poor Wizard's Almanacs back into the newest edition.

I would have loved to include description of the military forces and their tactics as well, but most governments took a dim view at seeing such information published and made sure we didn't.

Finally, a chapter is dedicated to recount events that took place last year in the Hollow World. Think of it as an apology for overlooking it last year.

Anyway, I've said the important stuff, so it's time to start reading the Mystaran Almanac. If you have anything important to tell us, let us know. Make sure it's important, because with all our correspondents, we don't have time for useless letters.

Dorrik Stonecleaver, Co-Editor  
Mystaran Almanac  
Mirros, Karameikos  
Nuwmont, AC 1015

## OUR CORRESPONDENTS

Here is our list of correspondents that give us detailed information on the nations, places, and events of the Known World of Mystara. However, the Mystaran Almanac would like to increase its field of knowledge and cadre of correspondents, by that gaining access to information from around the world. Currently, we are sadly lacking in information from the regions of the New Alphatian Confederate Empire, the Savage Coast, and the ever hard to reach Hollow World.

Should you or anyone you know be interested in joining our group of main correspondents, simply send us letters detailing a place or event. If we like it enough, it will be included in the next Mystaran Almanac. If you continue to produce great articles, then you'll be soon able to find your name here in our list of major correspondents.

### ***Ursula Bremen***

Ursula is a smart and experienced member of the Darokin Diplomatic Corps, giving her great insights into the political goings-on in Darokin and surrounding nations. Her connections also allow her inside information on the military activities in Darokin, Aengmor, and the Orclands, making her an invaluable asset to this Almanac.

A very ambitious woman in her mid-30s, Ursula always manages to keep her ambitions in check. The duties of her job always come first.

This year, Ursula makes reports on the goblinoids of the Orclands, as well as activities going on in the nation of Aengmor.

### ***Alasdhair MacCallum***

The swashbuckling rogue known as Alasdhair MacCallum is a young Glantrian

that enjoys emphasizing his own cleverness while subtly insulting those around him. Luckily for him, he's highly skilled with a rapier, which has more than likely kept him alive after his usual comments (shall we say insults) on the fashions of various members of the high society. His own fondness for elaborate dress gives others the impression of him being an empty-headed young fop.

Alasdhair traveled up in the far reaches of Norwold during AC 1014, and has written to us about the far nations of the north, as well as a geographical feature in the area.

The editors of the Almanac would like to apologize to Alasdhair for misspelling his name several times in last year's Almanac. His name is indeed Alasdhair, and not Alastair as was written in both the table of contents and the section on correspondents in AC 1013.

### ***Elidor Murtagh***

As the First Mate of the Callista, Elidor's love of sailing marks him as a typical Minrothad sea elf. His love of travel has brought him throughout the Sea of Dread and the Sea of Dawn. Elidor is also an accomplished adventurer, having wandered extensively during his first century or so of life.

He has visited the undersea nation of Aquas (although that was in AC 950, just after Seashield's founding). Elidor has also visited the Undersea regions near Minrothad and Ierendi, and has friends among the aquatic elves and merrow (mermen) there.

While people afraid of water are not unusual, Elidor is the first person I've met who is afraid of land. He will never travel more than a day's walk inland, preferring to keep the open sea in sight at all times.

During AC 1014, Elidor visited several nations in the New Alphatian Sea and describes Ionace for the readers.

### ***Rikard Prospero***

We are pleased to announce that the former owner of the Almanacs is now one of our

cadre of main correspondents. Born in Thyatis, Prospero was adept at magic from a young age and was sent to learn by the best wizards money can buy thanks to his rich merchant father. Learning from his father, Prospero also acquired the knack to write down every detail and to be as precise as possible (as readers of the old Poor Wizard's Almanac can attest).

It seems that after a long journey, Prospero has made a new home for himself on the Savage Coast, and therefore sends us the first written reports on events taking place to the far west.

### ***Astrid Ragnisdottir***

Born in Ostland, Astrid Ragnisdottir is a young skald of Odin, a wandering priestess and storyteller. She is fascinated with history and is well-versed in folk tales of the Northern Reaches. During her journeys, Astrid has also studied the religious beliefs of her homeland as well as neighboring nations, including Wendar, Ethengar, and the Heldannic Territories.

It is with distress that I must announce that Astrid was severely wounded last year during the invasion of the Falun Caverns in the Hardanger Mountains. The editors of this Almanac do not know her current condition, but wish her a speedy recovery and hope that Odin sees fit to keep such a worthy skald alive and well.

### ***Favonius Viator***

The second son of a well-to-do Thyatian senator, Favonius is a bit of a rogue uninterested in the politics that his father takes part in. Instead, Favonius took up the trade of a merchant with the help of a very rich uncle. His mercantile experience gives him much understanding on the Empire of Thyatis, as well as the various inland trade routes and coastal sea trade routes.

The editors of the Mystaran Almanac would like to indicate that Favonius Viator has disappeared last year while exploring trade opportunities in the Thyatian Hinterlands.

Senator Viator has offered a 25,000 Lucins (gp) reward for anyone who finds his son.

### ***Faisel ibn Yasir***

Born in the Emirates of Ylaruam as the younger son of a merchant, Faisel has displayed both the skills of an accomplished warrior and learned scholar.

Faisel epitomizes the ideal citizen of the Emirates. He honors the Way of the Eternal Truth and the Nameh every possible way he can. The man also quotes liberally from the Nameh and similar religious writings of Al-Kalim.

At the moment, Faisel is the Almanac's best source of information of what is going on within the Emirates. Unfortunately, it has taken great convincing to get Faisel to write to the Almanac once more, as he has accepted the nation's current view and disdain of foreigners and non-believers. It is the belief of the editors that we shall soon lose Faisel as a correspondent.

# ATLAS OF THE KNOWN WORLD

Once again, dear readers, you arrive at the section of the Almanac that details the geography, countries, and famous places of the Known World. This year, we have concentrated on the Isle of Dawn and Norwold, leaving the mainland behind. Expect the Bellissarian nations in our next volume.

It has come to our attention, however, that this area is no longer as valid as it once was. I do not mean that it is no longer accurate or valueless. Instead, I believe that it is badly organized. After all, just look at the chapter's title once more: Atlas of the Known World. Just what exactly is the Known World?

Our knowledge of Mystara has increased tremendously over that past several years. We are now in relatively good contact with the nations of the Savage Coast and tavern stories have made sure that almost everyone is aware that there is a Hollow World beneath their feet.

It is my belief that the first editor of this Almanac, because of his egocentric (although they would rather call it patriotic) Thyatian upbringing, decided that wherever Thyatis could reach is the World and the rest does not exist; hence we have the Known World.

Also, the area called the Known World is simply getting too big to be handled in one section. More than likely, in the next almanac, this chapter will be divided into two separate chapters; one dealing with the coast of the Sea of Dread (Five Shires, Glantri, Karameikos, Thyatis, ...), and the other with the nations of the Alphatian Sea (Norwold, Isle of Dawn, Bellissaria, Esterhold Peninsula, ...).

The editors of this Almanac would therefore like to propose a name change to the area, and we invite you, the reader, to give us your opinions. Send us a letter suggesting the names you would like to give to these

areas, as well as the reason you think those names are the best. Perhaps next year, you'll find your names in the Almanac!

With all that said and done, let us continue with the Atlas to the Known World.

B.F.

## *Alpha (Kingdom of)*

**Location:** Known World, continent of Brun, northeastern reaches, area of Norwold.

**Area:** 9,478 sq. mi.

**Population:** 90,000, including 2,000 halflings.

**Languages:** Alphatian (official), Elvish (Shiye-Lawr dialect), Halfling (Lalor dialect), Heldannic, Thyatian.

**Coinage:** Alphatian Standard: Crown (gp), mirror (sp), judge (cp). Coins of many other nations are in common circulation here.

**Taxes:** 20% income tax, collected yearly.

**Government Type:** Independent monarchy part of the New Alphatian Empire.

**Industries:** Agriculture (grows barely enough for its own use), fishing, logging, mining, and trapping.

**Important Figures:** King Ericall (Human, male, F20)

**Flora and Fauna:** Alpha features the plants and animals one expects of the northern wilderness. The Peninsula claimed by Alpha is devoid of monsters thanks to the Regent Pass, but cold-climate creatures (such as snow apes, white dragons, frost giants, frost salamanders, and sasquatches) fill the rest of Norwold, as well as several scattered goblinoid tribes.

### **Description: by Alasdhair MacCallum**

After the long trek through the Ice Reach Range, I was glad to finally make it back to civilization here in the city of Alpha. [Ed.



Note: Alasdhair writes his articles to us in chronological order, yet in the Almanac, we placed them in alphabetical order. For details on why he was in the Icereach Range, read his article on the Arch of Fire.] Having decided to take a boat back home instead of walking, well, for the majority of the trip anyway, the ports of Alpha became the logical choice as my next stop.

Alpha is blocked off from the inland by a large, rugged stretch of mountains that cut off the entire peninsula at the neck. There is only one way through these mountains; a small, twisting path known as Regent Pass. This narrow gap is guarded by a fortress garrisoned with an entire unit of the King's Guard.

### **The Land**

From atop the hills of Regent Pass, the splendid deep-water port of the city is easily visible, with ships from around the world docked in its large harbor. Numerous fishing boats can also be seen scattered throughout the Great Bay. The city itself appears to be one huge castle or fortress, with several layers of high walls surrounding the city like various layers of an onion. Atop a large hill in the center of the fortified area lies one of the largest palaces I have ever seen. There must be at least a dozen huge buildings all interconnected to each other with arches and bridges and walls. Dozens of chimneys dot the rooftops of the palace; more than likely keeping the place comfortably warm during the cold winter nights here up north. Various small parks and woodlands can be seen within the palace grounds as well, suggesting that great care is taken to maintain its beauty and appearance. Still, despite the architectural decorations, the thick walls and several dozen towers clearly indicate that the main purpose of the palace is indeed defense.

The old section of the city has its own, central wall dotted with towers, ballistae, and catapults. This wall used to be the other wall of the long abandoned Thyatian fortress that once occupied this very area. A more recent wall, thicker and higher than the others, surrounds the rest of the city.

All these overlapping walls and towers make the defenses of the city a very formidable obstacle to any enemy. It must help the Alphans sleep well at night, knowing that they are well defended despite the Heldannic Knights being only several hundred miles away. The other sections of the city also have a larger than normal share of parks and trees compared to most modern cities of the Known World.

Besides the palace, two other buildings draw in the attention of any visitor to the area. The first is the Hardball Arena. This large marble structure was commissioned by King Ericall in AC 1007, in the hopes of drawing more people to Alpha. Unfortunately, with the destruction of Alphatia, the arena hasn't been as successful as he hoped. Still, there are a few games between minor local teams played here, and it's also used for various other social functions and reunions by the nobility and upper class that don't have access to the palace. On the bright side, it seems that there will indeed be a hardball season in AC 1014, so the local teams are training hard to see who will get to represent Alpha this year. Such "friendly" practice matches are very competitive and worth watching if one gets the chance.

The last structure of note is a temple dedicated to Zirchev. A large temple made out of strong and sturdy oak, this shrine stands just over three stories high. A large brass bell tops the tallest spire, which can be heard throughout the city. What makes the temple so beautiful is its sheer simplicity. There are no fancy decorations, extravagant use of gold or silver, or even tasteless statues used to honor Immortals (Rad forbid anyone would want to anyway!). The only thing indicating that it is a house of Zirchev is a carving of his face just above the main double doors. It seems the Forest Immortal has gained quite a bit of popularity here in Alpha, and there are almost daily ceremonies held to honor him. The high priest even has a choral of trained birds who "sing" the hymns during the prayers. Even I, who detests prayers and such religious nonsense, must admit that the presentation

of the ceremony was marvelous. I would say one should disregard his religious beliefs (or lack thereof) for a brief moment and participate to at least one such ceremony, if just to see and listen to the show.

The land between the garrison at Regent Pass and the city of Alpha is almost completely converted into farmland, with just the occasional patch of evergreens here and there. The soil is rich in nutrients, apparently deposited by a glacier long ago, or so I've been told anyway. The farmers don't seem to care where it came from, just that it's there. Various natural lakes and small streams make sure that every farm has an adequate supply of fresh water.

### **The People**

The inhabitants of Alpha are mostly Alphatian, although many of Heldannic and Thyatian ancestry are also very visible. The vast majority is happy to have King Ericall to rule them, adding what they believe is a needed form of government and order to their lives.

Most are simple farmers or fishermen who do not have the typical Alphatian disdain of mundanes; those unable to use magic. Being removed from the former Alphatian mainland, magic did not become as mainstream in Alpha to affect their lives very much. Alphans therefore have more or less the same ridiculous fear of the arcane as most peasants from around the Known World, besides Glantri, that is. Besides that, they are polite and welcome strangers eagerly in exchange for courtesy and the occasional stories about your travels. Most believe in minding their own business, do not interfere with your plans, and are content to simply do their work and not get involved in politics and "important" things.

There are three current major topics going around the taverns of Alpha. The first is the previously mentioned religious ceremony to Zirchev. Many people here are those who helped colonize the area or are their direct descendants. Alphans therefore have a greater respect for nature than most city-

dwellers, as the numerous city parks and the wildlands in the area can attest to. I would say that Alpha could almost be called the City of Rangers and Foresters.

Another subject whispered every now and then concerns the encroaching Heldannic Knights to the south. The fall of Oceansend has caused even the most doubtful to believe that Alpha is next target of the Knights of Vanya. Despite the superb defenses of the city, many are making plans on means of escape should the inevitable come to happen.

Finally, on a more joyful note, a certain Christina Marie Alanira is the third most talked about subject. I must admit, I have met this beautiful young lady (how I managed to attend such a high classed reception is another story!), and I cannot blame anyone for talking about her. It seems that this young daughter of a minor noble from Bellissaria has managed to catch the eye of King Ericall. Her own love of the outdoors and zest for life has allowed her to adjust rather well in Alpha, and earned her the respect of many of the nobles here. Needless to say, most rumors have to do with a royal wedding happening in the near future.

If such rumors are true, then I envy those lucky enough to receive invitations. The lands around Alpha are beautiful to behold, and the Grand Ballroom of the palace, where the ceremonies are sure to take place, is rumored to be one of the architectural wonders of the Known World. I'm sure such a night will be one that would be impossible to forget.

## ***Arch of Fire, The (Geographical feature)***

**Location:** Known World, continent of Brun, northeastern reaches, area of Norwold, Icereach Range.

**Area:** app. 5,000 sq. mi. (about 2,500 sq. mi. around each volcano).

**Population:** unknown number of creatures from the Elemental Plane of Fire.

**Languages:** Unknown languages from elemental plane of fire.

**Coinage:** Unknown, if any at all.

**Taxes:** Unknown, if any at all.

**Government Type:** Unknown.

**Industries:** Unknown.

**Important Figures:** None known.

**Flora and Fauna:** small plants and animals common in more southern regions than Norwold.

### **Description: by Alasdhair MacCallum**

Well, for those of you who read Joshuan's Almanac last year, you might recall that I mentioned I would be visiting the Great Crater and New Kolland to give the world's first human report on everything that goes on in the humanoid lands. Unfortunately, I've been side-tracked from those plans. It seems I have since managed to irritate a mage of some renown within the Great School of Magic and was forced to perform a small task for her, or suffer some "accidental mishaps" she would foreshadow with her divination magic. Still, there is some time left yet during this year, so who knows, the New Kolland Travelogue might still see publication before next spring.

Anyway, this quest of hers brought me up into the frozen reaches of the Icereach Range in faraway Norwold. On one of the cold nights, and it does get cold up there, I spotted a huge bright light within the sky. Closer inspection revealed a line of red flames arching through the sky. My curiosity evidently was picked, and so I

approached this phenomenon to get a better look. And it is about this Arch of Fire that I write my next article for the Almanac.

### **The Arch of Fire**

The Arch of Fire is situated approximately half-way between the large swamp along the swift White Bear River and the large, foreboding Icereach Mountains. For those who do not know the region of Norwold, that is approximately 300 miles west of the hin city of Lecha.

The Arch itself seems to be some sort of conduit or vortex for the Elemental Plane of Fire. The northern end of the arch starts from a volcano known as Northern Mount Cantrinus, named after the Thyatian explorer who first discovered this special geographical feature. The northern volcano is the outflowing portal, spilling fire for the Plane of Fire here into the Prime Plane. From there, the flames leap up dramatically in the form of a tube roughly 300 feet in diameter. This jet of flames lands 75 miles southward, into the second volcano called Southern Mount Cantrinus (needless to say, Thyatians lack imagination). The other volcano is the inflowing portal, where the stream of lava flows back into the Plane of Fire. The maximum point of the Arch must reach at least 5 or 6 miles in height.

The Arch of Fire is visible from about 50 miles away during the day, and at least 75 miles during the darkness of night. At night, the glow of the flames gives a beautiful orange/red color to the night sky. It is definitely worth a trip into the frozen northland just to see this at least once.

### **The Land**

The land around the volcanoes is wastelands of fire. The area is relatively flat considering how mountainous the rest of the area is.

The whole area is crisscrossed by flowing streams of molten lava, which in turn melt all the snow on the mountain peaks and create rivers and lakes of meltwater. These rivers just as easily lead to rivers or lakes of lava, plunging into the molten rock. This creates rushing gouts of steam which gives the whole area a look similar to fog-

shrouded Klantyre back in Glantri. Some of these gouts of steam are from beneath the ground, and steam geysers are relatively common as well.

Vegetation is rather unusual for Norwold. Because of the intense heat in the areas directly around the volcanoes, species that are normally not present in the north are thriving here. Even small mammals that normally avoid the cold and snow can be found scurrying about. This is not to say that a jungle is present here, however. On the contrary, vegetation is scarce and almost non-existent. The heat is just too intense, and the rivers of lava often change course, burning up whatever is in the way. Most areas are also covered in solid rock, obviously old volcanic deposits, and have no soil for anything to grow or live on.

Many small cave mouths dot the rocks that surround both mountains. Although most of these openings lead nowhere, some connect to fissures deep within the earth. The formerly mentioned gouts of steam occasionally scald these caves as well, making them a somewhat hazardous shelter.

### **The People**

Even more surprising is the fact that the area is inhabited. Yet no humans live here; instead, we have two races which are native to the Elemental Plane of Fire.

At Northern Mount Cantrinus, a society of efreet has been formed. Admittedly, I was not sure what species these beings were, but once back in Glantri, I conferred with specialists on the Plane of Fire, and they confirmed that it was indeed the evil efreet. These creatures have created what seems to be a city of basalt and obsidian stones around the mouth of the volcano crater. Because of its relatively small size and the fact that they were continuing in the construction, I would assume that the efreet are new arrivals and have just taken over the area.

The efreet had many slaves working for them, from humans, fire giants, fire elementals, to even the occasional red dragon whose wings had been clipped to

prevent flight. By the eagerness behind the slave master's whipping, I could tell that visiting their city would not be a wise decision.

Still, from away, I could see military activity which suggests that they are preparing for a war of some kind. Construction seems to be limited to walls and defensive positions. A quick head count of certain areas allows me to guess at a total population of 4 to 6 thousand efreet.

Further investigating would definitely be worth doing by a larger and better prepared group.

Southern Mount Cantrinus is controlled by fire elementals. Here, my spying was discovered and I was brought to meet their leader. This elemental stands at huge height of 25 feet. Thanks to their magic, I was able to communicate with the leader, and learned that the efreet had indeed conquered the northern volcano from them just a few months ago. The efreet now seem to have plans of taking over the southern volcano as well.

The fire elementals have no love for humans, but do not slay them outright. In fact, it seems that right now they are trying to recruit help from us, as their own reinforcements have been blocked off since the efreet have control of the incoming portal from the Plane of Fire.

Still, when I refused to join their armies, I was immediately asked to leave, and brought to the borders of what they claim as their lands.

I therefore have little to say about the fire elementals, since I could not explore more. Their numbers still remain a mystery. As for their culture, I doubt I would have understood much of it anyway. It is something probably best left to mages and sages who understand more about the Plane of Fire and its inhabitants.

### **Don't Miss**

Well, the Arch itself is one of the wonders of the world, a beautiful sight that is definitely not to be missed if one has the

occasion to visit. Unfortunately, everything else there is definitely not worth seeing, especially the inhabitants.

However, each of these creatures are from another plane of existence. This makes them, and their artifacts and magic, rare and unique. This means they are worth quite a bit of gold if brought to the right collectors and sages.

### ***Caerdwicca (Barony of; Empire of Thyatis)***

**Location:** Known World, Isle of Dawn (east of the continent of Brun; southwest of the New Alphatian Sea), southern tip.

**Area:** 17,459 sq. mi.

**Population:** 2,000, including 500 in the capital Caerdwicca.

**Languages:** Thyatian (official), Alphatian.

**Coinage:** Thyatian Standard: Emperor (pp), lucin (gp), asterius (sp), denarius (cp). Coins of many other nations are in common circulation here.

**Taxes:** 25% income tax collected quarterly (Va. 1, Ya. 1, Fy. 3, Ei. 1). Citizens abroad must still pay. 5% sales tax on all but food and clothing.

**Government Type:** Barony under the jurisdiction of the Empire of Thyatis.

**Industries:** Trade.

**Important Figures:** Baron Uthgaard McRhomaag (human, male, F16).

**Flora and Fauna:** Standard for its climate. Dangerous monsters include goblinoid hordes scattered throughout the Isle of Dawn as well as bandits.

#### **Description: by Elidor Murtagh**

Now here be a port worth mentionin' ta anyone who reads this book. Caerdwicca be a town built by a sailor for sailors, and ye can't ask for much better.

First o' all, there be nothing ta do with anything but ships and sailin' and the basic necessities for a town ta live. Anybody

that's somebody here knows something about a ship, proving that they ain't no land-lubbers.

The city be pretty simple too. No big fancy walls or port masters and bunch of 'em regulations that make ye waste your time dockin' yer boat. Fact, it's this lack o' regulations that make Caerdwicca the pirate haven it is today. Baron McRhomaag was once a pirate 'imself, so he knows what it be like.

Not ta say that Caerdwicca is a bunch of lawless thugs and killers. Nay. The Baron follows all 'em Thyatian laws in his town, but he don't be pressin' against the ships that dock at his ports. There's no searches for stolen goods or questions asked as ta were they came from. But once on solid ground, 'em pirates gotta behave just like anyone else. The only business in Caerdwicca therefore be one of tradin'.

The town is filled with taverns an' inns for all 'em sailors that dock here. There be not much else... not even a wall or palisade ta protect in case of an attack. The streets aren't even paved like most Thyatian city streets be. 'Course, a few folks get wood from the nearby forests to try and start their own business, but so far that be small business here indeed.

McRhomaag Castle be a funny sight ta see. Don't look like no castle that I be used to. It's a simple two story building built atop a dirt hill, with a crude wooden wall around it. Oh yeah, and a ditch he be calling a moat.

Now why does the Emperor allow this obvious pirate haven ta stay? Because Baron McRhomaag controls 'em pirates, that's why. When he be in trouble, he just asks his pirate captains for hand an' they be coming to the rescue. Just look at all 'em pirate raids against the Alphatians during the war. Think that be a coincidence?

Anyways, Caerdwicca be ta place ta rest if ye be looking for a nice town that be friendly to sailors o' any kind.

## ***Dunadale (Duchy of; Empire of Thyatis)***

**Location:** Known World, Isle of Dawn (east of the continent of Brun; southwest of the New Alphatian Sea), northeastern corner.

**Area:** 168,605 sq. mi.

**Population:** 61,000, including 19,500 in Dunadale, the capital.

**Languages:** Thyatian (official), Alphatian.

**Coinage:** Thyatian Standard: Emperor (pp), lucin (gp), asterius (sp), denarius (cp). Coins of many other nations are in common circulation here.

**Taxes:** 25% income tax collected quarterly (Va. 1, Ya. 1, Fy. 3, Ei. 1). Citizens abroad must still pay. 5% sales tax on all but food and clothing.

**Government Type:** Duchy under the jurisdiction of the Empire of Thyatis.

**Industries:** Agriculture, lumber, fishing.

**Important Figures:** Duke Edmondo Tiberia (human, male, F11), Tastalgarth Lunn (ex-king, now hermit, human, male, M14).

**Flora and Fauna:** Standard for its climate. Dangerous monsters include goblinoid hordes scattered throughout the Isle of Dawn as well as bandits.

### **Description: by Favonius Viator**

The province of Dunadale was conquered by the mighty Thyatian legions in AC 1010. The Thyatian claim to the area was confirmed and reinforced with the Isle of Dawn Treaty signed on Klarmont 13, AC 1012, by a fearful Thothian King wishing to pacify our leaders and prevent his kingdom from falling. Thus did Edmondo Tiberia become the Duke of Thyatis' new Duchy of Dunadale.

### **The Land**

The vast majority of the landscape of Dunadale was unexplored by the former Alphatian inhabitants. Most of the land is

therefore covered with virgin forests and unknown resources or treasures.

The area along the coast of the New Alphatia Sea is relatively flat and ideal for farming. In fact, most of the rural population is scattered in various villages and homesteads along this coast, with only the occasional hermit more inland than 75 miles.

More inland, large hills start to dominate the landscape, creating a maze-like network of valleys and passes.

To the far north, past the bogs and near the border of the Kingdom of Helskir, lies the Herdane Escarpment. This 500-foot high cliffside is known for the large number of caverns and entrances to the underworld present on its face.

Dunadale is also famous for the vast number of swamps and peat bogs, where numerous types of insects and monsters make their home, preying on travelers. These bogs fill up all the valleys between the hills, creating rivers of swampland with the occasional island of dry land. In fact, imperial prospectors believe that almost 50% of the land is one huge bog, unsuitable for inhabitation. Despite this, the Emperor continues to send Thyatian colonists in the area to increase the population, securing our hold in the area for eternity.

### **The People**

The inhabitants of Dunadale are an even mix of Alphatians and Thyatians. Before, the Alphatians were more numerous, but with the signing of the Treaty of Dawn [Also called Isle of Dawn Treaty. Ed.], many of the Alphatians left for territories remaining under Alphatian control.

The number of Thyatians is on a steady rise, however. This is mainly due to the Emperor's wise decision to increase the colonization of the Isle of Dawn and other Thyatian dominions. To date, the new inhabitants have been able to fill in the empty places left by the departing Alphatians, so there is no pressure on communities to expand nor are there any shortages of supplies or room.

The former inhabitants, however, are not completely pleased with their new status of Duchy. They ungratefully complain about their lack of influence with the government compared to when Dunadale was a confederacy under Alphatian control. Back when Alphatia was in command, nothing ever happened; Dunadale remained stagnant. Can't they see that now, with proper Thyatian rulership, Dunadale shall grow into a great Duchy? Already the population is climbing and the land is being explored. And they have their say by voting for the Senators for the region. What more could they possibly want?

The only bad part about such a vast and uninhabited territory is the lack of proper control. Many bandits and deserters have fled into the swamps, preying on helpless Thyatians. It is even rumored that the infamous Mario's Marauders are somewhere within the borders of Dunadale. Travelers be warned.

#### **Don't Miss**

The main attraction of Dunadale is its raw, natural beauty untouched by man. As mentioned, most of it is virgin forest, so anyone who desires the feeling of exploration and discovery can enjoy his stay in the area.

Another sight is the Herdane Escarpment. When atop the high cliff, one can see the New Alphatian Sea to the East. This, along with a rising sun in the early hours of the morning, makes a golden/orange ocean covering the horizon line. From what I hear (since I have not visited myself), for those with the patience and endurance to hike the several hundred miles overland for this sight, it is well worth it.

Unfortunately, the Herdane Escarpment is not very well known by the locals and, in fact, hardly ever appears on any map. The only map I have seen with the escarpment is the one given with the Dawn of The Emperors novel [boxed set. Ed], detailing the history of the Thyatian Empire (obviously a Thyatian publishing). However, it is not named on this map.

Simply take the map of the Isle of Dawn, and the long cliffside to the southeast of Helskir is the Herdane Escarpment.

### ***Helskir (Kingdom of)***

**Location:** Known World, Isle of Dawn (east of the continent of Brun; southwest of the New Alphatian Sea), northern tip.

**Area:** 28,932 sq. mi.

**Population:** 40,000, including 15,000 in the capital Helskir.

**Languages:** Thyatian (official), Alphatian.

**Coinage:** Thyatian Standard: Emperor (pp), lucin (gp), asterius (sp), denarius (cp). Coins of many other nations are in common circulation here.

**Taxes:** 20% income tax collected quarterly (Va. 1, Ya. 1, Fy. 3, Ei. 1). 5% customs tax on all but food and clothing.

**Government Type:** Independent kingdom under the jurisdiction of the Empire of Thyatis (its ties to Thyatis are merely a formality).

**Industries:** Trade and fishing.

**Important Figures:** King Eruul Zaar (human, male, F18), Queen Asteriela Torion (human, female, M12).

**Flora and Fauna:** Standard for its climate, including sheep and goats. Dangerous monsters include goblinoid hordes scattered throughout the Isle of Dawn as well as bandits.

#### **Description: by Alasdhair MacCallum**

The town of Helskir is a rather odd sight here in the war-torn lands of the Isle of Dawn. It is the first city I see without any city walls. Admittedly, there is a wooden palisade surrounding the town, but compared to the massive stone walls that

most other cities have, it makes Helskir look defenseless.

### **The Land**

Compared to most kingdoms, the nation of Helskir is relatively small. The city itself lies on arable land, well suited for farms and livestock. This farmland follows the coast of the Sea of Dawn, covering about a third of the nation's lands.

To the south of the nation lies the huge Demeran's Moor. Fell lizards and monsters of all sorts thrive within the murky waters far away from any civilization. Demeran's Moor is even more dangerous because a low fog often rolls in, hiding the inhabitants, as well as the various sinkholes and natural dangers of any moor. This giant moor takes up another third of the land claimed by Helskir.

The last third is rocky ground which the people of Helskir use to herd sheep and goats. As one moves toward the southwest, the ground becomes more uneven and rises higher and higher until it stops at a huge, unnamed cliffside several miles just past the border. [Ed. Note: Alasdhair seems to be referring to the Herdane Escarpment mentioned in Favonius Viator's description on Dunadale.]

The city itself was but a small fishing village 40 years ago. King Eruul Zaar has since transformed it into one of the most thriving economical trade centers in this part of the Known World.

Helskir is lucky enough to have a deep harbor with the capacity to handle several ships with ease. Although there are areas of shallow water here and there, a large, stone lighthouse guides ships safely through the bay and to the docks.

Currently, only a wooden palisade protects the city, but the foundation for a stone wall has been laid in various places. The work is expected to be completed by the summer of AC 1015. Key buildings within the city, such as the Fishing and Sailing Guildhall, the Palace, and the lighthouse, are built on a steep hill with their own wooden palisade around them.

### **The People**

The people of Helskir have learned to ignore most rulers and simply continue on with their lives. The city has changed from Alphatian hands to Thyatian control to independence so many times that most have stopped bothering to even try to count.

Now it seems that Helskir is once more a part of the Empire of Thyatis, although it remains a semi-autonomous kingdom under the rulership of King Zaar.

With all the political maneuvering that took place during the Thyatian-Alphatian war, most inhabitants expected Helskir to be one of the first cities to fall and be destroyed. Much to their relief, they have actually prospered except for a brief period of raiding the past few years. Now with the full presence of Thyatian Legions, the economy is once more on the rise.

The inhabitants are of Alphatian descent, although they have long ago abandoned all ties to their Alphatian culture.

### **Don't Miss**

Unfortunately, there's not much to see in the land of Helskir.

Myself, being from the inland nation of Glantri, I was rather intrigued with the lighthouse, so I paid it a visit. This stone tower stands what must be 12 to 15 stories in height, with a base of at least 50 feet in diameter. At the top lies a huge, magical fire that can be seen far out at sea, a fact I can testify to from my sailing trip here from Oceansend. Many other places also have lighthouses, but from what I hear, this is one of the biggest ones found anywhere. Of course, despite all that, it is still just a lighthouse.

The only other place to see in Helskir is the market. In itself, the market is nothing spectacular, but when you consider that almost every ship that sails in the waters of the Sea of Dawn or the New Alphatian Sea stops here, it becomes evident that almost anything can be found in the market. Helskir is a great place to collect coins and currency from various sea-faring nations of



the world. I would imagine only Minrothad can claim a bigger market.

### ***Ionace (a.k.a. Isle Of the NACE)*** ***(Island and Imperial District)***

**Location:** Known World, New Alphatian Sea.

**Area:** 128,199 sq. mi. plus many small islands that were once part of Alphatia (including Nuntar Island, the Vertiloch Islands, the Aasla Isles, the Grey Islands, Mount Thera, Eagret Island, Arogansa Island, Eadrin Island).

**Population:** 3,000, including 1,000 soldiers of the Alphatian 6<sup>th</sup>-Army.

**Languages:** Alphatian.

**Coinage:** Alphatian Standard: Crown (gp), mirror (sp), judge (cp).

**Taxes:** 15% income tax, collected yearly.

**Government Type:** Imperial District under the direct control of the Alphatian Council of Kings and Queens of the NACE.

**Industries:** None; imports all it needs from the rest of the NACE. Small mining of Mnemonic Minerals, still sought out by mages despite the drawbacks.

**Important Figures:** Commander in Chief Broderick (human, male, F17). The various Kings and Queens of the NACE also visit rather regularly.

**Flora and Fauna:** Ionace is filled with various monsters of all sorts. Most are not even natural to the area, or even the Prime Plane. The first level of the underground city is secured, but the deeper one goes, the worse the monsters become.

#### **Description: by Elidor Murtagh**

So, fer those of ye who wanted ta know what's goin' on in faraway Alphatia, lemme tell ye I've been sailin' the seas 'round there

fer the last year. I managed ta find that ol' wizard who provided the previous owner of the almanac with all his information on Alphatia. Ye should get his archive fer the year ta come an' the previous one, an', me thinks, some kinda geographical survey too.

Tho' my plans were ta head ta Bellissaria, Alphatian marines I've met at various ports o' call throughout the Isle o' Dawn told me o' great political changes in the empire. 't was not clear whether 't was an empire or a confederation o' some sort, but they all seemed happy with it. So we set sail fer the New Alphatian Sea, where that new capital o' theirs should stand, on Monster Island, or, as they call it now, I' o' NACE, a weird name if ye ask me.

The Callista dropped anchor in the small, temporary harbor outside the capital. It stands in a natural bay, so that it reminds me o' those harbors typical o' the Northern Reaches, built inside a fjord. Looks like the sinkin' of Alphatia created that weird landscape o' high mountains risin' out o' the waters. Then we took the steep, tortuous road ta Denwarf-Hurgon and Ionace.

Tho' I could spend my life in rigging, I hate such roads that take ye far away from the sea into the mountains. There be no roads leadin' directly ta Ionace yet. The road splits in two: there's a new one leadin' north ta Sanctuary, whereas the remnants of the old road lead south ta Denwarf-Hurgon. So we went ta that dwarf city o' 'em, an ugly, mostly deserted ghost town. There I spent time with the sole denizens o' the city: soldiers o' Aquas. They're kinda like me, used ta live with water all 'round 'em, 'n they ended up garrisoned here in diminutive buildings surrounded by tall mountains.

We spent most of the night in a tavern, drinkin' as only sailors an' marines can do. Tho' part o' the conversation's shrouded in dark mists, I be sure they warned me 'gainst walkin' alone at night in the city or tryin' ta go in the lower levels o' the city. No chance I ever do that anyway, can ye imagine me burrowed in the ground like a dwarf? No way. They also warned me 'gainst travelin'

without a strong guard 'round the island. Seems the mountains and the underground be both infested with all sorts o' terrible monsters. In fact, they even nicknamed the whole isle the biggest dungeon in the world, an' they probably be right.

I also took a glance at the city of Ionace proper. Brand-new buildings that host the government. Totally impersonal, if ye ask my opinion, almost as ugly as the dwarf town. [Ed. Note: These are obviously the opinions of the writer as everyone knows a dwarf town is not ugly.DS.] I tried ta enter a building, but the guys seem completely paranoid 'bout spies, an' they kicked me out. Seein' no business here, we left the city 'n went ta Sanctuary. Now, that's a real city, the way I like 'em. Livin', bustlin', with merchants an' taverns. Not very dif'rent from a port city back in Minrothad, or anywhere else on the continent, altho' it's no harbor. The men o' Aquas patrol the city, protectin' it 'gainst all those monsters, but in fact the city seems to rule itself : trade and minin', not bureaucrats from Ionace. I heard they mine a strange mineral that's said to enhance one's spellcastin' abilities, but I couldn't find an ounce o' it fer sale. We spent a few days in the city, but we didn't venture in the countryside, then went back to ta Callista, ta sail the New Alphatian Sea. We'll probably be takin' a look at that Sundsvall Maelstrom very soon.

### ***Oceansend (City-State of; Heldannic Territories)***

**Location:** Known World, continent of Brun, northeastern reaches, area of Norwold.

**Area:** 9,977 sq. mi.

**Population:** 45,000, including 4,000 halflings, 3,000 dwarves, and 1,200 elves.

**Languages:** Heldannic (official), Thyatian, Alphatian, Elvish (Shiye-Lawr dialect), Halfling (Lalor dialect).

**Coinage:** Heldannic Standard: groschen (5 gp), gelder (gp), erzer (ep), markschen (sp), fenneg (cp). The former coins of Oceansend (heart (gp), blade (sp), and wall (cp)) are now illegal within the city.

**Taxes:** 20% income tax, 5% sales tax, 10% tithe to Order of Vanya.

**Government Type:** Currently occupied by the Heldannic Knights.

**Industries:** Agriculture (grows barely enough for its own use), fishing, mining, and trapping.

**Important Figures:** Councilor Olaf Yarrvikson (former king, human, male, F10), Governor-General Hermann Adalard (human, male, Pr9 of Vanya).

**Flora and Fauna:** The animals and plants one would expect in a northern area. There are also several goblinoids in the Final Range to the west.

#### **Description: by Alasdhair MacCallum**

The approach to the city of Oceansend, now under Heldannic control, was rather fearful and filled with tension. The captain was not sure how the Heldannic Knights would react to a boat sailing out of Alpha. It seems the captain's fear was well founded; a Heldannic warship came out to meet and escort us into port. The search of the entire galleon, as well as the long questioning of everyone on board was rather unpleasant, so I will not bore you readers with the details. Still, it is enough that I wish none of you should ever suffer such indignities. I must mention, as I find the following important to anyone traveling to Oceansend, that all weapons were confiscated upon entering the city; and that they were only returned on our departure. It seems that the Knights are fearful of a rebellion now that their clerical magic has left them. I could never understand how anyone could use such cheap magic anyway. They should all go to Glantri to learn what real magic is.

## **The Land**

Oceansend is a large, walled city along a deep-water beach into the Alphatian Sea, making it an ideal port. Unlike many other cities, this one lacks grand buildings or great architecture to boast about or make fine touristic attractions. At least the Heldannic Knights have placed many of their black lion banners throughout the main streets, clearly indicating their presence to everyone, and adding somewhat of a sight to see.

Their military parades, although somewhat filled with dread, are, I must admit, well performed, and worth seeing, if one can stand the presence of the Knights.

Like many cities here in the wildlands of Norwold, Oceansend is well fortified. Catapults and ballistae top every tower as well as several sections of the city walls. I was shocked to see that some of the large siege weapons atop the walls were pointed into the city as well as out. It seems that the Heldanners fear uprisings from within as well as sieges from without.

The fields around Oceansend are filled with farms and small villages only now starting to recover from the long siege the Heldannic Knights laid upon the city a few years ago. Most of the crops are very healthy this year, as the ash and other remains of the war have rendered the soil rather rich. The houses and villages were once beautiful and well maintained, but are now rather make-shift and improvised. Most of them had been destroyed by the Knights, and the peasants had been forced to start their lives over from scratch. Needless to say, this did not help the Heldanners acquire the love of the conquered.

Finally, about 4 days journey west of Oceansend lies the huge foothills of the Final Range. I would dare say that "foothill" is not the correct term, as these hills are long ridges of rocks that can be called mountains back in Glantri. This area is important because it is the home of the Rocktooth Dwarves. It seems that the Heldannic Knights have been unable to capture Kildorkak, the stronghold of these pesky little beasts [A reminder that this is

the opinion of the writer and not the editors. Ed.]. Their mountain fortress is still a point of resistance against the invaders.

## **The People**

The people of Oceansend live in fear of the ruling Knights, their every word and action closely monitored by the conquerors. The farmers around the city toil endlessly to meet the Knights' demands in taxes and tribute, and many have been turned into veritable slaves. The Heldanners do not want to give them the chance to rebel, especially now that they no longer seem to have Vanya's support.

But still, there appears to be an underground movement forming. I have promised not to reveal any names because more than likely several Knights will likely purchase copies of this Almanac once it is printed, therefore I do not want to place my new found friends in any danger.

I met them in a tavern, whispering about their plans of returning King Olaf Yarrvikson to the throne. Upon noticing that I was Glantrian, and hence no ally to the clerical Heldanners, I managed to join their group briefly. It seems that various important citizens of Oceansend have rallied followers to them, making a veritable army inside the city walls. Even more impressive, the dwarves of Kildorkak have somehow managed to smuggle weapons into the city right under the nose of the Knights.

I have no fear of revealing this information because the Knights are already aware that weapons are entering the city, hence the confiscation upon entering the port. Unfortunately for them, they have yet to discover how. The Knights therefore suspect any dwarf within the city walls, and have imprisoned, tortured and killed many. The dwarven population is half of what it used to be before the conquest of the Heldannic Knights.

I myself would have loved to learn their method, but prior duties called, and I soon had to leave the port city of Oceansend.

## ***Ochalea (Kingdom of)***

**Location:** Known World, Sea of Dawn, southwest of the Isle of Dawn.

**Area:** 190,054 sq. mi.

**Population:** 125,000, including the capital city of Beitung (pop. 50,000).

**Languages:** Alpathian, Thyatian.

**Coinage:** King (a.k.a. Teng, 5 gp), one (gp), tenth (sp), hundredth (cp) (Ochalean coins are octagonal with square holes in the middle).

**Taxes:** Income tax of 15%, inheritance tax of 10% Government Type: Monarchy.

**Industries:** Agriculture (wheat and rice), textiles (silk production).

**Important Figures:** King Teng Lin-Dieu (human, male, Pr20 of Korys).

**Flora and Fauna:** Ochalea is mostly free of monsters. Dangerous creatures encountered include ghouls, weretigers, tigers, panthers and the rare purple worm. Also common are sheep, goats, and snakes.

### **Description: by Favonius Viator**

In the blue waters of the Sea of Dread lies a large island that is home to the Ochaleans. Once part of the great Thyatian Empire, King Teng Lin-Dieu has managed to successfully rebel and keep his island to himself. The Ochaleans have yet to produce anything useful since that fateful day back in AC 1007, and one wonders why they even wanted to leave all the benefits associated with the Empire. Am I letting my national pride get in the way of an impartial observation? Perhaps, but then, who can ever give a completely unbiased answer to anything. Still, I am now here as a foreign merchant to work out a trade agreement; and it is from this journey that the description of Ochalea will be available to the readers.

### **The Land**

The large island is a rocky crag sticking out of the Sea of Dread. The vast majority of

the land is too rocky or hilly to be of any agricultural use.

Once a volcanic island, the remains of volcanoes dot the islands, but these mountains, although still rather big, are too small to be considered true mountains. Hence, most official Thyatian maps will mark the kingdom as filled with hills. Still, one must be in good shape to hike these hills, as they are far from gentle and rolling.

There are exceptions to this, however. First of all, between the hills, the valleys are well protected from the elements and the water runoffs create fertile land. The largest of these valleys houses the Shino-gawa River. This huge river crosses almost the entire nation, starting from the hills around the town of Wongzhao Tshhao, then moves down to the lake around the town of Chungklang. From this lake, the largest one in Ochalea, the Shino-gawa then pours into the Sea of Dread another 70 or so miles away. Various areas along the shores of this river are forested and very productive for agriculture; productive enough to feed the entire population as well as leave some for export.

Also, two huge grasslands steppes cover a certain amount of the island. One, on the western shore, is also the location of Beitung, the capital. The second grassland, called the Grasslands of Chi, covers the southern shore of Ochalea. The most southern portion of the flat terrain is actually a tropical jungle thanks to the southerly ocean currents that warm the shores.

### **The People**

The Ochaleans are a strange lot indeed. Of course, that should be obvious to anyone since they willfully wanted to separate from the Empire of Thyatis.

Ochaleans are a reserved and religious people who place great importance on manners and proper behavior. The long-standing following of the traditions of the Immortal Korys has also made them very quiet, polite, and peaceful. Normal recreational activities in the rest of the

Known World, such as drinking and gambling, are illegal here. They do not like violence and prefer to solve all their problems through negotiation. How they will survive as a nation without the Thyatian military is beyond me.

One of the greatest mysteries of the Ochaleans, however, is their very own traditions. Because of their peaceful ways, Ochaleans believe in the equality of all men. There is no distinction between the respect shown to members of different social classes. But as mentioned above, it is in the equality of MEN that is followed.

By Ochalean tradition, the woman has a lesser role in society, placing her just above that of a convicted slave back in Thyatis. Admittedly, some places in Thyatis are not much better, but at least that is just the behavior of certain citizens and not an actual law, as it is here in Ochalea. Females are therefore required to stay at home and perform family duties and household chores. There are more arranged marriages in Ochalea than in the entire Empire. A woman has very little choice regarding anything.

The one thing I can admire of these people is that their peaceful nature has made them rather scholarly. The large number of priests, whom are held in high regard here, has helped turned this nation into one of the most educated on the Known World, ranking third behind Glantri and Darokin.

### **Don't Miss**

There is not much to see specifically in Ochalea, but lots to see in general.

The entire architecture of the kingdom is exotic compared to the standard Thyatian structure. The wooden buildings are tiered and sloped-roofed, with a small bamboo fence surrounding them. Stepping stones lead around the houses to a little garden with a few trees and perhaps a shrubbery or two. Their gardens are designed to give a feeling of quiet and peace. The most beautiful of these buildings, are of course the temples and shrines dedicated to Korys.

Besides the beauty of the place, Ochalea is, well, rather dull. And that's just how the Ochaleans like it.

Of interest to any readers who might also be scholars, it seems that the historians of Ochalea have found some interesting scrolls to debate over the original inhabitants of the island. Up until now, it was believed that Alphatians without any magical talents colonized the island and developed the clerical worshipping culture now present. Recent evidence seems to indicate that the Empire of Alphatia actually used the island to drop off undesirables, including non-mage Alphatians as well as another group of colonists that the Alphatians found on "their" continent. These two groups lived together peacefully, where the Alphatian coppery skin coloration soon dominated over that of the second culture (whatever appearance they had). It would seem that the architecture of the Ochaleans comes from this other mysterious culture, which is apparently a colony from somewhere on the continent of Skothar. Whether these new-found scrolls are accurate or not remains to be seen, and is sure to be the cause for debate for the next decade.

### ***Redstone (County of; Empire of Thyatis)***

**Location:** Known World, Isle of Dawn (east of the continent of Brun; southwest of the New Alphatian Sea), western-central area.

**Area:** 57,864 sq. mi.

**Population:** 50,000, including 25,000 in the capital of Redstone.

**Languages:** Thyatian (official), Alphatian.

**Coinage:** Thyatian Standard: Emperor (pp), lucin (gp), asterius (sp), denarius (cp). Coins of many other nations are in common circulation here.

**Taxes:** 25% income tax collected quarterly (Va. 1, Ya. 1, Fy. 3, Ei. 1). Citizens abroad must still pay. 5% sales tax on all but food and clothing.

**Government Type:** County under the jurisdiction of the Empire of Thyatis.

**Industries:** Armor, weapons, military training.

**Important Figures:** Countess Stefania Torion (human, female, F5/T14), Count Anaxibius Torion (human, male, F20).

**Flora and Fauna:** Standard for its climate. Dangerous monsters include goblinoid hordes scattered throughout the Isle of Dawn as well as bandits.

#### **Description: by Favonius Viator**

Redstone was made into an actual dominion at the end of the Alphatian-Thyatian war in AC 1009. Thincol granted the town and the surrounding land to his daughter Stefania, changing Redstone's status from town to County.

#### **The Land**

This Thyatian province is a tempestuous-looking land filled with a wide variety of landscapes.

The northwestern part of the county is a huge plateau hugging the coastline. This plateau is covered with grasslands known as the Sutherlands. On it, various cattle herders make their living, trading with the only two real villages of the area: Lar and Vildis. The cliffs of the plateau drop straight down into the Western Sea of Dawn. It is riddled with caves, many of which can only be seen when the tide is low. This naturally makes the area a haven for pirates and other outlaws.

To the northeast lies mainly farmland which produces food for the rest of the County as well as for the city of Newkirk in the Grand Duchy of Westrouke. The largest village in the area is Lodar, at a fork in the Lod River near the Carryduff Hills. The Count and Countess are currently debating whether they should turn Lodar into a barony to help better manage the area.

The central area of Redstone County is mostly uninhabited. To the east are dense forests, namely the Ashton Woods and Lurben Forest. These woods are inhabited by giant wolves which attack all trespassers. Rumors claim that dire wolves are controlled by evil faeries. The only safe passage in the area is on the patrolled Westrouke Road which goes from Dungannon all the way to the Grand Duchy.

The west side of the central area is almost completely wetland, with the two largest swamps being the Fengallen Marshes and the Kilyleagh Curragh. This area is controlled by bugbears, and Count Anaxibius often leads Legionnaires into the region for training. So far, the bugbears have managed to maintain their hold on the region thanks to their control of special lizard mounts that enable them to cross the swamp quickly and safely.

The southern region of the County of Redstone is dominated by the Neagh Flats and various hills and ridges [Hills of Dooagh, Ballydonegan Hills, and the Bastion Ridge. Ed.]. This area is mostly cleared of dangerous monsters, and many fishing villages as well as farms are scattered all along the coast.

#### **The People**

There are two main cultures of people living in Redstone. The first is the military culture. Redstone is the main training headquarters for the great Legions of Thyatis. Almost everyone in the military has performed at least one tour of duty at Redstone Castle. They speak only Thyatian as part of their military discipline. This section of the population is generally young, overconfident and foolhardy. During the nights and off-duty, they become the rowdiest bunch in town.

The local inhabitants, although Thyatian (and some Alphatians), have a culture all of their own. It seems that everywhere you go, each village has its own share of ghosts and faeries hidden among the villagers. Almost everyone can swear on their grandmother's

grave that they've seen a ghost or have been helped or cursed by a faery. Just look at the names of some of the places. Forest of Sidhes: anyone care to guess what was seen there? Let us not forget the leprechauns and their pots of gold. Did I mention that there is also a Redstone's Lough monster? Suffice to say that no authentic Thyatian explorer, sage, expert or official has ever seen it.

### **Don't Miss**

There is one great site in Redstone to see, at that's Redstone Castle itself. This enormous castle was ordered to be built in AC 2, and construction was only completed at the end of AC 5. It has been standing since, for over 1000 years [I suspect dwarves must have helped in the design. Ed.]. The walls to the castle itself are at least 50 feet tall, and various towers reach at least 100 feet. The tallest spire in the castle, where the Count and Countess make their room, peaks just below 450 feet. This magnificent Thyatian fortress can easily accommodate up to 15,000 soldiers and staff, as well as the mounts for half of them.

Throughout its entire history, Redstone Castle has only been conquered once, in the year AC 1007, by the Alphatians. To say Redstone was defeated, however, would be an exaggeration. The commanders surrendered when the rest of the surrounding territories fell to the Alphatians. And it took the combined Alphatian armies of General Benthazim, General Joshtintan and General Martigan to obtain that result. Redstone Castle has therefore never been taken by force since its creation.

If visiting the County of Redstone, I also recommend visiting their taverns which the locals call pubs. There, they serve their ale and whisky, and all tell tall tales of the Wee Folks and the magic of the faeries. It might be little children stories for the seasoned traveler or adventurer, but they're still fun to hear.

## ***Thothia (Kingdom of)***

**Location:** Known World, Isle of Dawn (east of Brun, southwest of the New Alphatian Sea), southeastern corner.

**Area:** 458,157 sq. mi. (95,277 sq. mi. of Thothia proper, and 362,880 sq. mi. of the Great Escarpment, now part of Thothia).

**Population:** 80,000.

**Languages:** Thothian (dialect of Nithian), Alphatian (official).

**Coinage:** Alphatian Standard: Crown (gp), mirror (sp), judge (cp).

**Taxes:** 15% income tax, collected yearly.

**Government Type:** Independent monarchy part of the New Alphatian Empire.

**Industries:** Agriculture, fishing, trade.

**Important Figures:** Pharaoh Ramenhotep XXIV (human, male, Pr10 of Rathanos).

**Flora and Fauna:** In the mainland Thothia, standard desert wildlife can be found. Also, various undead and golem/statues protect the numerous ruins and tombs lost beneath the sands. On the Thothian Plateau, the exact wildlife is still relatively unknown, but there is a known presence of phanatons, centaurs, treants, and aranea.

### **Description: by Elidor Murtagh**

Edaïro be the name o' the capital of Thothia, the strange land o' ancient magic and the walkin' dead. Just ask any Thyatian soldier who had ta face 'em zombies an' mummies and worse.

The capital be about a day sailin' inland up the Aurora river. The mouth o' the river be a huge delta with farmin' and other land work goin' on there, but once the delta ends, that be pretty much the end o' the farms too. Aroun' Edaïro be dry an' arid, hardly a tree in sight. Course I ain't the one ta explore normal dry land, even less when it be a empty desert. From what I hear, the place be filled with ruins an' such stuff, filled with treasures fer those brave enoug' ta risk the journey.

The city be filled with huge, giant statues an' triangular shaped buildin's called pyramids. Seems ta me that the Thothians like ta build big things that don't do much 'cept ta be used ta burry a dead or two. Than again, they can use 'em afterwards in their armies ta defend the place, so what do I know. When I die, t'will be in the warm embraces of the sea, that's fer sure.

One sight ta see would be the palace, if ye could get anywhere near it as a commoner or foreigner. Seems only the nobles or priest can get anywher' near that place.

Another would'a been the library, but seems that burned down a few years ago... durin' the war, me thinks.

Not much else ta Tothia beside a bunch o' farmin' villages here an' dar. Most of 'em can be found alon' the Aurora or the delta, but there be a few of 'em scattered in that desert o' theirs.

The only notable sight of the land be the Great Escarpment, now called Thothian Escarpment in their honor. Seems the last treaty with Thyatis gave'em the rights to own all o' it [Isle of Dawn Treaty. Ed.]. Lemme tell ye, there be quite a few angry Thyatian colonists up on that plateau there. The Emperor o' Thyatis made this law ta force people ta move there, and then abandoned 'em all ta Thothia afterwards. Didn't even give any of 'em the means ta get home if they wanted to. Don't help that the Thothian's don't want 'em either.

Ye see, the Thothiana have this belief that only 'em an' the Alphatians are civilized people. Everyone else, 'cludin' 'em Thyatian colonists in their care, are mere barbarians who don't deserve their attention. Pff.. an' these Thothians don't even know how to sail properly. Wonder what makes 'em think they're civilized.

'Course, now that Alphatia is gone an' can't deal with the savages for 'em, the Pharaoh is forced ta deal with 'em himself. Not that he can't handle it, as he showed the Thyatians who tried ta invade a few years ago. The Thothians try ta ignore foreigners as much as they can.

The Thothians have this strange meditative behavior, which means they like goin' into these trance-like things. They call themselves mystic priests, followin' the preachings o' their Immortal Rathanos.

'Nother weird thing be their like o' tis game called Spider's Web. Seems that everyone can play it, but I ain't managed to quite get how it works yet. Funny thing is, that Pharaoh o' theirs wants 'em ta stop playin' this game or follow other superstitious nonsense. Guess they ain't all so bad after all.

Anyway, that about sums up the Thothians. If ye ask me, stick ta the capital docks, in the good old taverns with other foreign merchants an' sailors, and ya won't be treated like a nobody by the locals... unless yer Alphatian, anyway.

## ***Westrourke (Grand Duchy of)***

**Location:** Known World, Isle of Dawn (east of the continent of Brun; southwest of the New Alphatian Sea), north-western area.

**Area:** 97,272 sq. mi.

**Population:** 55,000, including 25,000 in the capital of Newkirk.

**Languages:** Thyatian (official), Alphatian.

**Coinage:** Thyatian Standard: Emperor (pp), lucin (gp), asterius (sp), denarius (cp). Coins of many other nations are in common circulation here.

**Taxes:** 25% income tax collected quarterly (Va. 1, Ya. 1, Fy. 3, Ei. 1). Citizens abroad must still pay. 5% sales tax on all but food and clothing.

**Government Type:** Independent Grand Duchy under the jurisdiction of the Empire of Thyatis. (Its ties to Thyatis are merely a formality.)

**Industries:** Agriculture, armor, dyes and pigments.



**Important Figures:** Duke Thrainkell Firestorm (human, male, Pr12 of Vanya), Duchess Holva Firestorm (human, female, T13).

**Flora and Fauna:** Standard for its climate. Dangerous monsters include goblinoid hordes scattered throughout the Isle of Dawn as well as bandits.

#### **Description: by Favonius Viator**

The large dominion of Westrouрке is now approximately half the size it was before the war with Alphatia. General Martigan of the Alphatian forces spearheaded the assault into Newkirk where he slew Duke Donegal Firestorm and conquered the Grand Duchy for the sunken Empire. In AC 1009, when the land was reclaimed by Thyatis, Thrainkell Firestorm, Donegal's heir, was forced to give up some of his northern lands to Helskir as well as the large peninsula containing Redstone to form a new County for the Empire. Westrouрке still remains one of the largest dominions on the Isle of Dawn.

#### **The Land**

Westrouрке is blessed with a variety of landscapes and lesser dominions.

The southern-most area containing the Duchy of Newkirk, the capital itself, is delimited with the Southern Kauth Hills, a light forest on its eastern border, and grasslands marking the northern borders. Most of the coast of this Duchy is one large cliff face into the Bay of Newkirk, leaving it unlikely to be attacked by Northmen raiders. The City of Newkirk is famous for its armorers capable of making the most extraordinary suits of plate and chain.

Just north of the Duchy of Newkirk lies the Dust Reaches. This huge plateau is covered with nothing but desert and badlands. It is also overflowing with goblinoids. The two largest groups seem to be a horde of kobolds living at the southern foot of the plateau and orcs making their lairs on the northern edge.

The western edge of the Dust Reaches lies approximately 20 miles inland from the Gulf of Westrouрке. This narrow strip is covered

with a largely uninhabited forest known as Sveikassli Woods.

Further up north we arrive to the mainland of what is now the Grand Duchy of Westrouрке. The southern coastal area around the Gulf of Westrouрке is well forested and home to many lumberers and foresters. It is also in this area where just enough food is grown to keep the Grand Duchy self-sufficient.

The northern area currently has four baronies and two counties. The baronies are Blido, Guddal, Tromsheim, and Ytre Ystrebo. Each consists of a small village and the land approximately 20 miles in all directions around the village. [Map lovers will find these places on the Thyatian Trail Map 2: The Eastern Countries. Ed.]

The largest of the lesser dominions is the County of Nordvik. This county encompasses all the land around the Erdals Fjellet River as well as the Geittinden Mountains [which contain Finnegar's Watch, alt. 2,100 feet. Ed.]. Nordvik makes its economy from a small gold mine found in the mountains and from its major industry of dyes and pigments.

There's also the County of Viksdalen along the Dalselva River. Its borders contain the Glotta Forest as well as the Fyresvatn Bogs. This town is always fully on duty as the orcs from the Dust Reaches, as well as lizard men from the bogs, continuously harass the inhabitants of the area. Viksdalen is a major trade town as most overland journeys to Newkirk must pass through its area.

Finally, there is a marvelous signaling system all along the coast of Westrouрке, starting from the keep on Finnegar's Watch all the way down to Newkirk. Several towers dot the coast every 100 miles or so. Within these towers are large, magical chimneys which can send a pillar of smoke into the air which is clearly visible by the occupants of the next tower. Through this method, a message quickly gets back to the capital of an arriving fleet. Just as importantly, any inhabitant of the area can also see the smoke signal and rush to safety themselves, saving

the trouble of sending out riders to warn about an attack.

Apparently the Duke is currently seeking out potential new Barons for the regions along the Tromsa River and The Arm. Those areas are infested with goblins, and Duke Firestorm will gladly grant sections of the Svorkomo Forest (along those rivers) to anyone who can clear it of goblinoids and keep it that way.

### **The People**

The inhabitants of the Grand Duchy of Westrouke are a mix of Thyatian, Alphatian, and Ostlander colonists from centuries back. As with most people on the Isle of Dawn, they grow weary of the constant invasions from Alphatia and would rather just be left alone.

There is a marked prejudice against Alphatians in the area, as many people here suffered tremendously during the war, and have yet to forgive their tormentors. Even the Alphatians who have lived among the Westroukites for years are now distrusted and looked down upon. I am glad to say that many of them have left toward Alphatian dominions. After all, who needs the remains of a destroyed empire.

It seems that the people are happy about Duke Firestorm's recently acquired semi-independence from the Empire. They foolishly believe that their lives will now be better because of it. I find that rather ridiculous. Besides, Westrouke is still part of Thyatis, regardless what any agreements might say. After all, if the Emperor asks for his help, the Duke will rush to his aid. If that is not the role of a vassal, I do not know what is. As was mentioned, the whole agreement was merely a formality anyway.

Finally, it seems that Newkirk is attracting a fair host of bounty hunters. Duke Firestorm has offered a reward of 250,000 lucins (gp) to anyone who can bring him General Martigan alive. It appears the Duke is seeking revenge for the death of his father. General Martigan was a count in the lands of Norwold, but became independent after the sinking of Alphatia, and then

abandoned the court life altogether to go adventuring. He and his party are very powerful [18<sup>th</sup> level+, Ed.], and it is believed they have left Mystara altogether to wander the outer planes.

### **Don't Miss**

There are two main attractions to Westrouke that come to my mind. The first involves Finnegar's Watch. Many hiking trails cover the Geittinden Mountains leading up to the famous peak. As you reach the higher altitudes, pine forests start to surround you, and rushing streams from various springs can keep any thirst satisfied. Many an outdoor-lover starts his journey from the small village of Okstad at the foot of the mountains and works his way up.

The view from Finnegar's Watch is just fantastic. Also, thanks to the military garrison at in the area, it is also clear of any dangerous monsters.

Also, near Gund's Tower in the Duchy of Newkirk, many men practice a somewhat unusual sport. They dive off the cliff, almost hundreds of feet high, into the shallow waters of the Gulf of Newkirk. Although it may sound like nothing much, one's heart does race to see someone plummet to what looks like certain death only to come out unscathed. I must say that to see such bravery in a fellow man shows how great the Thyatian people really are.

### ***West Portage (Barony of; Empire of Thyatis)***

**Location:** Known World, Isle of Dawn (east of the continent of Brun; southwest of the New Alphatian Sea), west-central area.

**Area:** 9,977 sq. mi.

**Population:** 5,000, including 1,000 in the capital West Portage.

**Languages:** Thyatian (official), Alphatian.

**Coinage:** Thyatian Standard: Emperor (pp), lucin (gp), asterius (sp), denarius (cp). Coins of many other nations are in common circulation here.

**Taxes:** 25% income tax collected quarterly (Va. 1, Ya. 1, Fy. 3, Ei. 1). Citizens abroad must still pay. 5% sales tax on all but food and clothing.

**Government Type:** Barony under the jurisdiction of the Empire of Thyatis.

**Industries:** Trade and ship transportation.

**Important Figures:** Baroness Periandra Docerius (human, female, F12), Captain Jules Docerius (human, male, F12), Dresel Ratchethook (gnome, male, T6/M(il)5).

**Flora and Fauna:** Standard for its climate. Dangerous monsters include goblinoid hordes scattered throughout the Isle of Dawn as well as bandits.

**Description: by Belzamith Fingertackles**  
Hello dear readers. At first we had asked Elidor Murtagh to describe the barony of West Portage for us since he often sailed by the area on the Callista. However, to put it nicely, Elidor refused to go anywhere near a port that would dare commit the sacrilege of bringing a ship onto dry land. It is therefore my pleasure to present the province to you myself, from my observations on our journey to Ionace to talk to Commander Broderick.

### **The Land**

West Portage is a relatively small province in an area almost totally devoid of any great resource or advantage. The region is very hilly and not very useful for agriculture. Prospectors also claim that the area is devoid of any useful mineral deposits or mining possibilities.

The community of West Portage, the capital of the province with the same name, is a small town of barely 5,000 people, mostly human. West Portage is rather poor, and the look of the buildings shows it clearly. The only buildings that are in good condition are the palace and the Thyatian Legionnaire's garrison. The place doesn't even have a wall to help defend in case of an

invasion, although the Baroness is currently saving up the money to build some.

West Portage does have one noteworthy advantage though; position. Located on the northern shores of calm Seawolf Bay, West Portage happens to lie on the shortest overland pass from one side to the other of the Isle of Dawn. Those merchants who prefer not to sail all the way around the huge Isle of Dawn can put in at West Portage and cart their cargoes across to East Portage. This overland transportation costs an arm and a leg, in my opinion anyway, but some merchants still prefer to pay the price since they believe they easily make it back with the time they save from avoiding a long detour. In fact, even whole ships have been lifted onto huge wagons and brought across the island.

The overland road is a winding one through the hills at the center of the island, but is well used and easy to follow. Our guide claims that the road is exactly one hundred miles long, from city to city, but I'm sure it must be off by a little. Exactly one hundred miles... sure, and I'm a beardless dwarf.

This trail, known as the Crossdawn Road, however, is one of the most dangerous places on the Isle, besides, perhaps, the Thothian Escarpment which is still largely unexplored. With the constant warfare that has occurred in the area for the past decade, many people have been made homeless, desperate, and angry, which means that many have started the life of banditry. Raids on caravans between the towns have increased considerably in the past decades. And these bandits seem to be getting better and more organized as time goes on. Last month, a whole ship and its crew disappeared along the trail, never reaching its destination of East Portage. Officials have yet to find any trace of it in the wilderness.

### **The People**

The inhabitants of West Portage are simple people who just want to get on with their lives and be left alone.

Being a relatively poor place, thievery is very high in the city. In fact, up until AC 1009, when Docerius was crowned Baroness by Emperor Thincol I, the province of West Portage was unofficially known as the City of Thieves. Still, despite the rumors, West Portage had always had a very low crime rate. The former ruler, Lareth Kubek, was replaced by Docerius, then commander of the Thyatian garrison, because he was unable to deal with the invading Alphatians. At that point, it seems the thieves came out of their holes, and everyone became a victim to one rogue or another. It took the Baroness almost 2 years to get things back under control.

This would lead me to believe that Lareth Kubek was somehow involved with the thieves' guild of the city. However, Kubek disappeared shortly after being replaced as ruler, and his current whereabouts are still unknown.

Most people work either at the docks, or as guards and guides for the Crossdawn Road. The fact that the city often changes from Thyatian to Alphatian hands is rather irrelevant to them. Most can speak both languages, and think of themselves as West Portagers rather than Thyatians or Alphatians.

Of a peculiar note, which I deem worthy of mentioning, is Captain Jules Docerius, the Baroness's nephew. The man is known for his fighting prowess, but not for his personal integrity. He is overweight, and his large nose is permanently red from too much hard drinking. Also, the man constantly wears expensive and elegant clothing rather out of his salary range. Although I have no proof, I am almost positive that the Captain has his connections with the thieves' guild and is probably taking bribes. If you have problems with thieves while in West Portage, don't go and see him. [If you ask me, the gnome is delusional. DS.]

### **Don't Miss**

The only sight worth seeing in West Portage is by far the marvelous docks. Or more precisely, the mechanism at the docks which

allows entire sailing ships to be raised onto large wagons. The device, which was constructed by Dresel Ratchethook, a fellow gnome I'm proud to say, is a large tower at least 10 floors in height. Dresel calls his machine a "krane."

The top floor of the krane has several solid beams extending out into the air for about 40 feet. Large counterweights and magic help make sure these beams don't fall. Attached to the beams are several pulleys and ropes, which are lowered down onto the ship and tied to the hull in various places. Over a hundred horses then pull on the ropes, lifting the ship out of the water and into the air. I must say, it is quite the sight to see a large sailing ship just swinging in the air over the water.

Then, the top of the krane turns around, thanks to steam-powered machineries, various cranks and wheels, as well as the power of over a hundred men pulling ropes along the shore, until the ship is resting over these large berth-like wagons, also made by Dresel. The horses then move back, lowering the ship onto the wagon. Most of the horses are then attached to the berth-wagons, and pull it across the Isle of Dawn. It is mainly because so many horses and men are involved that the cost for such a voyage is exorbitant. But I must say, it does indeed include a good show with the trip.

# ATLAS OF THE HOLLOW WORLD

We are pleased to introduce to the dear readers a new section of our Mysteran Almanac; the Atlas of the Hollow World. In this chapter, we shall detail the information gathered about the various nations and empires found within the mysterious Hollow World that lies thousands of miles beneath our very feet.

Unfortunately, the Hollow World has just been proven real during the past year, and we therefore do not have very much information regarding the area yet. As mentioned in the chapter on correspondents, we will gladly take any information regarding this strange new world. Even now, we are trying to arrange interviews with the various members of the famous Karameikan Polar Expedition.

For now, we hope that you, the reader, will be satisfied with the description of the Kingdom of Nithia and the Azcan Empire which we have extracted and pieced together, with permission, from various sections of “Claransa’s Travels to the Center of the World.” For those of you who are fans of the literature, you will notice that what we have below seems to cannibalize her book. Indeed it does, and we make no apologies for it. The purpose of the Mysteran Almanac is to detail places and events, not Claransa’s adventures (a fact that Claransa agrees, and even insists upon). Much of it has been edited out with only the pertinent information regarding Nithia or the Azcans kept. If you would like a real sample of Claransa’s writing capabilities or just wish to read about her adventures, her book is available through most book merchants and libraries for the mere price of 10 gold pieces.

Just a reminder to the reader, the directions of East and West are reversed within the Hollow World so that they match those of the surface world. This is important when attempting to figure out the locations of the various nations.

Also, the information provided by Claransa is from almost a decade ago. The editors do not claim responsibility for any facts that are no longer valid due to the changes that have occurred in the past 10 years. More up to date information will be provided in future Almanacs as we receive it.

B.F.

## *Azcan Empire*

**Location:** Hollow World, continent of Iciria, northern hemisphere, western coast.

**Area:** Unknown. Estimated to be between 500,000 and 900,000 sq. mi.

**Population:** Estimated to be approximately 3,000,000.

**Languages:** Oltec (Azcan dialect), Neathar.

**Coinage:** None (barter only).

**Taxes:** Forced military or other duties.

**Government Type:** Theocracy, with the King being a priest of Atzanteotl.

**Industries:** Agriculture (beans, corn, peppers).

**Important Figures:** King/Emperor Azcotica (human, male, Pr12 of Atzanteotl).

**Flora and Fauna:** Dinosaurs, monkeys, swine, snakes (including the azcan feathered viper), and great cats (especially the jaguar).

**Description:** by Claransa the Seer, during her visit in AC 1005. Note that only parts deemed important for you the reader were taken, and sections have been edited, deleted, and even rearranged from their previous order for brevity and/or clarity. If you would like to read more, I recommend purchasing a copy of “Claransa’s Travels.”

“As I travel through the lush jungle, I cannot help but imagine what these people must look like. I have heard many descriptions from the Neathar about the short, dark, burly humans called Azcans, and most of them seem to indicate that they are

extremely savage and brutal, even to their own people and the land they live upon.

Still, at the moment, my main concern should be to get there alive. Right now, the jungle I am crossing is filled with various large reptiles, most of which could easily kill me by merely stepping upon me.”

### **The Land**

“This is my fourth day in this jungle, and nothing has changed very much. The area seems very flat, without any significant hills or mountain. Luckily, the vine-covered trees do not block the reddish sunlight from the stationary star above, preventing me from getting lost in the underbrush.”

“It also rains every day or two, making the climate very warm and humid. Fortunately for the Azcans, this allows them to cultivate maize and vegetables from the very poor soils cleared from the jungle by their slash and burn techniques.”

“The most northern part of the nation reaches far enough in latitude to include temperate forest. Here, the Azcans are fortunate enough to have rich soils and can harvest more than enough for their northern cities to thrive and even export food.”

“Here in the foothills of the World Spine, the southern border of the so-called Azcan Empire draws near. I find it only fitting that my journey through their nation finishes with a complete change in scenery as well as nation. The mountains are tall, the terrain rocky and jagged. Yet, despite the climate change, the Azcans are still present. In this area also claimed by the Schattalfen elves, the Azcans maintain several gold mines, as well as mines for other precious metals. Considering that they use this gold only for jewelry, since they do not possess any coinage or currency, I find that this only tops the list of the things they do for pride and personal prestige. To risk war with an enemy so close just to be able to wear more jewelry is suicidal. Then again, the Azcans are nothing if not fatalistic.”

### **The People**

“The Azcans are a savage and cruel bunch. I see now that this reputation, spoken so

much about by the various peoples of the Hollow World, is well deserved. This race participates fully and whole-heartedly in human sacrifices to their Immortal Atzanteotl. In fact, just as often as not, the victims are volunteers who believe that such a sacrifice will guarantee them a great place in the afterlife.”

“The Azcans enjoy a game called Tlachtli, where commoners and slaves are forced to play. The game consists of getting a ball through a hoop at the other end of the field, and players are allowed to use any means necessary, and I do mean ANY means. Fatalities are not unknown, as the players play for keeps since the losing team is usually sacrificed to Atzanteotl.”

“They seem to have a very strict and detailed hierarchy within their society, yet at the same time, anyone of any social class can rise from the lowest to the highest, or vice versa, rather easily. This has mainly to do with combat and fighting prowess, which is in high regard by all Azcans. Another sure-fire way to gain prestige is to join the ranks of the priests of Atzanteotl.”

“Most of the commoners wear breechlouts, or a short tunic-like dress for the females. Sandals are very rare, unless in a rocky region. Such simple clothing is permissible because their climate requires nothing more from them to survive. Many also like to wear headbands. Colors are simple; almost everyone wears an off-white cloth. It seems to do otherwise is a signal of rank. Bright colors, such as red and turquoise are a sure sign of nobility. The nobles also wear excessive decorations, such as furs, gold, silver, exotic feathers, and the like.”

“The goal of every Azcan, besides attaining personal wealth and glory, is to fulfill the Azcan dream. This is, of course, nothing short of world domination.”

“And nothing gets in their way. The current King, Azcotica, received the crown upon assassinating his father Moctaplan and his older brother Tenpocatlol just a few months ago. There is no proof of such deeds, but everyone seems to know it. The

fact that the Azcans can follow such a ruler despite knowing what he has done goes a long way to show what cruelty they can tolerate.”

### **Don't Miss**

[The editors of the Almanac would recommend missing the entire Azcan Empire at all cost. It seems that they sacrifice almost all visitors to their nation for the glory of Atzanteotl. Claransa was only able to visit because her magic enabled her to pass as one of them, thereby eliminating most potential problems. Still if one insists on going, the following extracts seem to indicate a few things worth seeing. Ed.]

“Finally, there I was, but a few more minutes from Chitlacan, the capital of the Azcan Empire.”

“The largest and most impressive building [in Chitlacan. Ed.] is a stepped pyramid dedicated to Atzanteotl. This is where the daily sacrifices to Atzanteotl take place. The building must be at least 200' tall and probably twice as long along the base. At the top is the actual shrine to their Immortal which contains the sacrificial altar and basin. I would love to get a closer look, but there are several squads of Azcan warriors guarding every possible access to the pyramid.”

“I must say, I enjoyed watching this game of Tlachtl. The eagerness and desire to win by all players makes it a very exciting game without any dull moments or stops in activity. The huge Tlachtl court is also a sight to see, capable of holding several hundred spectators, as well as the occasional visit from the King himself and his court.” [Ed. Note: This was her opinion of the game before learning what happened to the losers.]

## ***Nithia (Kingdom of)***

**Location:** Hollow World, continent of Iciria, southern hemisphere, eastern reaches.

**Area:** 687,277 sq. mi.

**Population:** 4,000,000, including 350,000 in the capital of Tarthis.

**Languages:** Nithian, Neathar.

**Coinage:** Eye (gp), hawk (sp), beetle (cp).

**Taxes:** 25% income tax, 5% salt tax (sale tax) on water.

**Government Type:** Monarchy, but all Kings and Queens must be clerics.

**Industries:** Agriculture (Nithia has abundant growing seasons; it produces enough grain to feed the nation and have surplus for trade), gold mining.

**Important Figures:** Pharaoh Ramose IV (human, male, Pr15 of Rathanos), Queen Tafiri (human, female, Pr12 of Pflarr) [Ed. Note: Current information seems to indicate that Tafiri is now dead and that the following people have attained positions of importance: Queen Senkha (human, female, M12/Pr4 of Rathanos), King Al-Belak (human, male, T12), Djemun (human, female, T15), Vizier of Internal Security Nikita-Ahmed (human, female, F18), King Khnemet-urt (human, male, Pr9 of Pflarr), and Permon (human, male, C8, the only non-specialty priest in Rathanos's clergy).]

**Flora and Fauna:** Among the many monsters and animals are animal herds (oxen, horses, sheep, goats), giant ants, rock baboons, bandits, giant (scarab) beetles, camels, carrion crawlers, lions, dragons, efreet, gargantuans, gargoyles, gelatinous cubes, ghouls, gnolls, lichens, giant lizards, manscorpions, mummies, purple worms, rats, rocs, flame salamanders, scorpions, skeletons, snakes, sphinxes, living statues, stirges, and zombies.

**Description:** by Claransa the Seer, during her visit in AC 1006. Note that only parts deemed important for you the reader were taken, and sections have been edited,

deleted, and even rearranged from their previous order for brevity and/or clarity. If you would like to read more, I recommend purchasing a copy of "Claransa's Travels."

"After the long talk with Trubiyar [A Jennite friend Claransa met on her travels. Ed.] about the lands surrounding the plains of his people, I decided that Nithia would be the next place for me to visit. The story of how the land was once green, but then the sun came crashing into it and turned it into a desert is one that any mage or sage in mythology and history cannot ignore. It seems that after the area became a desert, a civilization of dark-skinned people called the Nithians appeared just as mysteriously."

"They apparently have huge stone monuments, most of which are used to entomb their dead as well as all his living relatives. Could this be another sacrificial culture similar to the Azcans I visited... well, way back. With these never ending days, I have lost all track of time."

"It was agreed then, and the next day the two of us set off toward the land of Trubiyar's enemies. I hope that he will keep his word and behave while there, as the last thing I need is to be caught in the middle of a racial war."

### **The Land**

"The land of Nithia is a bleak and scorched place. Despite the eternal red sun being in the exact same position as it is for anywhere else within the Hollow World, the climate here is tremendously warmer than just several miles west. The sky is completely clear of clouds, and I doubt it has rained here in days...err sleeps.

Vegetation is practically non-existent, but there is more to this desert than just sand. There are several rocky outcroppings, forming walls and canyons, as well as badlands and barren broken lands. Exposed rocks have been eroded by hundreds and thousands of years of wind and sand, taking unique and sometimes interesting shapes."

"The farmlands and grasslands surround us now. It seems we are but a march away from the famous River Nithia which

apparently cuts the kingdom of Nithia in two. This large river is the source of all life for the Nithians, as well as everything else that lives in this desert."

"It seems that along the shores of this huge river, a normal, agriculture-sustaining land is available for the peasants and slaves to work on. Despite their claim to the vast area of desert beyond, here lies the true nation of Nithia."

"Tarthis is built on the banks of the River Nithia, right where the first division of the huge delta takes place. The city has a sun-dried brick wall surrounding it, ample defense in case of an attack from the neighboring Jennites or Tanagoro.

"Most dwellings are also made with the same mud bricks, as well as the occasional stone, and thatched roofs. The rich, however, live in huge stone palaces with giant statues of sphinxes or their Immortals everywhere."

"I find it truly impressive that such a primitive culture has mastered such techniques of irrigation. The fact that water can be attained from various wells within the city, as well as a sewer system to take care of the refuse and waste is a clear sign of excellent scholars, engineers, and leadership."

### **The People**

"Like all the other cultures I've encountered so far, the Nithians are rather unique in their customs and habits."

"The commoner among the Nithians wears a simple loin cloth or a sleeveless linen dress if female. Some unfortunate slaves wear nothing at all but a belt. The upper classes, including the priests, wear more or less the same garments, just with better fabric and brighter colors. They also wear an immense amount of gold and jewelry, of which the Nithians have managed to create various interesting specimens. I have acquired one of their bracelets, which I think I shall keep."

"The Pharaoh of the Nithians is always a cleric, and is considered by the people to be



an actual Immortal avatar of the Immortal in question.

The religion also holds power elsewhere, as they are responsible for collecting the taxes and performing the death rights upon the burial of the dead. In fact, it is believed that the truly faithful to the Immortals will one day return among the living, hence the fact that they perform special ceremonies to keep their bodies intact and the burial of their belongings with them.”

“The rich of Nithia build gigantic pyramids whose only purpose is to serve as their tomb once they are dead. Apparently, this helps achieve a greater place in the afterlife and hence improves the chances of returning to the living on the “great day” to come. Once dead, the rich man is buried with everything he holds dear, from his valuables to his relatives and favorite slaves. In fact, most consider it an honor to be buried alive in such pyramids with their master. Of a peculiar note, they also store food in the pyramid, so that the souls will not starve on their journey into the afterlife.”

### **Don't Miss**

“The one building that I truly miss, having been forced to leave Tarthis, is the Library of Mysteries. This huge stone building is filled with ancient scrolls and books that must date back for at least 3 or 4 thousand years. So much could be learned from extensive studies of the information that might be within the halls of the library. Rumors abound that some of them are even magical and show the secrets to great power.

One thing that amazes me, however, is the similarities between the Nithians and the Alphantian Thothians back on the Isle of Dawn. Even their language is very similar. I cannot help but wonder if the Thothians and Nithians are somehow related.”

“The Great Pyramid housing the tomb of Rasiris, stands just over 500 feet into the air. The structure appears a bright white under the sun as a layer of white limestone covers the blocks of granite the actually make it up. And that is just one pyramid here in the

Necropolis of Tarthis, burial ground of the Pharaohs.”

“When I was told that anything could be found in the Grand Marketplace, for a price, I didn't believe him. Now I can see the truth in Trubiyar's words. This huge, open-air market, must cover several hundred square feet and have merchant stalls or tents everywhere. Various merchants from other cultures seem almost welcome here, selling their goods just like any Nithian merchant.

Another commodity that can be bought here at the Grand Marketplace is information. Apparently, word gets around quickly in the hand of the right people, and, with the proper contacts, which can all be found in the marketplace, one can also be privileged with the information, for a price, of course.”

## TIMELINE FOR THE HOLLOW WORLD, AC 1013

Since there is lacking in detail of the nations in this section, we have therefore found a substitute to fill in the void. We now have at least two brave souls who have journeyed to the Hollow World and returned with information on what has happened for the past two years.

These individuals, however, wish to remain anonymous, as they fear reprisal from the Alphas, who have claimed the North Polar Opening as theirs, which is the route they use to get to the Hollow World.

Of interest to the editors of this Almanac, however, is the fact that the first owner, Rikard Prospero, had access to information on what befell in the Hollow World. If anyone can manage to discover what his source of information was, the editors of this Almanac would be very pleased to learn of it.

Anyway, here is a shortened timeline to detail events which occurred during the year AC 1013 within the Hollow World. We hope that you, the reader, will accept this as an apology for not publishing this information in last year's Almanac. Events in the Hollow World for the year AC 1014 can be found in the chapter of Current Events: AC 1014 along with the events from all around the world of Mystara.

### NUWMONT AC 1013

"Emperor" Zandor, freed from temporal stasis thanks to the Day of Dread, demands that the guards holding him prisoner release him. Eventually, he is brought before Empress Eriadna. The sight of his mother drives him crazy, and he collapses to the ground, crying and screaming in terror as if his nightmares came true. Eriadna has him once more confined in a cell (which is proof against magical tampering despite Zandor having lost his spellcasting abilities) with

heavy guard until she decides what to do with him.

### NUWMONT AC 1013

Saa-ur Uhem is tried for impersonating the dead Pharaoh Ramose IV. Nikita-Ahmed, the vizier of Internal Security, and Permon, a cleric of Rathanos and close friend of Ramose, testify that he is indeed the Pharaoh. Plus, Ramose is carrying the Pharaoh's Crook and Flail, two artifacts that are handed down from Pharaoh to Pharaoh (see HWR2: The Kingdom of Nithia). Saa-ur Uhem is found guilty, the Crook and Flail evidence that he must have somehow been responsible for the death of the real Pharaoh. Ramose is sentenced to the mines for the rest of his life since Nithia has no death sentence as death brings you to the paradise afterlife, and is hence a gift, not a punishment (see HWR2). Still, the Pharaoh has the right of life or death on anyone at any time, unlike standard magistrates and local rulers. But in this case, there is so much controversy and rumors of civil war that Senkha orders Ramose to the mines to avoid outbreaks of violence. The Crook and Flail are returned to Senkha.

Senkha came to the decision after deliberation with various other nobles, including King Al-Belak (who secretly wants to be Pharaoh himself), and various other nobles related to Ramose who are still upset at him for having executed Queen Tafiri. Also, Ramose was unable to cast any clerical spell despite the fact that he is a cleric of Rathanos (which he claims he lost because of his sentencing of Tafiri). The main factor was, however, the voices in her head that kept insisting he was an impostor.

Tension begins to rise in Tarthis and the kingdom of Nithia since many of the nobles were also convinced that it was indeed the true Ramose who has been sentenced to the mines. A civil war seems to be in the making.

### NUWMONT, AC 1013

Empress Eriadna asks Prince Haldemar to explore the Hollow World and establish

relationships with the nations below. She gives him all the various maps and notes that have been taken since AC 1010 when Alphatia first arrived in the Hollow World. Although Eriadna has sent exploration missions several times since the arrival of Alphatia in the Hollow World, she had ordered her explorers not to contact the natives and simply learn all they can from them as, having seen the Neathar's reaction to the Alphatians, she didn't want Alphatia to have even more enemies. Now, she believes it's necessary to make peaceful relations with all the nations below; the Karameikans escaped last year, and Eriadna believes it's only a matter of time before armies from the surface world arrive to try and conquer the lands. She wishes to have alliances with the various nations so they can all work together to safekeep the Hollow World. Haldemar was chosen because of the excellent job he did along the Savage Coast back on the surface world.

PCs can get involved thanks to the fact that Haldemar must replace a few crew members who quit/retire. This would mean that they take part in all further adventures of the Princess Ark. Among the new crew are a few Alphatians who can speak Neathar, the common tongue of the Hollow World. Since communication magic fails here in the hollow world, Haldemar begins to learn the language of the Neathar himself.

### **NUWMONT, AC 1013**

The Princess Ark arrives in the city of Baraga, the "capital" of the Merry Pirates' nation. There, Haldemar makes a few trade agreements with Necco the Black and is assured that Baraga, as well as all the other Merry Pirate ports, is a free port in which Alphatians can come and trade when they want.

Another Pirate Lord, however, eyes the Princess Ark and wants the flying ship for himself as it would make him the most powerful pirate in the area (boats being used by pirates, and with the Spell of Preservation having a looser hold on the Merry Pirates,

this is acceptable in terms of the Bias of the Merry Pirates; see HW box set).

Haldemar is warned about the plot by Sebek-Komnut, a young Nithian male who joined the pirates, but found it not to his liking (because of cultural bias). He wishes to return to his homeland and asks for passage aboard the Princess Ark as repayment for his help. Haldemar agrees, but states that the Ark will stop at all the nations between here and Nithia. Sebek-Komnut doesn't mind about the delay. Haldemar eventually learns that Sebek-Komnut is the son of some minor noble back in his homeland.

### **VATERMONT, AC 1013**

Djemun, a close friend of Senkha (see HWR2: Nithia), has noticed that Senkha has been acting strange the past few cycles. Convinced that someone is manipulating Senkha to not accept Ramose for who he really is, she decides to help free the Pharaoh.

She talks with Nikita-Ahmed, who then makes a public announcement to Senkha for Djemun (since Djemun prefers to be behind the scene). Nikita-Ahmed claims she can prove that Ramose is indeed who he claims to be. She will find the Book of Amon, which only Pharaohs can read (artifact presented in HWR2). If Ramose can read it, then he is indeed the Pharaoh. If he goes insane, then he is not the Pharaoh.

Unable to refuse such a proposal because of the unrest in Nithia, Senkha agrees to the test. But Nikita-Ahmed must find the sacred book on her own, which has been lost for centuries, without help of royal funds. Until then, Ramose will be held prisoner in a cell, safe from injuries in the mines, but still unable to go anywhere or cause trouble. Nikita-Ahmed agrees.

Djemun and Permon join Nikita-Ahmed in her quest, and although the trio are rather powerful, they are also rather old (youngest being in his 50's). So Nikita-Ahmed gathers younger adventurers and heroes to help her (PC involvement at this point is possible).

Their first task is to find the possible location of the Book of Amon. For that, they contact the Priesthood of Pflarr (experts on magical items) and do research in the Library of Mysteries.

Ahmed leaves a few of her trusted officers in charge as she doesn't plan on performing her duties until her quest is done. She leaves explicit instructions to protect Ramose in his cell as she believes that unknown forces will try to have him killed before she returns with the Book of Amon (she's right; Thanatos and Ranivorus will do all they can to have the Pharaoh killed).

### **VATERMONT, AC 1013**

The Princess Ark flies over the Schattentalfen Caverns to the east (HW directions) of the Merry Pirates and Traldar (having mistakenly believed the Traldar were part of the Merry Pirates). There, the Ark is approached by a squad of flapsail-riders. The Schattentalfen captain of the squad, Trylthyn (presented in HW boxed set), demands that the Princess Ark leave the Schattentalfen territories. Haldemar manages to convince the air-captain to escort the Princess Ark to the capital so that he can talk with the Queen of the Schattentalfen on behalf of the Empire of Alphatia.

Along the way, the group is attacked by a red dragon desiring to claim control of the air they are flying in. The dragon proves to be no match for the Princess Ark and her magical weapons, and soon flees. Trylthyn is impressed by the abilities of the humans, and envies their camaraderie which is not present in his own race.

At Issarthyl, Prince Haldemar and his party descend into the capital city a mile below ground. There, after attempting peaceful discussions and proposals, Queen Catriata throws one of her tantrums when she learns that there are elves in Alphatia who enjoy living on the "surface" world. She orders that Haldemar and his escorts be imprisoned, then executed.

Trylthyn, having seen a glimpse of the life of the humans, decides that he likes their ways

over the ways of Atzanteotl and his fellow Schattentalfen. He frees Haldemar and his group, and they make it back to the surface and the Princess Ark. Haldemar accepts Trylthyn in his group as he once did, long ago, for Myojo.

The Princess Ark flees northeastward with several flapsails and Schattentalfen in pursuit.

### **VATERMONT, AC 1014**

Al-Belak, King of the Southern Kingdom of Nithia, begins courting Pharaoh Senkha. He believes that marrying her will give him the power he needs to make himself the next Pharaoh.

### **THAUMONT, AC 1013**

The Princess Ark manages to evade its pursuers. However, the Ark was damaged by several spells from the spellcasting elves who chased them. Haldemar orders the ship to land for repairs. They land at the edge of the Malpoggi Swamp.

After a few days of repairs, a group of lizardmen approaches the ship. The two groups seem to get along peacefully until the lizardmen spot Sebek-Komnut. At the sight of the Nithian, they are instantly reminded of the plague that struck them back in AC 1012 (PWA2). They attack the crew of the Ark, believing that they will bring the plague back to their people again. Haldemar is forced to take the Ark to the air again.

They set sail toward the northeast again, this time for the town of Haldemar where they can finish repairing the Princess Ark in a proper skyship berth.

Haldemar is rather disappointed by his lack of success for peaceful relations twice in a row. They land in Haldemar and repair the Ark.

### **THAUMONT, AC 1013**

Nikita-Ahmed and her group discover clues about the Book of Amon that seem to lead to the town of Ranak, the ancient capital of the Nithian Empire. They head for the

town by the means of Nikita-Ahmed's floating chariot (HWR2).

Once there, the group begins exploring the libraries of Ranak, as well as visiting the centers of magical research that are present there. After a long search and finding the right contacts, they learn of an ancient magical storage area deep beneath the city in the ruins of the old Ranak which the current one is built over.

They eventually find the room after roaming the underground catacombs and discover many ancient magical items and spells, but not the Book of Amon. Still, they find evidence that the Book of Amon was in Ranak, but was taken away during the height of the Tarthis-Ranak war. It is believed that fiends summoned by Hathep stole the book during the fighting in Ranak and fled with it. The final papers indicate that Pharaoh Kifara had managed to relocate the Book of Amon in the Tower of Sekhaba and was planning on retrieving it. There is no further mention of the artifact or anything else afterwards (Kifara, as well as the entire city of Ranak, was then destroyed by the magic of the followers of Hathep, ending the Tarthis-Ranak war, before she could reclaim the artifact).

The group then begins their search in locating the Tower of Sekhaba.

### **FLAURMONT, AC 1013**

Having finished repairs on the Princess Ark, Haldemar once again sets course for Nithia. He plans on passing through the lands of the Oltecs and Kogolor dwarves first.

They pass over the Oltec Hills and talk to the locals in the first village they spot (Bitac). From them, they learn about the local customs and the location of Manac, the capital of their Kingdom. The Ark sets course for Manac. There, Haldemar meets with Monpac the Sunwatcher, The Oltec (King). After peaceful talks and participation in a few local customs of story-telling as well as playing wooden musical instruments, The Oltec declares that they

accept anyone in their lands that comes in peace.

### **FLAURMONT, AC 1013**

Having heard rumors that the Tower of Sekhaba is located in the Realm of Silence, Nikita-Ahmed and her party equip themselves and travel out into the broken lands northeast of Ranak.

On the way out of town, they are attacked by mercenaries, but manage to defeat/evade them. Unknown to them, the mercenaries were sent by the ruler of Ranak, King Al-Belak, as he wants the old Pharaoh out of his way so he can be the new Pharaoh.

In the Realm of Silence, the group encounters various desert creatures, strange monoliths, and abandoned pyramids, but still do not manage to find the Tower of Sekhaba yet.

### **FLAURMONT, AC 1013**

The Princess Ark passes by the huge Mt. Ronani and approaches the dwarven realm of Kogolor. An away team goes down to visit the kingdom below. Much to the surprise of the Alphatians, the dwarven cities are mostly above ground and easy to spot. They head to the capital city of Kolmstat and talk with the receptive, friendly, and open dwarves (another surprise to the Alphatians). Kolmstat is then attacked by a daring raid of a war-party from the Krugel Hordes. Haldemar and the Princess Ark help in the defense of the dwarven city, and hence King Bilfric III declares that Alphatians will be warmly accepted allies of the Kogolor Dwarves.

### **YARTHMONT, AC 1013**

The Princess Ark flies above the Brute-Men lands. Since these neanderthals do not make any villages or structures, the Ark fails to locate any signs of civilization, so moves on toward the south and Nithia.

### **YARTHMONT, AC 1013**

Nikita-Ahmed and her party discover the Tower of Sekhaba. There, they confront the priests of Thanatos. After various clashes and a hair-raising battle, the group manages to flee with the Book of Amon. But not without cost; various members of the party have been killed, including Permon, Ramose's close friend. Djemun has also succumbed to the maddening effects of the Tower (actually a Burrower; see HWR2). Nikita-Ahmed is forced to take care of her insane companion as they flee back through the desert.

Eventually, they make it back to the River Nithia, and to the village of Ker-nome. Nikita-Ahmed leaves the mad Djemun in the hand of the villagers as she rushes back to Tarthis.

### **YARTHMONT, AC 1013**

The Princess Ark arrives at Tarthis, the capital of Nithia. There, Haldemar learns that Sebek-Komnut is one of Pharaoh Ramose IV's sons.

Sebek-Komnut learns what has happened and demands to see his father. He has forgiven him after all those years for the execution of his mother.

Meanwhile, Pharaoh Senkha is reluctant to make any deals with Haldemar, and hence Alphatia, because the voices in her head warn her against it.

Agents of Ranivorus kidnap Sebek-Komnut, and secretly send word to Ramose that if he does not kill himself, they will kill his son (since they are unable to bypass Nikita-Ahmed's guards to kill him themselves). The crew of the Ark learns of Sebek-Komnut's disappearance and free him from the evil priests, hence saving Ramose.

### **YARTHMONT, AC 1013**

Nikita-Ahmed arrives back in Tarthis and presents the Book of Amon to Pharaoh Senkha and the nobles of Nithia. Prince Haldemar of Alphatia is also there to witness the events unfolding.

Ramose is brought to the royal court, and is presented with the Book of Amon, which he reads. He does not go insane, proving that he is indeed the real Pharaoh. He demands that Senkha relinquish the title of Pharaoh at once, returning the rightful rulership of Nithia to him.

However, Senkha takes the Book of Amon and reads it as well. Having been declared the rightful Pharaoh in ceremonies given by the priests of Pflarr and Rathanos, she is also unaffected by the book.

There now appears to be two Pharaohs, and many of the nobles begin taking sides. The priesthood back Senkha, as Ramose has apparently lost favor with Rathanos, and therefore does not deserve to rule Nithia. King Al-Belak also supports Senkha (although for hopes of personal gain rather than any loyalty). Ramose has most of the military support because of Nikita-Ahmed, as well as the support of King Khnemet-urt of the Delta Region. Ramose also gains the support of many of the lesser nobles and commoners as he has returned from the dead, and that should be proof enough he has the blessings of the Immortals.

Sebek-Komnut asks Haldemar, and Alphatia, to join the side of his father. Haldemar informs that he cannot take sides in an internal conflict. Sebek-Komnut is disappointed in him, and Alphatia. Despite the fact that Haldemar will not support him, Ramose does not hold a grudge, having become a calmer man over the years. He states that he understands Alphatia's position, and asks him to leave Nithia. Ramose will be glad to make negotiations with Alphatia once the internal problems are over and asks that he return later. Haldemar thanks Ramose, and the Princess Ark leaves Tarthis.

Although Ramose has the guards necessary to capture/kill the usurpers right now, he does not act as he loves Senkha and believes she is simply misguided somehow. He tries to talk her out of an armed conflict, but fails. Senkha and her group leave Tarthis, unopposed by Ramose, and head for Ranak.

Civil war seems about to break loose on the nation once more.

### **KLARMONT, AC 1013**

As feared, Nithia falls into civil war as the Delta Region Kingdom and the Southern Kingdom fight to put their own Pharaoh on the throne.

Ramose is saddened by the way things have turned out, as he despises the pointless deaths that will be caused by the needless fighting. The war is a long one and continues to this day.

### **KLARMONT, AC 1013**

The Princess Ark arrives over the area of the Tanagoro Plains. An away team, including Haldemar, goes down to the ground below and explores around (reason: flying ships tend to scare primitive natives). They are greeted in a small village defensively, but peacefully. After talks with the local ruler, they learn of the location of the Togoro (great king of Tanagoro).

The Ark leaves and locates the village of the Togoro. There, Haldemar (with his away team again) talks with Korolo Togoro. The Togoro seems to be interested in finding ways to store food and water more efficiently. Leo, the gnome engineer of the Princess Ark, attempts to show them various methods, but Korolo dislikes all of them (because of cultural bias). Still, Korolo Togoro appreciates the help the Alphatians have tried to give the Tanagoro. He welcomes Alphatians to his lands provided they obey their customs and come in peace.

Haldemar exchanges various items of interest to the Tanagoro (such as food and water) for a batch of their wheat-beer, which the crew finds very potent and enjoyable!

From Korolo Togoro, Haldemar learns of the other great warriors to the south called the Jennites. Not shown on any of the maps given to him by Empress Eriadna, he decides to explore the southern plains.

### **KLARMONT, AC 1013**

The Princess Ark hovers over the Jennite Plains. An away team led by Haldemar goes down and explores around and locates the Jennite village of Saniladar, named after their chieftain. Upon being given gifts by Saniladar, Haldemar offers something of his in return, and is accepted by the village.

The village is then raided by another village which it had raided a few sleeps ago. Jennites being worshippers of Tarastia always get revenge when they can, and so feuds tend to last forever. The crew of the Ark are forced to help defend the village from the Jennite cavalry just to stay alive. Their help earns them the respect of the villagers of Saniladar. Haldemar is viewed with awe and some fear at his display of the control of the forces of nature, such as fire and lightning (as combat magic is not available in the Hollow World).

### **FELMONT, AC 1013**

Haldemar and his team attempt to visit another Jennite village only to discover that their helping the clan of Saniladar has earned them the enmity of the other clans around them as the Saniladar has raided all of them various times. His team is attacked, and a few crew members are taken prisoner.

Haldemar brings the Princess Ark directly to the village which has his captured men, only to find out that they have already been executed, as the Jennites do with prisoners of war. Disgusted with the barbaric and savage ways of the Jennites, Haldemar orders the Princess Ark to head west, toward what his maps indicate should be the Milenian Empire.

### **FELMONT, AC 1013**

While sailing over the Sea of Yr, the Princess Ark passes several islands that they decide to investigate. There, they encounter a culture of Broken Ones (described in the AD&D Monstrous Manual, p.30)

These creatures, humanoids made out of animal parts, were the creation of an

Alphatian mage in Blackheart about 250 years ago. They wound up hating their Alphatian master and killed him. The other mages of Blackheart soon encountered these raiding Broken Ones and banded together to exterminate them. An unknown Immortal took pity on them and transported them here to this island in the Hollow World where they could live in peace.

The Broken Ones have a deep hatred for their creators, and hence tormentors (according to them), the Alphas. Prince Haldemar, when identified as an Alphatian, is attacked by the creatures. The Princess Ark away team barely makes it back to the Ark. They then leave this island, hoping to never have to return.

### **FYRMONT, AC 1013**

The Princess Ark passes over a Nithian-style town on the western coast of the Sea of Yr. Intrigued, Haldemar orders the Ark in to investigate and make contact.

There, Haldemar meets with Uart-neter Semsu, the ruler of the town of Lothar. The lord of Lothar learns about the civil war brewing back in Tarthis. He had lost all contact with Ramose IV when he was captured by Senkha's guards for impersonating the Pharaoh.

Within Lothar, Haldemar encounters a Nithian who asks him various questions about his flying ship and Alphatia. At first, Haldemar is happy to talk about his homeland, but then begins to become suspicious as this stranger wants to know all he possibly can. He has some of his men follow the scholar back to his place. They discover he is indeed a scholar of various lands and cultures, as well as history. His symbol, which is carved over his front door, is a lighthouse.

Haldemar then leaves Lothar and continues on his way to the Milenian Empire, despite warning from Uart-neter Semsu claiming that the Milenians are all barbarians that cannot be trusted.

Uart-neter Semsu sends troops back to help Pharaoh Ramose, whom he truly believes has Immortal support in his rulership.

### **FYRMONT, AC 1013**

A village in the Traldar lands is destroyed by a huge 12-headed hydra. The neighboring villagers quickly grab their weapons and go on a hydra hunt, like any brave hero would do. To the Traldar, this is just another opportunity for their adventurers to prove that they are great heroes!

### **FYRMONT, AC 1013**

The Princess Ark arrives at Corisa, the capital of the Milenian Empire. At first, things are a little hectic, as the Milenians believe that the Princess Ark is a Heldannic Warbird, having returned once more to cause trouble (events described in HWR3: Milenian Empire). It is soon discovered that they are from Alphatia, and not Heldannic Knights. Trade negotiations are made with the Senate, which are only too happy to agree with Alphatia's policies of keeping the Heldannic Knights and other nations (Haldemar does not mention they are from the surface) from taking over the Hollow World.

### **AMBYRMONT, AC 1013**

Before leaving Corisa, Haldemar is approached by an old man calling himself Trokalikos of Laroun (HW boxed set). The man claims he simply wants to learn more about the world and asks to join the Ark for her voyages around the Hollow World. When asked what he will give in return, Trokalikos mentions his vast knowledge of the various cultures around here, as well as his ability to speak most of the languages. Haldemar, having had to learn Neathar and use that primitive language to communicate with everyone is rather interested in this advantage, so he hires the old Milenian.

The Princess Ark heads northward, toward the Traldar Kingdoms, since Trokalikos has corrected him, indicating that they are not



part of the Merry Pirate cities. Haldemar is impressed at the knowledge of the old Milenian.

### **AMBYRMONT, AC 1013**

King Dogrel of the Alphatian Neatharum, having picked enough loyal troops to his rule, and not the Alphatian Empire, sets his long awaited plan into motion. He sends his soldiers out into the Neathar Lands, far enough from the town of Haldemar so as not to be noticed by other Alphatians, to capture and enslave as many Neathar as possible. He wants to use them to make a larger and more prosperous nation than the Alphatian Neatharum which has been denied expansion, and hence power, because of Empress Eriadna when she made a peace treaty with the Neathar. He has secretly hated the Empress ever since. Now he wants to try and make his own kingdom independent from Alphatia.

The location chosen by Dogrel and his men is at the lake where the Torolai River meets the Great Mud River. One skyship is given to them to retain easy contact with the new town. There, they begin enslaving the Torolai Neathar in the plains to the north, as well as Valgrai Neathar in the forests to the northwest, around the mountain chain.

### **AMBYRMONT, AC 1013**

The Princess Ark flies over the lands of the Kubitts, not knowing there is a culture of diminutive people hidden in the trees below.

### **SVIFTMONT, AC 1013**

The Princess Ark arrives in the Traldar Kingdoms. Trokalikos directs them to the city of Coresco. Before King Tiradon of Coresco will deal with Haldemar, he has to prove to them that he is a respectable hero, and is therefore asked to participate in a hydra hunt. The 12-headed hydra that destroyed one of the smaller villages a couple of months ago has yet to be destroyed.

It turned out that the hydra was a Lernaean hydra (for each head severed, two more grow back, unless flames are applied to seal the wound. They have a maximum of 12 heads.), and they have been unable to defeat it. It just kept regrowing its heads. Also, this particular specimen seems to be rather cunning (INT 8), and can even spit out poisonous gases from each head. The Traldar believe that the hydra must be the creation of some evil curse, as they have never seen one with such powers before. Because of its uniqueness, the locals quickly call the beast the Coresco Hydra.

The crew of the Ark participates in the hunt. The creature is soon brought down thanks to the advanced magic of the Alphatians, including the good use of a Fireball spell to seal off all the heads and prevent them from regrowing.

King Tiradon gives the Alphatians respect for their acts of bravery, and accepts to trade with them. Trokalikos warns Haldemar that the Traldar are fickle people, and their leaders, usually warlords, come and go. This village might be peaceful now, but could just as easily declare war on the Alphatians the next time they come by, especially if another leader has seized the throne since then.

The Princess Ark sets sail westward, intent on following the islands that belt the equator of the ocean (Anathy Archipelago), since the Alphatians already know about the Azcans to the north who continuously raid the Alphatian Neatharum.

### **EIRMONT, AC 1013**

Traldar adventurers, curious as to where the famous Coresco Hydra came from, begin backtracking the creature's trail to its original lair.

### **KALDMONT, AC 1013**

The Traldar discover that the hydra was released from an ancient shrine to Halav. The shrine has apparently been desecrated by Schattenalfen, and hence the Coresco

Hydra attacked the elves. Carefully searching the shrine shows that an artifact is apparently missing. A count of the footprints and Schattentalfen elf bodies reveals that some of them survived. The Traldar believe that the Schattentalfen must have that artifact, whatever it might be, and the hydra was to punish them for not protecting it.

The adventurers return to Coresco and inform everyone about their findings. Many bands of heroes decide to take on a quest to find that artifact and return it to its rightful resting place. The various groups all head out toward the land of the underground elves.

King Tiradon prepares the city of Coresco for a possible war against the Schattentalfen.

# ATLAS OF THE SAVAGE COAST

Welcome to the first ever written reports about the Savage Coast here in the Known World of Mystara.

The Savage Coast is located approximately 2,000 miles West of the Known World, past the Great Wastes and even the Serpent Peninsula. The Savage Coast itself stretches for almost 2,000 miles as well, filled with terrain and landscape as varied as back here in our own homeland.

For those of you who remember the Poor Wizard's Almanacs, you are sure to recognize Prospero's style of describing the nations he has visited. No nonsense is given, just an accurate description, which saves both time (to read) and space (to write).

What he have here is only a brief introduction to the Savage Coast, but this is only the beginning. You, the reader, can expect the quantity of information to increase as our connections to the Savage Coast improve. I can guarantee you that they will.

So without wasting any more time, let us show you the exact messages received from Rikard Prospero, our correspondent in the frontiers of the Savage Coast.

D.S.

## *Acquiring A Curse*

by: Rikard Prospero

[Ed. Note: Only the parts of his article dealing specifically with the Red Curse have been included. The rest was deleted for brevity.]

### **Nuwmont 13, AC 1014**

The LB Trading Company's ship had put into port at Smokestone City, finally dropping me off at the Savage Coast. The captain had warned me to be careful what I

do, as insulting the wrong person will likely get me dead, shot from a Smithy and Westron wheel-lock pistol. Also, I was warned to visit the local priests regularly to ward off the Red Curse.

I decided to instead let this dreaded Red Curse affect me, curious as to what might happen. I asked around, discovering that the Curse used to be isolated in various remote locations throughout the Savage Baronies. During the dreaded week without magic back in AC 1009, which caused the destruction of Sundsvall, the capital of the former Empire of Alphatia, the Red Curse was let loose and expanded to cover the entire Savage Coast. No one seems to know the cause or how to remove this strange curse which changes those it affects.

### **Nuwmont 24, AC 1014**

It seems that the first indications of the manifestations of the Red Curse are upon me. The tip of my fingernails have turned red, and my hair is more of a blondish-red now. From what I have managed to learn, this is where the beneficial side of the Red Curse will start to take effect. It will give you a strange and magical power called a Legacy, apparently related to your soul and fate, or so claim the priests, anyway.

I have also learned that I do not need to depend on the clerics to keep me safe. A strange mineral called cinnabryl can also keep the negative effects of the curse at bay. The advantage of cinnabryl over the priests is that it will not prevent me from using my Legacy, but the disadvantage is that if I ever run out, I will supposedly suffer from the "Time of Change."

### **Nuwmont 27, AC 1014**

I can feel the power in my hands! I am not sure what it is, but it is something very useful. My fingers tingle with the energy they are now storing, which I will be able to release at will according to my Legacy.

I am now within what the local sages call the "Time of Grace." This period lasts about a week, in which I will believe I am now a super-human, undefeatable because of my

powers. They claim it is but an illusion, a negative effect of the Red Curse. I tend to believe them, seeing how at the moment, I feel powerful, yet I still cannot do anything.

My skin is darker than its usual light olive color. I believe it has been tinted slightly red, but not enough to be visible on itself, just the darkening of the usual color.

### **Vatermont 1, AC 1014**

My Legacy has finally shown itself, although it required a life and death situation to activate. I had done something - what exactly, I am not yet sure - to offend a gaucho at the Red Steel Saloon, and was forced to a duel. Although handed a wheel-lock pistol by the man, I hadn't a clue how to use it. Just before the battle started, my clothing ripped as quills sprouted all over my body. I must have looked like a giant humanoid-shaped porcupine. Even more to my surprise, several of the quills shot out, striking my opponent.

I was then arrested for cheating in a duel, but was later released when they discovered I had no idea what I was doing and that the gaucho himself was already wanted by the local authorities.

The authorities urged me to find some cinnabryl before the "Time of Loss" started. I listened to them, but refused to wear it, deciding to see and experience for myself what this big fear is all about.

### **Vatermont 3, AC 1014**

I have now mastered my Legacy. I can summon it when I need, but I seem to only have the energy to call it at most three times before needing to rest and recuperate.

My skin is now a reddish-olive color, while my hair is almost completely red. The only real big, and usual sight, would be my completely red fingernails.

According to my local contacts, the "Time of Loss" should be starting to affect me now. The funny thing is I have yet to notice anything.

### **Vatermont 5, AC 1014**

This is ridiculous! I have just bought a useless piece of land, in an area I have no intention to travel to, simply on the words of a merchant. I have also noticed other such activities, such as my inability to stop drinking when I want, gambling away all my money, or to make decisions and stick to them.

How naive I have been! All the while, I have been looking for a physical effect during the "Time of Loss," unable to believe that the Red Curse could possibly affect my mind. It seems that this porcupine-missile shooting Legacy is sapping the energy from my willpower.

I have decided to still not use the cinnabryl. Now that I am aware of its detrimental effect, I believe I can be more careful with what I do.

### **Vatermont 7, AC 1014**

The pain is unbelievable. I have started to grow quills throughout my body. Unlike when I used my Legacy, these quills are permanent. Not only that, they pierce my skin as they grow through. Often, I will find that I am bleeding or just fall over in pain. I have started what is called the "Time of Change," and I can no longer take the pain.

As of now, my cinnabryl talisman shall not leave my person.

### **Vatermont 11, AC 1014**

It took an excruciating four days for the quills to disappear and for my body to return to normal. The reddish coloring is still present, however. During those four days, I was bed-ridden in my room in the Red Steel Saloon.

From what I heard, I was lucky. Had I waited any longer, the changes might have been permanent, and I would have become one of the Afflicted. As of now, I am one of the Tainted. I am forced to wear cinnabryl for the rest of my life or suffer even more than during my first "Time of Change." I have also been told to never leave the Cursed Lands or the bordering Haze, as the effects of the curse being purged out of the body are unpredictable

and often fatal. This time, I think I will heed their words.

### **Vaterrmont 26, AC 1014**

I have since learned, through research and careful questioning, that every one of the age of maturity eventually acquires the Red Curse if they enter the cursed area for more than a week. A border area known as the Haze is sort of a neutral zone where those with and without the red curse can mix freely, without suffering any side effects.

Most Legacies have a name of some sort, although mine is unknown by the people here. They recommend I find an Inheritor, those who master the Legacies and somehow manage to acquire several of them, who can explain more. Perhaps I shall, as I would like to learn more of this mysterious curse.

For those who read this, if you travel to the Savage Coast, listen to the natives, and find a priest or cinnabryl as soon as you arrive. The process of change and transformation is painful beyond belief and I do not wish it upon anyone.

## ***Almarrón (Estado de)***

**Location:** Savage Coast, southeastern reaches, along the Gulf of Hule.

**Area:** 6,450 sq. mi.

**Population:** 7,000, including 4,200 in the capital Ciudad Tejillas).

**Languages:** Espan (dialect of Thyatian Common).

**Coinage:** centa (cp), dies (sp), oro (gp).

**Taxes:** 15% income tax.

**Government Type:** Independent barony part of the Treaty of Tampico and the Signatory Council.

**Industries:** Mining (silver), coffee, tobacco, furniture, clothing, jewelry.

**Important Figures:** Baron Maximilio de Almarrón y Escudor (human, male, F?), Don Esteban “El Salvador” (exiled dictator) (human, male, F?).

**Flora and Fauna:** Standard for its climate. Dangerous monsters include gnoll raiders from El Grande Carrascal. Normal animals with Legacies can also be very dangerous.

### **Description: by Rikard Prospero**

The western half of Almarrón’s territory is a rocky, inhospitable hill country. If it wasn’t for the presence of the large silver mines at Sierra del Plata, the land would be almost useless.

A large, fertile plain occupies the heart of the nation. This is where the majority of the population lives, in three main villages (Costella, Paso Dorado, and Ciudad Tejillas) and several scattered homesteads.

Forested slopes and cliffs guard Almarrón’s shores, protecting the nation from pirates and sea raiders.

The people of Almarrón have gone through so many forms of government that they no longer care about politics and would rather be left alone and leave running the nation to the Baron. So far, the current Baron seems to have won their respect and has slowly begun to enlighten his nation into a cultural center. Also, the continuous wars and revolts have left most families relatively poor. Luckily, Baron Maximilio provides priests and cinnabryl for those who cannot afford it.

## ***Cimarron County***

**Location:** Savage Coast, southeastern reaches, along the Gulf of Hule.

**Area:** 7,984 sq. mi.

**Population:** 18,000, including 11,500 in capital Smokestone City.

**Languages:** Thyatian (Common).

**Coinage:** centa (cp), dies (sp), medio (ep), oro (gp).

**Taxes:** 15% income tax, 10% sales tax in taverns, 10% inheritance tax (including earnings made gambling).

**Government Type:** Independent county part of the Treaty of Tampico and the Signatory Council.

**Industries:** Mining (cinnabryl), production of smokepowder and wheel-locks, ale, saloons, gambling.

**Important Figures:** Sir John of the Wain, Duke of Cimarron (human, male, Pa?).

**Flora and Fauna:** Standard for its climate. Dangerous monsters include goblin and gnoll hordes found scattered throughout the Bushwack Prairie and El Grande Carrascal. Normal animals with Legacies can also be very dangerous.

**Description: by Rikard Prospero**

Cimarron is mostly dry grasslands and farmland with the occasional forest and hilly area. The soil is not very fertile, and compared to the other baronies, could almost be considered a desert. The fauna that does manage to survive are stunted compared to most other plants.

Cimarron is well known for its rowdy gauchos and the fact that almost everyone carries a wheel-lock pistol. The inhabitants are fiercely independent and prefer to let everyone to take care of themselves and not get involved in other people's business.

Smokestone City is known for its saloons and gambling halls, as well as the rowdy crowds such establishments attract. The most popular establishment of that sort is the Red Steel Saloon; people claim that at least one showdown (duel with wheel-locks) occurs in front of the saloon every day.

## ***Gargoña* (Baronia de)**

**Location:** Savage Coast, eastern reaches, along the Gulf of Hule.

**Area:** 7,468 sq. mi.

**Population:** 14,000, including 11,700 in the capital Ciudad Real.

**Languages:** Espan (dialect of Thyatian Common).

**Coinage:** centa (cp), dies (sp), oro (gp), real (pp).

**Taxes:** 20% income tax, 5% sales tax.

**Government Type:** Independent barony part of the Treaty of Tampico and the Signatory Council.

**Industries:** Arts (music, poems, paintings, sculptures), diplomats and political advisers.

**Important Figures:** Baronessa Esperanza "La Ilustre" de Sotto y Rivera (human, female, T?).

**Flora and Fauna:** Standard for its climate. Dangerous monsters include gnoll raiders from El Grande Carrascal, and various monsters infesting the Delta de Pozaverde swamp. Normal animals with Legacies can also be very dangerous.

**Description: by Rikard Prospero**

Gargoña is primarily farmland along the Rio Copos and Rio Guadiana. Once away from the waterways, dense forests cover the rest of the land. The Delta de Pozaverde, a large swamp, marks where the Rio Copos reaches the sea. The shallow waters of this swamp help protect the nation from ocean-borne threats. Skiffs powered by oar ply the waterways of the delta, ferrying commerce to and from seagoing ships, allowing access to the lucrative sea trade.

Gargoña is recognized as the center of culture in the Savage Baronies, a fact affirmed by the location of the only university of the coast within its borders. In fact, admission to the university is free in return for a promise of future tithes to the nation of Gargoña for the rest of their

working life. Since the state is generally viewed as politically neutral, its scholars and graduates are found throughout most of the nations of the Savage Coast as advisers or teachers.

The inhabitants of Gargoña are dreamers who enjoy their reputations as scholars and artists. They are generally optimistic, but are also known for giving into fits of melancholy. They are very tolerant and acknowledge all races as equals, including lizard kin and peaceful goblinoids, despite having a human majority for its population.

Because of the education present in the land, the Gargoñans are aware of the Red Curse and its effects, realizing that those affected are not evil or different in any way. Those Afflicted remain with their family and friends, who usually try to raise enough money to seek a cure. In fact, Gargoña is the leader in terms of research into the Red Curse and a way to stop it.

## **TIMELINE FOR THE SAVAGE COAST, AC 1010-1013**

What follows is a brief recap of what has happened in the past five years along the Savage Coast. Because of the lack of proper libraries and references, Rikard Prospero has been unable to get exact dates for most of the events, so what is presented is at the best guess to their happening.

Also, this is by no means a complete list of all activities, or even a guarantee that the events listed took place. In fact, the farther away from the Savage Baronies, the less accurate the information is guaranteed to be. Still, as mentioned, we are only now beginning to explore this Savage Coast, and expect to have better information in our next Almanac.

### **Winter AC 1010**

The people of the Savage Coast adapt to the Red Curse, which has spread from the Baronies to cover the entire Savage Coast down to Herath.

### **Winter AC 1010**

Don Luis de Manzanas celebrates the completion of his new castle. The celebration is interrupted by the attack of an Inheritor named Balazar, whom Don Luis manages to defeat. Balazar loses his cinnabryl and becomes an afflicted. Balazar escapes.

### **Spring AC 1010**

Balazar manages to unite various tribes of goblinoids (Gosluk, Kuttai, and Dankut) and leads them to attack Don Luis. Meanwhile, Don Luis retrieves the Bracers of Forbiddance, another part of the Ixion Mannequin like the Barrier Mask. With the help of these two artifacts and some adventurers, he manages to defeat the invading Balazar and forces the goblinoids to retreat.

### **Summer AC 1010**

The goblins of the Bushwack Prairies make raids into the lands of Cimarron, destroying many homesteads. They are soon routed by the armies of Cimarron, however, and forced back into their own territories.

### **Late Summer AC 1010**

Miners in the silver mines of Almarrón discover what they believe to be the Mannequin of Ixion. The object is quickly sent to the sage Mazrooth al Yedom so he can study it.

Don Esteban uses the commotion to plot and try to retake Almarrón. Don Esteban is stopped by Mazrooth and the honorbound Costa.

They also discover that the black statue was not the Mannequin of Ixion but rather a vessel holding a fierce creature known as a crimson death. They defeat the creature. Rumors claim that a gnoll was also involved, helping Mazrooth and Costa.

(See novel: The Black Vessel)

### **Fall AC 1010**

A cult of Pflarr springs up in Renardy. The local lupin priests complain to King Louis IV as Pflarr is not one of the accepted Saimpt of their Pantheon. Dissent grows among the populace.

### **Fall AC 1010**

The population of the Savage Coast is forced to deal with their first Day of Dread, where magic fails (as of midnight Glantri time!). This is approximately 9pm on the 27<sup>th</sup> to 9pm on the 28<sup>th</sup> of Kaldmont for the Savage Baronies. Decrease time by 1 hour for every 800 miles (approximately..those wishing to be accurate, it's 15 degrees of longitude) to the west of the Savage Baronies for the rest of the Savage Coast.

### **Winter AC 1011**

A horde of goblins invades the nation of Herath, who still has not managed to repair their magical defensive web which was brought down during the week without magic. The goblins manage to cause much damage before the Herathians chase them away.

### **Spring AC 1011**

The Knights of Ixion, a small group of honorbounds and defenders of Narvaez dedicated to Ixion, sneak into Saragán and attempt to steal the Mask of Ixion and the Bracers of Forbiddance from Don Luis. They believe such artifacts should be in the hands of the church of Ixion of Narvaez. The Knights are defeated and the artifacts retrieved by Don Luis and adventurers who happened to be in the area.

### **Summer AC 1011**

Vilaverde builds an outpost in the Haze area on the Serpent Peninsula (about halfway between Kladanovic and the borders of Yavdlom). From there, they intend to raise a fleet of non-tainted (red-cursed) sailors who can explore away from the Savage Coast. Such plans, which were in motion since AC 1000, have been put on hold because those infected with the Red Curse (which became widespread at the end of AC 1009) have a hard time leaving the cursed area. The nobles of Vilaverde therefore wish to produce a non-cursed population to expand their territory... perhaps on the southern continent. The outpost is called Porto Liberto.

Rumors abound that the purpose of the outpost is to maintain contact with a secret colony already on Davania. This colony was placed in the year 1006 along a huge Adakkian Rift/bay on Davania's north-western coast, and contact was lost in AC 1009 when the red curse spread over the baronies (and the Savage Coast), preventing easy access in/out of the Savage Baronies. Being in the Haze area, Porto Liberto is the



perfect neutral ground for the colonists to keep in touch with their nation.

NOTE TO DMS: the map in the Red Steel box set has an error with the location of the borders of Yavdlom. The real borders are about 200 miles south of Kladanovic, as depicted in the Champions of Mystara Box set and the Poor Wizard's Almanac II. It is not 20 miles south of Slagovich as in the Red Steel box set map.

### **Fall AC 1011**

An army of manscorpions lays siege to Um-Shedu, attempting to reclaim the city from the enduks and ee'aar. They fail, and the winged elves and minotaurs manage to keep the stronghold.

### **Winter AC 1012**

Rumors spread that Doomrider, the Inheritor lich, is somewhere along the northern border of Torre^n. Adventurers, after a brief clash with minor undead, discover that Doomrider is somehow responsible for the disappearance of Elegidos back in AC 970. The entire barony and population had vanished without a trace. The exact method is still unknown. Doomrider is not encountered by the adventurers searching the area.

### **Spring AC 1012**

Increasing Huptai goblinoid activity destroys most caravans traveling the overland trade route between Torre^n and Renardy. Torre^n begins sending mercenaries out into the plains, which annoys the Kuttai goblinoids as well, inciting them to also attack.

### **Spring AC 1012**

After much pressure is applied by the priesthood, King Louis IV of Renardy implements a new law banning the religion of Pflarr. Instead of imprisoning or

executing those who worship Pflarr, the King has them exiled from Renardy.

So as to not cause too much trouble or a revolt in his own nation, the exiles are brought out of the nation through the nation of Bellayne (with permission of their Queen) and the Blythe River.

The exiles are dropped off in the Bay of Tears, north of the Kingdom of Nimmur. There, they begin to create a "Cajun" culture in the Grey Swamps and hills.

### **Summer AC 1012**

Mt. Utt in the Turtle Tribeland (south of Renardy) has a minor eruption, coughing up dust and ashes. The native turtles begin to fear the possibility that it will explode in a full eruption soon enough. Many leave the region, taking the ash clouds as a bad omen.

### **Summer AC 1012**

Hule invades and conquers the city-state of Nova Svoga.

Regent Stefan Karvich manages to escape with the 7 year old Anya, the heir to the city-state, and hides within the valleys of the Black Mountains.

### **Summer AC 1012**

King Edwix II, after his 12<sup>th</sup> year of continuous rulership (since AC 1000, as noted in the Adventures of the Princess Ark); leaves on a quest dictated by the Druids. The exact nature of the quest is unknown, but it is rumored to involve the Land of Cassivellonis and the orcs that inhabit it. At the end of the summer, the King returns triumphant and reclaims his throne for another twelve years.

### **Fall AC 1012**

A Signatory Council meeting of the Savage Baronies and Hule discusses Hule's invasion of Nova Svoga and the future plans of Hule. The Hulean representative insists that the attacks will end there. Despite his

assurances, the baronies keep on the lookout for an invasion by Hule.

### **Winter AC 1013**

The Herathians manage to replace their magical web of defense around their nation. They now begin preparations to save it from the next Day of Dread, fearing it will destroy everything they have worked so hard on.

### **Spring AC 1013**

The Huptai goblins (and hobgoblins), who have managed to somehow find an immunity to the amber lotuses in the Plain of Dreams (whose pollen puts people to sleep), have now found a way to help them spread. Their shamans and witch-doctors start using their magic to move the plants southeastwards into the lands claimed by Eusdria.

### **Spring AC 1013**

A group of beast-riding lupins hiding in the northern steppes to avoid the persecution they receive for worshipping Pflarr encounter a group of defenders of Belbion (rakastan immortal). The groups come to blows as the lupins believe that the rakastans are helping King Louis IV exile them from their homeland (which they are to a certain extent). The small party of rakastans are forced to flee. The Templars of Belbion, as they call themselves, vow vengeance against the lupins for this dishonor.

### **Summer AC 1013**

The amber lotuses have managed to gain a foothold as far south as the village of Ersel and the ruins of Morgald in Eusdria. The places are evacuated as the goblins move in and take over.

The Eusdrian King sends in his armies, but they are unable to do much against the special properties of the flowers' pollen. The goblins hold on to their new territory.

### **Summer AC 1013**

Narvaez begins to import as much smokepowder as it can, storing it up for its armies. The rest of the Savage Baronies believe it is the first sign of an impending attack. They decide to place sanctions on Narvaez, forbidding anyone to sell them smokepowder. Black market smokepowder makes a huge profit for smugglers and thieves in Narvaez.

### **Fall AC 1013**

Margrave Galben Zvornik, ruler of the City-State of Zvornik, dies of old age. His son, Derdren Zvornik, becomes the new Margrave.

### **Fall AC 1013**

As feared, the Day of Dread destroys the Herathian magical web of defense. The Herathians begin the process of re-establishing it.

## EVENT OF THE YEAR

This chapter is dedicated to the event of the year. In it, the reader will find all the information that he needs concerning the event that has captured the most attention or wonderment of the people of Mystara.

This year, two events ran neck and neck, and it finally took a coin toss to determine which to talk about. The first was the creation of the NACE and the return to glory of the Alphatian Empire. The other incredible feat was the return of the Karameikan Polar Expedition as proof that the Hollow World existed.

And the coin toss chose the return of the Alphatian Empire. Now known as the NACE, the fact that the scattered remains of an Empire that sank beneath the sea can unite to form a new Empire that is still a military and economic power is remarkable indeed. This chapter will therefore concentrate on the nation of Alphatia.

### *History Of Alphatia*

The following historical synopsis is given in the traditional Alphatian Calendar of AY (Alphatian Year) counted from the Alphatian Landfall on Mystara. The earlier dates are only approximations to the roundest number.

To find the equivalent Thyatian Year, simply subtract 1000 years, with a negative number indicating BC and a positive number giving a year in AC. Therefore, the current year, AC 1014, is the year AY 2014 in the Alphatian calendar. Also because the Alphatian year and the Thyatian year do not use the same month as start of their respective years, the difference is in fact 1000 years minus two months.

[The interesting thing about this research, however, is the fact that we have learned that the Alphatians seem to have come from another world. If they are indeed “space

invaders,” does that not mean there could not be others? Have we not therefore answered our own question as to whether or not there is life off of Mystara asked in Joshuan’s Almanac? I always find it amusing to note that the answers to present and future questions can often be found by researching the past. B.F.]

**AY -3000:** On the homeworld of the Alphatians, the Alphatians defeat the Cypris civilization and begin to be assimilated by it.

**AY -2500:** The Alphatian/Cypris civilization uses its magical knowledge to begin colonization and conquest of the nearby planets and exploration of the elemental planes.

**AY -2000:** Alphatian aggression has gradually been supplanted by Cypric self-absorption; other planetary conquests and colonies are left to fend for themselves as Alphatian study of magic turns inward.

**AY -500:** The Alphatian civilization has achieved total mastery of its environment; the great universities are at the peak of their powers and are just beginning to indulge in serious scholastic competitions and squabbles.

**AY -90:** The Followers of Flame begin their serious rivalry with the Followers of Air.

**AY -27:** Sporadic violence breaks out between the Followers of Flame and the Followers of Air.

**AY -10:** A temporary peace results from one academian’s proposal of the Flame vs. Air essay debate.

**AY -9:** Emperor Alphaks I arbitrarily declares the Flames to have won the debate. Outrage, protest, rebellion and revolt result. The Followers of Flame war with the Followers of Air.

**AY 0:** The war between the Followers of Flame and the Followers of Air reaches its zenith. Emperor Alphaks I is banished. The homeworld of the Alphatians is destroyed. The Followers of Air settle on what was formerly the Alphatian Continent on the world of Mystara. They begin to

conquer and assimilate the various primitive tribes in the area.

**AY 20:** The Alphatians establish a peaceful contact with the Thothians and adopt their calendar for Mystara as their own after changing the name of the months.

**AY 250:** Disgruntled non-mage Alphatians colonize the island known as Ochalea where they intend to build a place where non-mages will not be looked down upon.

**AY 300:** The Alphatians displace various other conquered cultures which do not adapt well to their society to Ochalea, including a culture that enjoys honor and slanted-roof architecture. This culture begins to dominate over all the others in Ochalea.

**AY 808:** The Alphatians decide to bring Thyatis into the Empire.

**AY 810:** The Alphatians finally finish subduing the Thyatian barbarians.

**AY 998:** Governor Lucinius Trenzantenbium of Kerendas assassinates Alphatian wizards and declares himself King of Thyatis. The first Great War between Thyatis and Alphatia begins.

**AY 1000:** The First Thyatian/Alphatian War is at a standstill. The economies of both nations are wrecked. King Lucinius and Emperor Alphas VI conclude a peace treaty in the neutral city of Edairo on the Isle of Dawn. Also liberated are the nations of Ochalea and the Pearl Islands, which then join into the new Empire of Thyatis.

**AY 1012:** The Thyatians violate the Treaty of Edairo and build a trading station called Cape Alpha in the lands of Norwold.

**AY 1015:** Cape Alpha is destroyed by reavers from the Northern Reaches (speculated to have been paid by the Alphatians).

**AY 1500:** Alphatian and Thyatian colonies in Alasiyan coastal areas begin to clash. This starts the famous Three Hundred Year War (actually skirmishes, but called a war by historians to make it sound more grand and important).

**AY 1728:** Alphatian colonies get the upper hand and destroy several Thyatian colonies entirely.

**AY 1786:** An Alphatian lord named Halzunthram arrives in Flaemish lands and defeats the Flaems, effectively assuming control of the area.

**AY 1788:** Halzunthram takes control of the region's ruling council and declares the area a protectorate of Alphatia. The natives unite and rebel against Halzunthram.

**AY 1828:** Forces of Suleiman Al-Kalim drive the Alphatians out of Alasiya.

**AY 1830:** Lord Alexander Glantri captures Halzunthram, confirms the region's independence, and disperses Alphatian presence there. Braejr is renamed Glantri City in his honor.

**AY 1959:** Angered by another Thyatian broken treaty, the Alphatian Emperor commits his military to a sudden assault on Thyatis. Alphatia completely conquers the Isle of Dawn.

**AY 1960:** The Alphatian assault reaches Thyatis City and Emperor Gabrionus V is killed. The Gladiator Thincol the Brave rescues the dead Emperor's daughter, drives the Alphatians out, and becomes the new Emperor of Thyatis.

**AY 1962:** Princess Eriadna becomes the next Empress of Alphatia as her father, Emperor Tylion IV, retires.

**AY 1985:** Empress Eriadna decides to colonize in the west and has a new fortress city built atop the ruins of the station at Cape Alpha destroyed nine and a half centuries before.

**AY 1992:** Empress Eriadna accedes to her son Ericall's demands for a kingdom of his own. She gives him the city of Alpha in Norwold, the empty title of king of that nation, and a great degree of autonomy.

**AY 2005:** Alphatia declares war on Glantri. Thyatis and the Heldannic Territories ally with Glantri.

**AY 2009:** Alphatian armies reach Thyatis city and Emperor Thincol sues for peace. Days later, the first week without magic destroys Sundsvall and kills Empress Eriadna. The Alphasians press their attack on Glantri, and moments later the Alphasian Continent sinks beneath the waves, destroyed by the wrath of the Immortals.

**AY 2010:** The Alphasian continent appears in the Hollow World. From there, they begin to drive the Heldannic Knights out of the Hollow World. The Heldannic Knights invade the territories of Norwold. Thyatis invades the Isle of Dawn and the Alatian Islands. A mad Emperor Zandor tries to reunite the nations of Alphasia to form a new Empire, but none of the Kings or Queens accept his rulership. Zandor begins conquering the rebellious/traitorous nations.

**AY 2012:** Thyatis is pressed back by Thothia on the Isle of Dawn and forced to relinquish its conquests back to Alphasia. The Alphasian Kings and Queens dispose of Zandor with the help of Prince Haldemar of Haaken, who informs them that Alphasia has survived in the Hollow World. The Kings and Queens form a new council, calling themselves the New Alphasian Empire. Commander Broderick is named Commander in Chief.

**AY 2013:** The New Alphasian Empire reconquers the troublesome Esterhold Peninsula Kingdoms. Thothia and most of the other liberated kingdoms that were occupied by Thyatis willfully join the New Alphasian Empire.

**AY 2014:** The New Alphasian Empire becomes known as the New Alphasian Confederate Empire (NACE) and reveals the existence of the Empire of Alphasia still intact in the Hollow World, as well that Empress Eriadna is still alive.

## ***New Alphasian Confederate Empire (NACE)***

This document is a vulgarization of the constitution of the Confederation (the original version contains many juridical terms), to be used mainly at schools to teach Alphasian students the organization of the country they live in. Readers interested in the original document of AY 2012 and its addendum of AY 2014 can consult them at the library of the Parliament on Ionace (with a special permission) or try to search for a copy at their local library.

### **Political Structure**

The Confederation is composed of semi-autonomous states.

The Confederation is governed by a Council in the name of Empress Eriadna of Alphasia or her heir.

Composition of the Council: Each member state has one vote, regardless of size, population level, etc. The voting person is normally the king or queen (or the person holding power) of the country, or his/her representative if he/she cannot attend. Every member state must thus keep a permanent staff of representatives.

Anyone present during a council meeting may ask that the Council discuss on any matter, and then call for a vote. A council meeting is held at the demand of a member state. Votes pass if the majority of the representatives vote for it. In case of a deadlock, the Commander in Chief decides whether the measure passes or not. Any measure that would change the Confederation's Constitution must be accepted with unanimous approval.

A state wanting to become member of the NACE has to state to the Council it is candidate for membership. A council meeting is organized to discuss and vote on this matter. The state is accepted as a new member if all current members vote for it. A state wanting to leave the NACE has to convoke a council meeting for this purpose. The state can part from the Confederation if all members vote for it. If a state declares

independence from the Confederation without obtaining the right to do so, it becomes a renegade state, and the Confederation may decide to intervene to restore its claim on it, be it military, politically, or otherwise.

### **Seat of Government**

The commonly called Monster Island, formerly part of Alphatia, was claimed by nobody until the creation of the NACE. It thereby becomes the center of the confederate government, and is renamed the Isle of the NACE, or Ionace.

The Council holds meeting in a dedicated building on Ionace, called the Parliament. Each member state is granted a patch of land adjacent to the Parliament where they can build their own Representation. Staff of representatives live and work in their Representation and meet in the Parliament. Countries that keep diplomatic ties with the NACE will also be granted land on Ionace, where they can build an Embassy. Representations and Embassies are paid by the countries to which they belong. The Imperial Army is based on Ionace, where it owns buildings, including the Military Headquarters where the Commander in Chief has his office.

Until the buildings are completed in Ionace, the government, military and other institutions of the NACE will be assigned currently unoccupied buildings in the abandoned city of Denwarf-Hurgon.

### **Military Structure**

All armies of the member states are under control of the Confederation. The Confederation can also raise its own army (i.e. independent from any state), called the Imperial Army, and use the service of mercenary troops.

The Commander in Chief, appointed by the Council, is in command of the military.

Member states must spend at least 10% of their national tax income to the upkeep of their army, in the name of the Confederation. Exemption may be granted

on a case by case basis, with the approval of the Council and the Commander in Chief.

### **Economics**

Member states must hand over 10% of their collected taxes to the Imperial Treasury. This tax is collected quarterly, on the 1<sup>st</sup> of the months of Alphamir (Thaumont), Vertmir (Klarmont), Cyprimir (Ambyrmont), and Burymir (Kaldmont), for the preceding period.

A new state must pay upon entrance into the Confederation what would be due for the current period (even though it corresponds to a previous period, when it was not yet member) as a sign of good will, then its taxes are collected following the normal cycle.

A state leaving the Confederation must first immediately pay the tax corresponding to the current period before it is allowed to leave; this tax is equal to that it paid for the previous period.

The Council decides the way the money in the Imperial Treasury is spent. Common uses include (but are not limited to) : upkeep of Imperial Army, hiring of mercenary troops, maintenance of governmental buildings, funding of research programs (magic, scientific, medical, etc.), aid to member states (loans, gifts, etc.).

### **Laws and Justice and Festivals**

Each member state can decide on its national laws, as long as they do not go against the Imperial Laws. Imperial Laws must be enforced in member states. Justice is held by each member state as it sees fit.

All schools and colleges within the Confederation must follow the old Alphatian calendar, i.e. opening on Alphamir (Thaumont) 15 and closing on Burymir (Kaldmont) 15. A Hard-Ball tournament is organized by the Confederation each year. Each member state is invited to participate in the tournament; other countries may be invited as guests, as a sign of friendship between that country and the Confederation.

The following festivals and holidays are common to all members of the Confederation; each member state can add its national festivals and holidays.

- Alphamir (Thaumont) 1: New Year Day.
- Alphamir (Thaumont) 7: Landfall Day.
- Alphamir (Thaumont) 15: Opening Day (of academic year).
- Sulamir (Flaurmont) 13: Empress Eriadna's Birthday (give a coin to a beggar in her name).
- Sulamir (Flaurmont) 28: Super-Hard-Ball (Hard-Ball final).
- Sudmir (Yarthmont) 15: Howling Day.
- Islamir (Felmont) 15: Doggerel Days.
- Cyprimir (Ambyrmon) 1: Ancestor's Day.
- Hastmir (Sviftmont) 8-15: Wine Festivals.
- Burymir (Kaldmont) 15: Closing Day (of academic year).
- Amphimir (Vatermont) 1: Hard-Ball Season Opening.

Original Members of the NACE (Founders of the New Alphatian Empire)

- The Sea-Kingdom of Aquas (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Dawnrim (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Horken (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Lagrius (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Meriander (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Notrion (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Surshield (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).

### Current Members of the NACE

- The Sea-Kingdom of Aquas (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Dawnrim (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Horken (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).

- The Kingdom of Lagrius (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Meriander (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Notrion (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Surshield (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Blackrock (Amphimir (Vatermont) 28, AY 2013 (AC 1013)).
- The Kingdom of Floating Ar (Amphimir (Vatermont) 28, AY 2013 (AC 1013)).
- The Kingdom of Alpha (Sulamir (Flaurmont) 22, AY 2013 (AC 1013)).
- The Kingdom of Thothia (Sudmir (Yarthmont) 10, AY 2013 (AC 1013)).
- The Kingdom of East Portage (Sudmir (Yarthmont) 10, AY 2013 (AC 1013)).
- The City-State of Ekto (Sudmir (Yarthmont) 10, AY 2013 (AC 1013)).
- The City-State of Trikelios (Sudmir (Yarthmont) 10, AY 2013 (AC 1013)).
- The Kingdom of Aeria (Sudmir (Yarthmont) 10, AY 2013 (AC 1013)).
- The Kingdom of Qeodhar (Nyxmir (Nuwmont) 13, AY 2013 (AC 1014)).

### *Interview with Commander In Chief Broderick of the New Alphatian Confederate Empire*

By Dorrik Stonecleaver and Belzamith Fingertackles.

**Belzamith:** Commander Broderick, thank you very much for receiving us in your new headquarters here on the fantastic island that is Ionace. I guess no one can enter in this sensible building without a good reason.

**Broderick:** And you're right. This building, as well as the Parliament a few blocks away, is well protected. Not only by mundane means, such as guards, but also with powerful magical means. All magical knowledge was not lost when Alphatia sank beneath the waves a few years ago, and this

building has been enchanted with wide-area, permanent spells that protect it against such things like magical spying or unwanted teleportation, in the manner that was done with the Imperial Palace.

**Belzamith:** I see, but do you have plans to make it look, well, better? I mean, it is so spartan... Maybe some paintings on the walls would...

**Dorrik:** It just looks like a military building, stupid gnome. Practical and effective. In one word, dwarvish. In fact, I would even say it goes along quite well with the city of Denwarf-Hurgon. Why did you choose to establish the center of the government here, Commander?

**Broderick:** Well, many reasons converged to this place being chosen. One of them was that we needed many buildings that could host our government officials immediately until we could construct new ones, and the abandoned buildings of Denwarf-Hurgon, that had resisted the sinking and earthquakes...

**Dorrik:** ... they had been built by dwarves...

**Broderick:** ... were a good solution.

**Dorrik:** But there are other free buildings elsewhere, including the ones on Aquas, where former Emperor Zandor had his quarters. Certainly not as sturdy as good old dwarves' works, but...

**Broderick:** Definitely. But the seat of the confederated government is a very symbolic place to the people of Alphatia. Ionace is doubly symbolic : It is not situated on any of the member state, making it a sort of neutral ground, and it was once part of mainland Alphatia, helping giving to the peoples that form the NACE a sentiment of unity and loyalty to the old ways of Alphatia and Empress Eriadna.

**Dorrik:** Is Eriadna still alive in the Hollow World, as the rumor goes, or was that only a plot to make the various kingdoms unite together?

**Broderick:** Indeed she is. The Hollow World exists, as has proven the return of the

now famous Karameikan Polar Expedition. And Alphatia exists down there. The Council does rule in Empress Eriadna's name.

**Belzamith:** Then, why did you keep the information for yourself all that time, until you had to unveil the secret because of the return of the polar expedition? What other grand secrets are you hiding? Do you intend to take the Hollow World for yourself?

**Broderick:** There is nothing hidden here. The existence of the Hollow World was public, even though nobody really believed in it until recently. We didn't reveal the survival of Alphatia within the Hollow World because at the time the NACE wasn't united and stable, and this event could have caused trouble in the population of the Confederation, or even an aggression from an outside power. Now that the country is more stable and strong, we don't have such concerns any more.

**Belzamith:** But the initial revelation of the existence of the Hollow World wasn't the fact of the Alphatians either, but Claransa's famous book. Isn't there someone out there trying to hide the Hollow World? Are you trying to keep it for you alone?

**Broderick:** Not at all. The Hollow World is not ours, and the NACE has no plans to conquer it. As the Council declared, all friendly nations like Karameikos are welcomed to use the North Pole route and establish permanent contact or trade with the Hollow World nations, including Alphatia.

**Dorrik:** Commander, you say the NACE has no intentions to conquer the Hollow World. But you have conducted more than one successful wars lately, in Esterhold and elsewhere, and you seem quite aggressive, militarily speaking. Does this mean you intend to launch wars in some areas of the outer world?

**Broderick:** Not at all. The NACE is a peaceful nation. The wars you are speaking of were not wars, but internal interventions to overthrow dictators and help reestablish order. I don't think anyone will regret the



fall of the kings of Esterhold. We have signed treaties with various nations, and we've ratified the Isle of Dawn Treaty with Thyatis.

**Belzamith:** Now, does that have to do with political or economic reasons? Who is trying to gain power here?

**Dorrik:** <groans> Hmmmff. Who cares? Most people only want to know if there will be a war, not why. They don't care why their house will be burned, just if it will.

**Belzamith:** Well, I think all people have the right to know precisely what is going on in our marvelous world, from the actual effects to what is going on behind the scenes. After all, there must be some mastermind behind everything...

**Dorrik:** <rolls eyes> By Kagyar!

**Broderick:** Well, if you must know, it's both. Our money is going into rebuilding the Esterhold Peninsula and the Isle of Dawn, and no one wants to conquer anything else either. No, there is no mastermind trying to make peace. It's just what everyone wants right now. The last war with Glantri was enough for Alphatia.

**Belzamith:** So you claim...

**Dorrik:** Oh, give it up... most people can figure out what is happening on their own.

**Belzamith:** It's the principal of the thing that you have to ask all the question.

**Broderick:** <sits by watching the two argue> Please, gentlemen, you seem more warlike than the NACE will ever be...

**Dorrik:** Oh, sorry. It's just that Belzamith's questions are so stupid.

**Belzamith:** What?

**Dorrik:** So, not war but market ventures?

**Broderick:** Yes. Within the Confederation, since we have a vast market and different regional products, and goods are no longer taxed when traveling all around the Confederation. As for other nations, the Council has signed trade agreements with Aeria and with Karameikos, and hopes to

sign other such agreements with the Western Defense League or other countries soon. We also hope to find a way to establish reliable means of communication and travel with the Hollow World and Alphatia.

**Belzamith:** So, dear Commander, if the NACE has no military plans, you'll have some spare time. You see, I believe that everyone has someone with whom he is destined to have a great love story. Maybe you'll have time to find that woman now?

**Dorrik:** Bel, you bother him with your questions.

**Broderick:** The army is my family and Alphatia is my love. I serve Empress Eriadna and answer to the Council.

**Dorrik:** What is this Council of the NACE exactly, Commander?

**Broderick:** The Council is the ruling body of the Confederation. It is the existence of that very body that turned the New Alphatian Empire into a Confederation, because it is composed of the rulers of every nation that composes the NACE. It decides policies that concern more than one country, like foreign policy, treaties, trade agreements, and such. Votes are held at the majority, except for very special matters, with the Commander in Chief having a vote in case of a tie. The Council rules in the name of Empress Eriadna of mighty Alphatia, who lives and rules in the Hollow World. Note that the Esterhold Peninsula has only one siege at the Parliament, held by the President of the Republic.

**Dorrik:** Concerning the Republic of Esterhold, what will it be like now? A republic like that of Darokin? I also heard a rumor of a true democracy, similar to what the Hin have in the Five Shires or Leeha.

**Broderick:** Frankly, I don't know. I know Favian Vern quite well, since we have fought together in Blackrock and then in Verdan. I deeply respect him and his ideas, and I know of his profound belief in the virtues of democracy. But I don't know how he will do this on such a scale. I mean, the

population is not much more numerous than that of the Five Shires, at least if we don't count the wild Jennites that live scattered throughout the Peninsula, but the country is 100 times bigger. And most of the population, especially the Jennites, is illiterate. But I'm sure Favian doesn't want to restrict voting to the rich, as is the case in Darokin. I don't believe there will be any election for some time, I would say at least not for another year.

**Belzamith:** So, who is your favorite candidate for those elections?

**Dorrik:** He just told you there would be no elections in the near future, so how could he have a favorite, uh?

**Broderick:** Yes you're right, it's too soon to tell. Moreover, I wouldn't tell you. Whatever, I can't see any other candidate for the moment; I think Favian Vern is the only person capable of holding this position.

**Dorrik :** With this new system being set up in Esterhold, and the fact that the Council, as you described it, seems also to be run in a democratic way, will the whole NACE promote this new system at the level of the Confederation? Will the countries of the NACE all become democracies, and the NACE the biggest democracy of Mystara?

**Broderick:** I don't think so. At least, I'm not in favor of it. Democracy is appealing, at least in theory, but I strongly believe in a strong, firm rule. Democracy may be dangerous. Remember that the NACE remains an empire, ruled by Empress Eriadna. It is true that the Council functions as a democracy at its level, but this is a democracy of kings, not a democracy of the people like it will probably be in Esterhold. And it is not the role of the Council to dictate the kind of government each member state must have; each nation retains most of its prerogatives, including the right to edict its laws, taxes, and of course form of government.

**Belzamith:** Commander, don't you think that illusions are neat spells, capable of making a bunch of bright lights and fancy

noises? How often do you cast them? Are they effective on the battlefield?

**Dorrik:** <slaps him behind the head> Commander Broderick isn't a stupid illusionist gnome. He isn't even one of those haughty wizards; he's a soldier, like a sturdy dwarf. He can't cast your little tricky spells.

**Belzamith:** Oh, right, but he has many wizards at his service, doesn't he? They can cast illusions...

**Dorrik:** Oh Kagyar! Commander, please excuse my friend and his \*stupid\* <slaps him behind the head again> questions, and thank you for your time and your truthful answers.

**Broderick:** I thank you for your interest in the NACE.

**Belzamith:** Thank you very much, Sir.

## ***Timeline For The New Alphatian Empire, AC 1013***

Here is a recap of major events that took place in the year AC 1013 which were only given a brief mention in last year's Almanac.

### **NUWMONT 2, AC 1013: Assault on Blackrock**

**Location:** Skyfyr, Blackrock, Esterhold Peninsula. KW

**Description:** The combined forces of Seashield and Bellissaria, under the direction of Commander in Chief Broderick, invade Blackrock on the Esterhold Peninsula. Numerous troops disembark from submersible galleys in Skyfyr's harbor, while ships disgorge more troops at the outer limits of the city and in other strategic places all around the kingdom. At the same time, the rebels, warned of the incoming assault by Favian Vern, again leave their underground hideouts and participate in the attack with arms supplied by Commander Broderick.

**What This Means:** With the full military and magical support of all member kingdoms of the New Alphatian Empire, Commander Broderick should swiftly put an end to King Xanthus's oppressive rule in the city of Skyfyr.

### **NUWMONT 7, AC 1013: Pegataurs Recognized**

**Location:** Floating Ar. KW

**Description:** King Qissling finally accepts to recognize the pegataurs - winged half-elven centaurs - as full citizens of Floating Ar.

**What This Means:** After many strikes that have prevented most transportation between the floating isles or with the other nations - skyships and magic do not suffice - the government has been forced to accede to the pegataurs' request. The life of most pegataurs will not change much, however, since most of them will continue to serve as transports for hire. Those that are wizards are now nobles, and some adventurous fighters enlist in the so far nearly-nonexistent army of the isles.

### **NUWMONT 10, AC 1013: Combat in Blackrock**

**Location:** Skyfyr, Blackrock, Esterhold Peninsula. KW

**Description:** Fighting continues in the streets of Skyfyr.

Despite the ongoing onslaught of the more numerous troops of the New Alphatian Empire, King Xanthus's loyal troops stand firm - they were prepared for the invasion.

Though it is not completely repaired, Xanthus's flying man-o-war participates in the defense of the city and the palace. Part of the city is no more under his control, however, as is most of the country outside of Skyfyr.

### **NUWMONT 14, AC 1013: Xanthus Asks for Help**

**Location:** Faraway, Verdan, Esterhold Peninsula. KW

**Description:** King Xanthus's top advisor, Bargle, meets King Nicodemus of Verdan. He asks him to commit troops to the defense of Blackrock, for, he says, if Blackrock falls, so will Verdan. King Nicodemus answers he has no troops to spare, since he himself has problems with rebellious Jennites. Moreover, Broderick's troops block all routes between the two countries: Verdan navy is no match for the Alphatian ships and submersibles, and the inland roads are under Broderick's control.

### **NUWMONT 23, AC 1013: Location for New Capital Chosen**

**Location:** Aquas. KW

**Description:** The New Alphatian Council decides that they should have a new capital which is easier to reach for commoners than Aquas, yet still be a hard place to invade.

After much deliberation, Monster Island is chosen as a likely spot. The island is inhabited by monsters and rugged terrain, which makes it hard to invade. As well, the abandoned dwarven city of Denwarf-Hurgon makes the perfect defensive position. The location is also agreed upon as it belongs to none of the kingdoms of the New Alphatian Empire, making it the ideal neutral grounds.

Work forces are ordered to start rebuilding the ruined city and immediately set out for Sanctuary, the miner-town currently located on Monster Island.

**What This Means:** The Alphatians are about to put a more stable force unto the still officially unclaimed island.

### **NUWMONT 23, AC 1013: Skyship Produced in Aeria**

**Location:** Aeria, Alatian Islands. KW

**Description:** The first skyship is launched in the skies of Aeria since it was freed from Thyatian rule. It is a military skyship, something that will be very useful to

Commander Broderick in his incoming military campaign in Esterhold.

**What This Means:** The skyship prototypes constructed by the magical college for the Thyatians these last years had been systematically sabotaged by Alphatian loyalists. Now that Aeria has been granted independence, they have stopped their sabotages, and thanks to the research done under Thyatian's control, the first Aerian skyship can go on her maiden flight today. The New Alphatian Empire will now be able to make herself a new skyship fleet.

### **NUWMONT 25, AC 1013: Xanthus's Troops Retreat to Palace**

**Location:** Skyfyr, Blackrock, Esterhold Peninsula. KW

**Description:** The remaining troops loyal to King Xanthus, hardpressed by Broderick's, retreat to the royal palace in Skyfyr, the last place they control. The rest of the city is now under Broderick's military control.

### **VATERMONT 1, AC 1013: Hard-Ball Season Canceled**

**Location:** Aquas. KW

**Description:** The Council of the New Alphatian Empire announces there will be no Hard-Ball season this year because few teams have had time to train, and the Super-Hard-Ball stadium is not ready in Sanctuary. All member states of the New Alphatian Empire are invited to form teams for the next year.

### **VATERMONT 2, AC 1013: Floating Ar Joins New Alphatian Empire**

**Location:** Floating Ar. KW

**Description:** King Qissling of Floating Ar reportedly agrees to join the New Alphatian Empire.

**What This Means:** Floating Ar becomes the 8<sup>th</sup> country of the New Alphatian Council.

### **VATERMONT 9, AC 1013: Floating Ar Asks Permission to Move**

**Location:** Aquas. KW

**Description:** King Qissling of Floating Ar asks the Council for permission to move the floating islands some 350 miles northeastward, right above the unclaimed Yannivey Islands, and use them to grow crops in the forthcoming years. The Council agrees.

**What This Means:** Since the disappearance of Alphatia, Floating Ar has been almost totally dependent on not-so-nearby states to get supplies - especially food. Realizing the situation could not last forever - and fearing food shortage if a problem were to happen - , the king opted for that solution. The Yanniveys are a lawless land, sparsely inhabited by monsters and brigands.

### **VATERMONT 16, AC 1013: Blackrock Falls**

**Location:** Skyfyr, Blackrock, Esterhold Peninsula. KW

**Description:** The last of King Xanthus's troops in Skyfyr surrender to Commander Broderick. Xanthus himself escapes to sanctuary in Verdan, where King Nicodemus prepares his own troops for the expected invasion by the New Alphatian forces. Commander Broderick designates Favian Vern as governor of the country for all non-military aspects, until the Alphatian Council elects a new king.

### **VATERMONT 19, AC 1013: A New King for Blackrock**

**Location:** Skyfyr, Blackrock, Esterhold Peninsula. KW

**Description:** The Alphatian Council names Favian Vern King of Blackrock. As his first official act, King Favian declares all Jennite natives of Esterhold free - no longer are they to be slaves or denied Alphatian citizenship. There is much rejoicing in the streets of Skyfyr. Chaos soon follows as the various strata of Blackrock society adjust to

the new order - but King Favian and his appointed government prove themselves equal to each new challenge.

**What This Means:** King Favian receives financial, as well as military and political, support from the Council.

### **FLAURMONT 22, AC 1013: Alpha Joins New Alphatian Empire**

**Location:** Alpha, Norwold. KW

**Description:** King Ericall declares Alpha is the 10<sup>th</sup> member of the Alphatian Council.

**What This Means:** Ericall thinks this is the best defense against the Heldannic progression. He asks for troops in exchange.

### **THAUMONT 4, AC 1013: Floating Ar Flies North**

**Location:** Floating Ar. KW

**Description:** Floating Ar begins its long trip north to the Yannivey Islands.

**What This Means:** This involves much magic, especially aerial magic. Wizards from all over the New Alphatian Empire participate, since it is a great occasion to improve their knowledge of aerial magic and the way mortal magic interacts with immortal magic (i.e. the Isles themselves). The magical college of Aeria also throws in its knowledge, despite the vast amount of resources plundered during Thyatian domination.

The trip will not be without a problem, however, since many powerful wizards of Ar continue their dangerous experiments while their estates are being moved.

### **YARTHMONT 10, AC 1013: Thothia Joins New Alphatian Empire**

**Location:** Edaïro, Thothia, Isle of Dawn. KW

**Description:** Pharaoh Ramenhotep XXIV of Thothia signs a treaty granting him a seat on the New Alphatian Council and adding Thothia to the New Alphatian Empire. The

Pharaoh also declares that Aeria, East Portage, Ekto and Trikelios are now independent from Thothia, but they also join the Empire.

**What This Means:** The New Alphatian Council has five new members, and gains a firm presence on the Isle of Dawn. The three small kingdoms on the Isle of Dawn are granted financial aid by the Council to help in the rebuilding after the war.

### **YARTHMONT 27, AC 1013: Alpha Gets Extra Troops**

**Location:** Alpha, Norwold. KW

**Description:** After joining the New Alphatian Empire, King Ericall asked for more troops to help him stand ground against further Heldannic incursions. Commander Broderick dispatches some available units in Alpha.

**What This Means:** Ericall does not intend to use these troops offensively - he already finds it difficult just defending the few territories that remain loyal to him. He hopes the Heldannic Knights will see this as a sign that the New Alphatian Empire will back him if they should invade.

### **KLARMONT 19, 1013: Capital Completed**

**Location:** Sanctuary, Monster Island. KW

**Description:** The new Parliament building, that will from now on hold the Alphatian Council's meetings, is completed. Several blocks around the Parliament have also been rebuilt and are ready for habitation. It is located near the city of old Denwarf-Hurgon, and most of the Representations and Embassies are still temporarily assigned to buildings in the dwarven city.

The Council has yet to decide on a new name for the capital city.

**What This Means:** This location has been chosen because many of the buildings of Denwarf-Hurgon remained fully functional despite the sinking of Alphatia and the numerous earthquakes. Upper Denwarf-

Hurgon has been freed of monsters, and its buildings may be used by the Council as it sees fit. The construction of the Parliament made heavy use of magic, both to speed up the process and to secure the building from magical scrying, uncontrolled teleportation, and such.

### **FYRMONT 12, AC 1013: Earthquake in the Alphatian Sea**

**Location:** Alphatian Sea and surrounding countries.

**Description:** A more powerful than usual earthquake in the Alphatian Sea makes some damages in Sanctuary, and doesn't help in the redigging of the Pit on Aegos either.

**What This Means:** Minor earthquakes happen quite often since the sinking of Alphatia, but it has been some time since the last major one. Sages still work on discovering when this will end - or at least on predicting the major ones. As Sanctuary is near the epicenter, the earthquake causes important damage there: mnemonic mineral mines collapse, hastily-built buildings in the city of Sanctuary don't resist, but the dwarven-built Denwarf-Hurgon and the most recent official buildings and houses do resist.

**What the PCs Can Do:** Well-equipped rescue teams are needed and may well find themselves trapped by further collapses caused by minor earthquakes the following days.

### **AMBYRMONT 3, AC 1013: Floating Ar Drops Anchor**

**Location:** New Floating Ar position, above the Yannivey Islands. KW

**Description:** Floating Ar has completed its relocation to the Yanniveys. Those who helped are rewarded as promised. King Qissling declares the Yannivey Islands are now part of Floating Ar; everyone can help in gaining effective control of the land. Those who seize control of land and register to the royal palace are automatically granted

that land; if they are name-level spellcasters they also gain a title in the process. Territory seized by troops dispatched by the New Alphatian Empire, or by mercenaries hired by King Qissling, become property of the crown. Commander Broderick recalls some troops from Blackrock for the occasion.

**What the PCs Can Do:** This is a formidable opportunity for high-level PCs to gain dominions, and titles if they happen to be spellcasters. They will soon discover that they are not viewed as equals by wizards who own an estate on the floating islands. Even if the PCs are low-level, they can find employment as mercenaries.

## FAMOUS FOLK

Most readers not only enjoy reading about places to visit, but also who they might meet on such journeys. Accordingly, the editors of this Almanac have therefore gathered the following information on various “famous folks” of Mystara. Old readers will no doubt recognize that we have concentrated on new people in this volume rather than repeat the same information over and over again. For the new reader who wishes to learn more about the various rulers and their families, we recommend purchasing previous editions of this Almanac.

The following abbreviations are used to determine the profession of the people below:

B	Bard
C	Cleric (general)
F	Fighter
M(il)	Illusionist
M	Mage
Pa	Paladin
Pr	Priest
R	Ranger

The number after the letter represents the level of skill that person has (ex: F3 means Fighter 3). If a ? follows the letter (such as R?), then the editors of this almanac have been unable to obtain accurate information concerning that person’s skills.

So read on to learn who is the famous hero, who is the evil villain, and who is seeking their heart’s desire.

D.S.

### *Adventurers, Mages, And Heroes*

**Anand Brishnapur:** Anand is a fighting mystic of the Shehid Order in Sind. He has traveled throughout the land with the Prophet Sitara, righting wrongs and doing good. Although he dislikes politics and

wars, the current situation in Sind has forced him to act as a military advisor and trainer for the Freedom Warriors.

Born: AC 980. Hair: Brown. Eyes: Clear, pale brown. Height:6’.

Appearance: Thin, with muscles like steel cords. Bears a scar on his chest from a past conflict with a member of Sind’s ruling class. Always wears a serious expression. Anand dresses in beggar’s rags to show that he is not ashamed to be mistaken for a Kuliya (the lowest caste in Sind).

Combat Notes: AL LG; AC 1; MV 12; human male Fighting-Monk of Gareth 11; hp 40, THAC0 14; #AT 2; Dmg special (as per Martial Art) or 1d6+4 (quarterstaff +3); S17 D14 C11 I12 W16 Ch12; ML 15. Weapon Specialization: martial arts, 3 slots (+3 to hit and damage, +3 chart bonus).

Magical Items: Ring of quickness, quarterstaff +3, gloves of missile snaring.

**Chukri of the Manasir:** Chukri is a young Makistani warrior of the Manasir tribe who has shown his bravery and battle prowess during the civil war in Ylaruam. He sided with the Kin faction, which eventually won the war. Chukri has now left the army, but still receives the respect and honor of his former rank. He now wanders on his own, looking for more glory, treasure, and honor for himself and his tribe.

Born: AC 995. Hair: Black, worn long and braided with bits of leather. Eyes: Brown. Height: 5’8”.

Appearance: He is short and heavy-boned, with epicanthic eye folds. His nose is large, from an injury which never properly healed; he often rubs it.

Combat Notes: AL LN; AC 7 (leather, Dexterity bonus); MV 12; human male F8; hp 76, THAC0 13; #AT 2; Dmg: 1d8+8 (scimitar +3, STR, specialized); S18(54) D15 C15 I15 W10 Ch10; ML 14. Weapon Specialization: scimitar.

Magical Items: Scimitar +3 flames on command.

**Geoffrey of Grunturm:** Born in the Heldannic town of Grunturm, Geoffrey had many disagreements with the Heldannic Knights in his youth. He therefore adventured in Norwold, becoming a hero renowned for his good deeds and great kindness. He has since returned to his homeland to help overthrow the tyrannical Heldannic Knights.

Born: AC 962. Hair: Gray; beard and mustache. Eyes: Blue. Height: 6'1".

Appearance: Geoffrey is a tall, well-built, imposing man.

Although he keeps fairly fit and looks about a decade younger than he is, he's developed a slight paunch.

Combat Notes: AL LG, AC -4/0 (platemail +3, shield +3); MV 12, human male C20; hp 87; THAC0 8; #AT 1; Dmg 1d6+4 (footman's mace +3, +5 vs. undead); S10 D11 C17 I10 W15 Ch9; ML 18.

Magical Items: Platemail +3, shield +3, footman's mace +3(+5 vs. undead), scarab of protection.

**Haldemar of Haaken:** Haldemar is a Prince of Floating Ar and Captain of the skyship Princess Ark. He is an unpredictable Alphetian aristocrat who does everything with style. Prince Haldemar has traveled throughout - and in - Mystara. He was last seen traveling on a mission through the Hollow World. His current whereabouts are unknown.

Born: AC 911 (apparent age 60). Hair: black tinged with gray, worn long and tied back. Eyes: Deep blue. Height: 5'11".

Appearance: Pale-skinned, prefers knee-high boots, dark blue pants and cloak, and a white, laced shirt.

Combat Notes: AL CG; AC 5 (ring of protection +3, Dexterity bonus); MV 12; human male M17/T4, advances as mage; hp 39; THAC0 15; #AT 1; Dmg 1d4+2 (dagger +2) or by spell; S10 D16 C11 I17 W12 Ch15; ML 10; PP 15%, OL 15%, FT 10%,

MS 60%, HS 60%, DN 25%, CW 60%, RL 35%.

Magical Items: Dagger +2 of warning, pouch of security, wand of disintegration, wand of fire, wand of lightning, ring of protection +3.

**Misha Mananov:** Misha was born in the Black Eagle Barony, which she fled at the age of 15. She took shelter with the Church of Traladara and soon became one of their priestesses. She has once again started to wander, making the pacification of goblinoids her own personal mission. She is currently in the Northern Reaches doing her best to end the violent goblinoid incursions in the area. Her pet white wolf "Kitten" is always by her side.

Born: AC 981. Hair: Black, worn long and tied back. Eyes:

Brown. Height: 5'4".

Appearances: Misha is an extremely attractive Traladaran woman. She almost always has a smile and warmth visible in her eyes.

Combat Notes: AL LG; AC 3 (chain mail +2); MV 12; human female C12; hp 60; THAC0 14; #AT 1; Dmg 1d6+3 (staff +3) or by spell; S11 D14 C15 I15 W17 Ch17; ML 14.

Magical Items: Chain mail +2, staff +3, ring of levitation.

**Bergthor "the Wild" Mordson:** Born of the Oberbeck clan in Soderfjord, Bergthor is devout to the warrior ways of Thor. He almost became a priest of Thor, but decided to remain a warrior instead and merely follow Thor's warrior code. Bergthor has shown his might and prowess with a warhammer during the raid on the Falun Caverns, and to this day continues to attack and defeat the hordes of goblinoids in his homeland.

Born: AC 994. Hair: Red, worn long, but tied back before combat. Also has a small beard. Eyes: Icy-blue. Height: 6'2".



Appearance: Bergthor is a tall and imposing man who enjoys looking down on those he perceives as weak. He is proud and violent, the traditional hero of Soderfjord.

Combat Notes: AL CN; AC 1 (Chainmail +2, shield, Dexterity bonus); MV 12; human male berserker F9; hp 75; THAC0 12; #AT 2' Dmg 1d4+8 (warhammer +2, specialization, STR bonus); S18(93) D15 C16 I9 W8 Ch14; ML 16; Weapon Specialization: war hammer.

Magical Items: Chainmail +2, warhammer +2, horn of Valhalla.

**Ricardo "The Great":** Ricardo is a wandering hero in the Savage Baronies who claims to be the greatest swordsman alive. Unfortunately, he is completely incompetent with any weapon, but this does not stop him from making his claim. It seems he also has the reputation of being the luckiest man alive and manages to win any confrontation regardless. The fact that his kind heart and good deeds have also made him powerful friends and allies also help keep him alive, despite his annoying, childish, and somewhat arrogant attitude.

Born: AC 886 (apparent age 28; he was trapped by a magical spell and placed in suspended animation for a century. He was freed in AC 1010.). Hair: Dark brown, tinted slightly red. Eyes: Green. Height: 5'11".

Appearance: Ricardo is thin, almost to the point of being skinny. He wears a continuous comical grin of triumph, even when he is merely haggling for a better price at the market.

Combat Notes: AL CG; AC -1 (banded mail, ring of protection +2, Dexterity bonus); MV 12; human male F5; hp 22; THAC0 20 (because of his incompetence with weapons); #AT 1; Dmg 1d8+3 (longsword +3, luckblade); S10 D17 C9 I11 W12 Ch14; ML 14; Special defense: Legacy of Luck.

Magical Items: Luckblade +3, scarab of protection, luckstone (stone of good luck), ring of protection +2.

**Sitara Rohini:** Sitara became the Prophet of the Immortal Gareth in AC 1011 after receiving visions in her dreams. She has since wandered Sind, performing miracles in the name of her Immortal and spreading the faith of Gareth. Recently, Sitara has been forced out of her temple at Karakandar by the Huleans. She has since joined the Freedom Warriors of Sind and uses her skills to help overthrow Hule's grip on Sind.

Born: AC 993. Hair: Black, worn in a long braid. Eyes: Black. Height: 5'5".

Appearance: Sitara is slight and very graceful. Kind and generous, she makes friends easily.

Combat notes: AL LG; AC 6 (Dexterity bonus); MV 12; human female Pr5 of Gareth; hp 31; THAC0 19; #AT 1; Dmg 1d6+3 (Staff of Gareth equivalent to staff +3) or by spell; S10 D18 C9 I13 W18 Ch15; ML 14.

Magical Items: Scroll of illumination, Staff of Gareth.

**Verri Smoothvoice:** Born in the Five Shires, Verri moved to Darokin to learn what it was like in the human world. She has since acquired a reputation of being able to gather information of all kind, from who's who in the underworld to rumors of treasures from around the world. Her connections have made her one of the most successful merchants in Darokin. She also sponsors many adventurers to acquire the treasures which would be too dangerous for her to go after herself. She can often be found roaming the Known World looking for business or a profit to be made.

Born: AC 952. Hair: Blond, cut short. Eyes: Brown. Height: 3'2".

Appearance: Verri has a nice round belly acquired from the ability to purchase all the food she wants. She has a very disarming

smile and can find her way into almost anyone's confidence.

Combat Notes: AL N; AC 8 (leather); MV 6; halfling female T6; hp 19; THAC0 18; #AT 1; Dmg 1d4 (dagger); S9 D13 C12 I15 W13 Ch17; ML 10; PP 65% OL 50% FT 45% MS 35% HS 35% DN 45% CW 45% RL 25%.

Magical Items: None.

**Thurgg:** Thurgg is an orc of the Dark Fangs clan living within the Black Mountains near Hule. He joined the military of Hule and participated in the conquest of Sind. There, he met Anand and Sitara. He became so impressed with their prowess and fierce dedication to their beliefs that he joined their order of Gareth. He has since returned to his clan and is attempting to "civilize" them; to bring them out of their violent ways and also turn them to the worship of Gareth.

Born: AC 996. Hair: Brown. Eyes: Dark green. Height: 6'4".

Appearance: Thurgg stands straight and at attention, evidence of his military training. He has a large right fang which protrudes from his mouth at all times.

Combat Notes: AL LN; AC 4 (chain mail, Dexterity bonus); MV 12, orc male fighting-monk of Gareth 3; hp 16; THAC0 20; #AT 1; DMG special (as per martial art) or 1d8+2 (long sword); S18 D15 C16 I11 W12 Ch12; ML 15.

Magical Items: None.

## ***Most Wanted Infamous Villains***

**Bargle the Infamous:** Bargle acquired his reputation from working with his former master, the Black Eagle Baron. It is rumored that he practices dark magics and has performed experiments on humans and hins. There is a 500,000 Gold Royals reward for his return to Karameikos (half that if dead). His last known whereabouts was the Esterhold Peninsula back in AC 1013.

Born: 962 (apparent age 30). Hair: Light brown; long mustache and beard. Eyes: Black. Height: 6'1".

Appearance: Lean, handsome, and charming when it suits him.

Dresses in colorful robes chosen to deliberately clash with and upstage others.

Combat Notes: AL CE; AC -1 (bracers of defense AC 2, Dexterity bonus); MV 12; human male M17; hp 37; THAC0 15; #AT 1; Dmg 1d4+2 (dagger +2, +3 spellcasters) or by spell; S9 D17 C10 I18 W9 Ch15; ML 10.

Magical Items: Bracers of defense AC 2, dagger +2 (+3 spellcasters), staff of the magi, horn of blasting.

**"Gentleman Jehann":** Jehann's origins are unknown, as is his true name. His nickname reflects his impeccable manners toward his victims as well as his fellow bandits. He robs only from the rich and the high society while leaving the poor - and the ladies - alone. He has thus become somewhat of a popular hero. Jehann and his bandits operate in the hills of Karameikos. There is a 5,000 Gold Royals reward for his capture (alive).

Born: Unknown. Hair: Brown. Eyes: Blue. Height: 6'.

Appearance: He wears a forest-green cape and matching green hat adorned with peacock feathers. He is always smiling and

always in motion. His favorite mount, a dark stallion, is as handsome and energetic as his master.

Combat Notes: AL CG; AC 7 (dexterity bonus); MV 12; human male T8; hp 42; THAC0 17; #AT 1; Dmg 1d8+2 (longsword +2); S15 D17 C15 I14 W12 Ch18; ML 13.

Magical Items: Longsword +2, cape of blending.

**Karolek Two-Fist:** A violent Alphatian pirate who preys on ships - especially weak or storm-damaged ones - in the New Alphatian Sea. His brutal attacks end with the execution of all on board. Karolek's only interest is in gold and brutality against others. The NACE offers a 100,000 Crowns reward for his capture, dead or alive.

Born: AC 985. Hair: None (bald). Eyes: Blue. Height: 6'1".

Appearance: Wears a patch over his right eye which he lost in combat. Karolek loves to wander his ship bare-chested so to show off his muscles and impress those he is about to kill.

Combat Notes: AL NE, AC 8 (dexterity bonus); MV 12; human male F10; hp 82; THAC0 11; #AT 2; Dmg 1d2+4 (punches, with 3 levels of mastery); S17 D16 C14 I12 W15 Ch12; ML 15; Weapon Mastery: punching, 3 levels of specialization.

Magical Items: Unknown.

**Reinhard Madelhari:** A former Heldannic Knight, Reinhard betrayed his order, killed several other Knights, burned down a temple of Vanya and escaped with a stolen Heldannic Warbird. The exact reasons are still unknown, but it is believed the Heldannic Inquisition had something to do with it. Reinhard has used his military training and the skyship to conquer independent dominions in Norwold, using the gold to build up his own army in the hopes of carving out his own nation in the anarchistic wildlands. Reinhard is just in

battle and does not kill needlessly, but his crimes against the Heldannic Knights have marked him for death anyway. There is a 100,000 Gelders reward offered by the Heldannic Knights for bringing back his body to them.

Born: AC 982. Hair: Blond; wears a trimmed beard. Eyes: Blue. Height: 6'1".

Appearance: Reinhard always stands erect; part of his long military training. His uniform is in perfect condition. His face is always serious and he rarely laughs.

Combat Notes: AL LG; AC -4 (full plate +3, shield +1); MV 12;

human male Pr12 of Vanya; hp 62; THAC0 14; Dmg 1d8+4 (longsword +2, STR bonus) or by spell (despite being an enemy of the Heldannic Church of Vanya, Vanya still sees fit to grant Reinhard his spells. Ironically, the Heldannic Knights, however, can no longer cast spells!); S18 D12 C15 I12 W15 Ch10; ML 13

Magical Items: Full plate +3, shield +1, longsword +2, bag of holding, Heldannic Warbird.

**Lucas de Nadore:** Lucas is a wheellock sharpshooting elf of Cimarron County. He is one of the best, and enjoys challenging those who do not stand a chance of winning just to acquire their money/belongings after a "lawful" duel. He also simply enjoys shooting people. No one has yet managed to even come close to hitting him during a duel. Back in Cimarron, his practices are acceptable by law, but in the other Savage Baronies, he has become a wanted man. Although there is no huge reward for his capture, anyone who defeats Lucas is bound to make quite a reputation in the Baronies.

Born: AC 798. Hair: Reddish-blond; has a large bang in front of his right eye. Eyes: Green. Height: 5'3".

Appearance: Lucas always wears a worn leather vest and a belt which holds two wheellock pistols. He tends to have a piece of straw in his mouth, and often frowns when people look at him.

Combat Notes: AL NE; AC 6 (studded leather, Dexterity Bonus); MV 12; elf male sharpshooter F9; hp 71; THAC0 12; #AT 1; Dmg 1d8+ (wheellock); S10 D16 C11 I14 W14 Ch12; ML 13; Weapon Specialization: wheellock pistol. Special Defense: Legacy of Speed.

Magical Items: Ring of missile protection.

**Psa'gh:** Leader of the Hardanger Kobolds, Psa'gh is believed to be the most powerful and intelligent kobold to have ever lived on Mystara. Over the past years, Psa'gh has united to kobold tribes of the Hardangers, then made a pact with Thar, creating the largest horde in the area for centuries. Their forces were defeated, but Psa'gh's location is still unknown.

Born: Unknown. Hair: Dark brown. Eyes: Red. Height: 3'5".

Appearance: Psa'gh is a large and very muscular kobold with only one little horn remaining on his head. His left horn was destroyed in a long ago battle.

Combat Notes (rumored): AL CE; AC -2 (shining armor; possibly plate mail +3, Dexterity bonus); MV 6; kobold male F12; hp 75; THAC0 9; #AT 3/2; Dmg 1d8+4 (scimitar +3, STR bonus); S17 D16 C15 I17 W12 Ch14; ML 15

Magical Items: Scimitar +3, Shining Armor (properties unknown), amulet of proof against detection and location.

**Xavier Tanos:** This dashing man is a thief extraordinaire. In AC 1013 he stole the seal of the Republic of Darokin from Chancellor Mauntea's office, then boldly ransomed it. This year, he somehow managed to acquire a holy artifact from under the noses of the priests of the Church of Karameikos. Rumors now claim that his next target, sometime in AC 1015, will be the fabled Star Of Ylaruam. Xavier sometimes demands a ransom, sometimes merely returns the object, and sometimes keeps them as a memento. His motive appears mainly to be glory and reputation, but he also keeps

enough to live in a very comfortable lifestyle. His current whereabouts are unknown. There is a 500,000 Daros reward in Darokin for his capture; dead or alive. The Church of Karameikos is similarly offering a 250,000 Gold Royals reward for the return of their relic.

Born: AC 988. Hair: Chestnut-brown, cut short. Eyes: Brown. Height: 5'10".

Appearance: Xavier moves with grace and confidence. Rumors claim that his eyes appear to pierce right through to a person's soul when he stares at them.

Combat Notes: AL N; AC -1 (leather armor +3, ring of protection +2, Dexterity bonus); MV 12; human male T18; hp 58; THAC0 12; #AT 1; Dmg 1d6+2 (short sword of quickness +2); S12 D18 C13 I17 W13 Ch15; ML 13; PP 105% OL 90% FT 110% MS 105% HS 115% DN 90% CW 90% RL 70%.

Magical Items: Short sword of quickness +2, leather armor +3, ring of protection +2, dust of disappearance, elven boots, portable hole.

**Thar:** This former leader of the Broken Lands has still managed to create a huge horde despite losing his position to a kobold (Kol XIV). Upon allying with Psa'gh, the number of goblinoids under his command grew even larger. His horde was soon defeated by the people of Soderfjord, however, and Thar's current whereabouts are unknown.

Born: AC 954. Hair: Black. Eyes: Brown. Height: 6'3".

Appearance: A large, powerful orc with sharp tusks, coppery skin, and mesmerizing eyes. Even his speech is mesmerizing.

Combat Notes: AL NE; AC 0 (bracers of defense AC 0); MV 12; orc male F18; hp 99; THAC0 3; #AT 5/2; Dmg 2d4+4 (bastard sword +1, flames on command, used two-handed); S17 D14 C16 I13 W11 Ch18; ML 18; Weapon Specialization: bastard sword (two-handed).

Magical Items: Bastard sword +1, ring of regeneration, bracers of defense AC 0, drums of panic, horn of blasting.

### **Timok “Burning Heart” of the Tiger**

**Clan:** Timok is a warrior from the Atruaghin clans who has taken on a personal quest to collect as many scalps as he can. He ventures out into the plains of Darokin, where he either kills people and scalps them on the spot, or brings them back to his lands where they are sacrificed to Atzanteotl. The Council of Darokin is offering a 50,000 Daros reward for his capture (dead or alive).

**Born:** Unknown (apparent age: late 20s). **Hair:** Black, worn long and tied back. **Eyes:** brown. **Height:** 5’8”.

**Appearance:** Timok has a long scar on his face which he suffered during a Daraxi game. The man never smiles. He also wears various “jewelry” of stones and shells.

**Combat Notes:** AL CE; AC 7 (leather and Dexterity bonus); MV 12; human male F6; hp 68; THAC0 15; #AT 2/3; Dmg 1d4+4 (tomahawk +1, ST bonus, specialization); S16 D15 C18 I12 W11 Ch10; ML 15; **Weapon Specialization:** tomahawk.

**Magical Items:** Tomahawk +1.

**Narcantina Zelandir:** This sorceress is known to have used her position as a student at the Great School of Magic in Glantri to gain access to various dangerous magical items, which she stole and put for sale on the black market. The Great School of Magic is offering a 250,000 Ducats for her capture, dead or alive.

**Born:** AC 935 (apparent age: 35). **Hair:** Red, worn long down to waist level. **Eyes:** Brown. **Height:** 5’7”.

**Appearance:** Narcantina appears petite and harmless, which often gains the trust of others. She tends to wear clothing which accentuates her good looks, which is also helpful for duping the males.

**Combat Notes:** AL CE; AC 2 (bracers of defense AC 2); MV 12; human female M(ev)15; hp 26; THAC0 16; #AT 1; Dmg 1d6+2 (staff of power) or by spell; S9 D13 C10 I18 W13 Ch17; ML 12

**Magical Items:** Bracers AC 2, staff of power, wand of fire, ring of spell storing. Various unknown items stolen from the Great School of Magic.

## ***Eligible Bachelors and Heiresses***

**Joam Astlar**, Sheriff of Seashire: Joam was appointed Sheriff of Seashire in AC 1012. Before that, he was a knight-hero of the Five Shires, rushing into danger to save those who needed help. Joam has amazing courtly manners and is wonderfully skilled at singing, dancing, and party games.

Friends say that Joam is looking for a woman who is not cut up in the "time-frittering clack of the small-minded" of politics, and would rather have someone who is more interested in riding, travelling, and enjoying life.

**Luciana Carnelius**, Thyatian Senator: Luciana, a lovely woman in her mid-thirties, has decided that it is time to start her own family. She is known throughout Thyatis

City for her many works to improve the lot of the poor citizen and prevent the rich from controlling their lives.

Anyone interested should be a good diplomat, care for the downtrodden, and also be good in financial planning. Such a male must also be able to conduct himself in high-classed gatherings and social events. A love of children and the desire to have them is also a requirement.

**LaVeron Chonere**, Master of Illusions at the Great School of Magic: LaVeron is a bright and intelligent sorceress who enjoys jokes and illusions. Her exact appearance is unknown, as it tends to change week to week.

Any suitor should be a capable mage in his own right, and must be very good at playing mind games. The love of research is recommended, and the ability to survive the politics of Glantri is also a must.

**King Everast XVI**, King of Rockhome: Born Bofin, son of Bifin, Everast XVI inherited the throne of Rockhome when his father died during the Challenge of the Kings in AC 1012. Bofin is a sombre dwarf who grew up in a military life.

To find her way into the King's heart, this female dwarf must be intelligent, courageous, always there when he needs her, and patient enough to be his friend for years in the absence of any sort of encouragement, as is the typical dwarven way.

**Valen Karameikos**, Prince of Karameikos: Prince Valen is a clever young man who even managed to lose his parents' agents during his Shearing ceremony. Valen loves new toys, particularly beautiful or magical ones. Now that he knows he is not the

named heir to the throne, Valen often talks of leaving the court life altogether to continue adventuring.

The perfect young woman for Valen must be someone who can continuously surprise him with something new. She must also be strong and intelligent, with a wit capable of matching his. If she is capable of following the young Prince on his adventures, all the better.

**Devan Linton**, Darokinian merchant: Devan Linton is next in line to inherit the Linton House of Darokin, one of the great merchant houses of Darokin. Devan Linton is personally in charge of his own trade ship, which he often uses to travel abroad in the Sea of Dread and the New Alpathian Sea.

Devan's ideal mate must love the sea as much as he does, and also have a shrewd mind for business and trade. She must also be able to accept the responsibility of managing House Linton when the title of house ruler is finally passed down to Devan.

**Anita Nantais**, LB Trading Company merchant: Anita is one of the high placed merchants of the LB Trading Company based in Cimarron County on the Savage Coast. She is only in her early twenties, which marks her as extraordinary for such a successful merchant.

This lovely woman is looking for a roguish swashbuckler with a sense of adventure as well as a knack for business. He must be at home on a ship, and not afraid of dealing with members of other races.

# MYSTARAN MISCELLANEA

## *The Mystaran Year*

Most Mystaran calendars consist of twelve months of 28 days each. These months are divided into 4 weeks of 7 days. Each day of the week has a name, but the weeks themselves do not.

Month (example: Nuwmont)

Days	Date			
Lunadain	1 NM	8 FQ	15 FM	22 LQ
Gromdain	2	9	16	23
Tserdain	3	10	17	24
Moldain	4	11	18	25
Nytdain	5	12	19	26
Loshdain	6	13	20	27
Soladain	7	14	21	28

NM= New Moon; FQ= First Quarter; FM= Full Moon; LQ= Last Quarter

Most nations have adopted the Thyatian calendar which is dated from the crowning of their first Emperor, Zendrolion I Tatriokanitas. It is currently the year After Crowning 1015.

The name of the months and days depends on the nation. A few examples for the months follow:

### Months of the Year

nation:	Thyatis	Five Shires	Ethengar	Rockhome
SEASON				
midwinter	Nuwmont*	Clabbas*	Amai	Wharlin
late winter	Vatermont	Vuuldiir	Hiskmai	Morlin
early spring	Thaumont	Maehin	Yalmai	Hralin*
middle spring	Flaurmont	Odelin	Haimai	Hwyrlyn
late spring	Yarthmont	Gondulrim	Kevamai	Styrlin
early summer	Klarmont	Mithintle	Seimai	Bahrlyn
midsummer	Felmont	Goldaun	Lingmai	Buhrlyn
late summer	Fyrmont	Fyrtal	Tringmai	Klinton
early fall	Ambyrmont	Aumbyr	Demai	Birrlin
middle fall	Sviftmont	Ssantiir	Chagai*	Biflin
late fall	Eirmont	Tembiit	Rinpoch	Jhyrlin
early winter	Kaldmont	Dauntil	Komai	Kuldlin

\*: marks the first day of the year.

## *Mystaran Horoscope*

Many Mystaran cultures practice a form of astrology in which every month of the year corresponds to an animal or monster totem (a star sign). Children born under one of the totem signs are expected to acquire personality traits appropriate to that sign. These traits are governed by the child's Ascendence and Influence.

<i>Date of Birth</i>	<i>Month</i>	<i>Star Sign</i>	<i>Traits</i>
1	Nuwmont	Manticore	Cunning, ardent, brave
2	Vatermont	Hydra	Shrewd, self-centered, resourceful
3	Thaumont	Centaur	Vigorous, strong, generous
4	Flaurmont	Basilisk	Robust, passionate, domineering
5	Yarthmont	Chimera	Confident, charismatic, possessive
6	Klarmont	Gorgon	Reserved, private, studious
7	Felmont	Griffon	Warm, practical, steadfast
8	Fyrmont	Dragon	Ambitious, cold, independent
9	Ambyrmont	Salamander	Calm, practical, miserly
10	Swiftmont	Pegasus	Enterprising, flighty, imaginative
11	Eirmont	Warrior	Astute, efficient, courageous
12	Kaldmont	Giant	Selfish, strong, stubborn

<i>Week</i>	<i>Ascendency</i>	<i>Traits</i>
1 <sup>st</sup>	Sun	Proud, authoritarian, predictable; leans toward Lawful alignment
2 <sup>nd</sup>	Land	Earthy, steady, rational; leans toward Neutral alignment
3 <sup>rd</sup>	Sea	Creative, mercurial, unpredictable; leans toward Chaotic alignment
4 <sup>th</sup>	Sky	Philosophical, versatile, tempestuous; no particular alignment tendency

<i>Time of Day</i>	<i>Influence</i>	<i>Traits</i>
Sun is up	Winds of Law	Fortifies lawful temperaments; sways neutral disposition toward good; curbs chaotic personalities
Moon is up	Winds of Chaos	Undermines lawful tendencies; sways neutral disposition toward chaos; intensifies chaotic behavior
Both are up	Winds of Wisdom	Tempers all dispositions with prudence, caution, common sense
Neither are up	none	Bodes either great luck or hardship for the child



## Horoscope for AC 1014

**Manticore:** The Warrior Star in the House of the Manticore indicates bravery and efficiency are needed to overcome your problems during the year. This may be the best year to take chances for those goals you always dream about. Still, these risks will not be without obstacles or dangers, so be cunning and careful as well. Auspicious Days: Flaurmont 3, Klarmont 6, Klarmont 24. Inauspicious Days: Nuwmont 4, Nuwmont 5, Felmont 14.

**Hydra:** The Hydra Star in the House of the Hydra indicates that this is your year. This year, especially during the summer months, you will get everything you deserved and have worked so hard for. Be on the lookout for opportunities for advancement, as there will be plenty if you look in the right place. Auspicious Days: Felmont 15, Fyrmont 24, Ambyrmont 3. Inauspicious Days: Nuwmont 7, Vatermont 12, Kaldmont 22.

**Centaur:** The Gorgon Star in the middle of the Centaur House shows that this year is the time to calm down and relax. Be careful of those who ask for help, as you will become overburdened with too much to do. This is the year for you to do some soul searching and discover just what it is exactly you want to do. Auspicious Days: Yarthmont 15, Ambyrmont 10, Ambyrmont 12. Inauspicious Days: Vatermont 19, Felmont 10, Felmont 25.

**Basilisk:** The Manticore Star in the House of the Basilisk indicates an increase in wealth and fame. This is your chance to leap into the spotlight and be talked about by bards throughout the land. Be careful who you step on however, as enemies made are likely to last for your entire life. The month of Yarthmont promises romance. Auspicious Days: Vatermont 16, Yarthmont 13, Eirmont 25. Inauspicious Days: Vatermont 17, Flaurmont 1, Sviftmont 12.

**Chimera:** The Pegasus Star in the House of the Chimera means that there will be much traveling during the year, either for business or pleasure. Klarmont, when Matera eclipses the Pegasus Star, is a dangerous

month, and any journey made during that period might be your last. Also beware any place that seems too good to live in; it most likely is. Auspicious Days: Flaurmont 12, Ambyrmont 1, Ambyrmont 2. Inauspicious Days: Klarmont 5, Klarmont 7, Klarmont 8.

**Gorgon:** The Centaur Star in the House of the Gorgon means that it is time to let out all the feelings that you've been holding inside. Revealing what you think of someone might be the spark you needed for romance to bloom. Be sure to stand on solid ground in matters of importance to you, however, as revealing too much will expose you to those who will try to take advantage of you. Auspicious Days: Thaumont 2, Thaumont 3, Kaldmont 14. Inauspicious Days: Nuwmont 4, Fyrmont 7, Fyrmont 8.

**Griffon:** The Basilisk Star in the House of the Griffon indicates that there will be many tests to your character and your morals. You will have to be strong to stand up for what you believe in and let no one else dictate how to live your life. Autumn should bring a welcome respite from financial troubles. Auspicious Days: Vatermont 16, Thaumont 13, Ambyrmont 28. Inauspicious Days: Vatermont 17, Vatermont 18, Kaldmont 1.

**Dragon:** The Giant Star in the House of the Dragon means that this is the year you achieve your dreams. However, the price for them may be dear; be careful who you ignore or offend, as your ambitions and independent streak will likely cost you good friends. In Kaldmont, look for unexpected news involving a family member. Auspicious Days: Felmont 6, Klarmont 25, Sviftmont 3. Inauspicious Days: Nuwmont 7, Vatermont 9, Felmont 11.

**Salamander:** The Chimera Star in the House of the Salamander will only increase your miserliness and greed. You will find you will go out of your way to acquire things that you might want. Luckily, you'll be able to convince others to help you out as your usual calmness will tell them you are right. Sviftmont is the best time to heal old

wounds between you and your friends. Auspicious Days: Vatermont 20, Thaumont 10, Sviftmont 13. Inauspicious Days: Felmont 3, Felmont 4, Eirmont 28.

**Pegasus:** The Griffon Star in the House of the Pegasus means that it is time to get your head out of the clouds and come back down to earth for a bit. The goals you may have are probably too far out of reach, and to continue to try for them could spell disaster. Also, be on the lookout for someone special whom you've failed to notice for the past year. Auspicious Days: Yarthmont 3, Klarmont 3, Eirmont 27. Inauspicious Days: Nuwmont 1, Klarmont 6, Kaldmont 12.

**Warrior:** The Griffon Star in the House of the Warrior indicates that a great battle is going to arrive, where if you don't stand your ground, you are liable to lose everything dear to you. Expect a friend to be in trouble sometime at the beginning of the year. Auspicious Days: Flaurmont 23, Flaurmont 24, Ambyrmont 1. Inauspicious Days: Nuwmont 28, Vatermont 28, Thaumont 28.

**Giant:** The Salamander Star in the House of the Giant shows an increase to your selfish side. On the good note, it also indicates a decrease in your tempers and stubbornness, as you will take a more practical look at things. You will face a test sometime during the summer, and if you accomplish it fast enough, you will receive a great reward. Auspicious Days: Klarmont 23, Felmont 17, Eirmont 12. Inauspicious Days: Thaumont 17, Flaurmont 21, Felmont 16.

## *Economica*

### Currency Exchange Fees

Most nations add 5% surcharge to the regular fees for exchanging gems and treasures.

Currency	Fee	Currency	Fee	Currency	Fee
Almarrón	No fee	Glantri (a)	10%	Rockhome (b)	10%
Alphatia (a)	5%	Heldann Freeholds	No fee	Sind	15%
Atruaghin	No fee	Hule	15%	Soderfjord	No fee
Cimarron	No fee	Ierendi (a)	10%	Thyatis	10%
Darokin	5%	Karameikos (a)	10%	Vestland (a)	10%
Ethengar	No fee	Minrothad	5%	Wendar	10%
Five Shires	5%	Ochalea (a)	10%	Yavdlom	5%
Gargoña	5%	Ostland	15%	Ylaruam	15%

(a): For gems and treasures, drop the usual 5% surcharge but double the exchange fee.

(b): 5% exchange fee maximum on gems and treasure. Gems are duty free (no import/export tax).

### Major Imports/Exports

[The following uses a system introduced in GAZ 9: Minrothad Guilds and GAZ 11: Republic of Darokin. For those without the rules, assume a simple +/- 1 equal to +/- 10% to the price of the item. The better the city class (A is better than B), the better the chances to find/buy or sell items. These tables are not identical to those in the GAZ. Main changes include prices of grain (i.e.: increased in Darokin due to all the disasters) and prices of weapons (cost more where there are wars going on). ED]

Here is how the various cities of the world stood for the prices of various items in the year AC 1014. A negative price adjustment means export, a positive price adjustment means import.

City; Nation	Class	Modifiers to Price Adjustment
Akesoli; Darokin	D	Fish -1, Porcelain -1, Tea -2; Grain +1, Salt +4, Silk +3, Spices +2
Akorros; Darokin	C	Fish -3, Hides -1, Meat -2; Cloth +2, Grain +1, Semiprecious Stones +2, Wine +2
Alpha; Alpha (NACE)	C	Grain/Vegetables -3, Meat -3; Armour +2, Ivory +6, Coffee +5, Weapons +2, Wine +5
Athenos; Darokin	D	Gems -2, Glassware -3, Ivory -3, Meat -2; Animals +1, Monsters +2, Precious Woods +2, Porcelain +3
Atruaghin; Atruaghin	E	Coffee -3, Mounts -3, Tobacco -4, Textiles -2; Beer +3, Semiprecious Stones +4
Azurun; Hule	C	Grain -3, Cloth -2, Gems -2, Glasswork -1; Red Steel +3, Common Metals +2, Fish +2, Salt +2, Spices +2, Silk +1, Dye +1, Tobacco +1
Beitung; Ochalea	C	Silk -4, Grain -2; Wood +1, Rare Books +2, Art +2

Biazzan; Thyatis	D	Silk -2, Spices -2, Tea -2; Animals +2, Ivory +2, Rare Books +3
Castellan; Soderfjord	E	Common Metals -4, Dyes -2, Semiprecious Stones -3; Armour +3, Fish +2, Weapons +4
Ciudad Real; Gargoña	D	Art -2, Musical Instruments -1, Grain -1; Cinnabryl +2, Rare Books +3
Ciudad Tejillas; Alma.	D	Silver -3, Cloth -2, Tobacco -1, Coffee -2, Furniture -1; Cinnabryl +2, Red Steel +1, Rare Books +1
Corunglain; Darokin	B	Gems -2, Monsters -2, Semiprecious Stones -2; Grain +1, Hides +2, Pottery +2, Weapons +3
Cubia; Ylaruam	E	Pottery -3, Dye/Pigments -4, War Horses -3; Grain +3, Meat +3, Hides +3
Darokin; Darokin	A	Common Metals -2, Common Woods -2, Grain -1, Ivory -2, Textiles -2; Gems +3, Monsters +5, Mounts +2, Precious Metals +4, Weapons +2
Dengar; Rockhome	B	Armour -4, Gems -4, Weapons -3; Animals +3, Grain +3, Tobacco +4
Dunadale; Thyatis	B	Porcelain -3, Weapons -2, Monsters -4, Gems -2; Tea +5, Ivory +5, Grain +4, Glassware +3
Ethengar; Ethengar	D	Hides -3, Mounts -4, Salt -3, Common Metals +4, Common Woods +4, Tea +2
Freiburg; Heldannic	D	Animals -3, Porcelain -2, Armour +3, Oil +3, Weapons +2
Glantri; Glantri	B	Monsters -4, Rare Books -3, Pottery -6; Gems +4, Glassware +3, Tobacco +4
Harbortown; Minrothad	B	Fish -2, Dye -2, Animals -3; Spices +2, Meat +2, Wine +2
Ierendi; Ierendi	C	Fish -2, Precious Metals -2; Dyes +2, Cloth +2, Animals +3, Silk +1, Meat +1
Kelven; Karameikos	C	Glassware -2, Pottery -3, Precious Metals -2; Ivory +2, Meat +2
Kerendas; Thyatis	D	Beer -2, Grain -3, Meat -2, Wine -2; Common Metals +3, Common Woods +2, Dyes +2, Oil +1
Kopstar; Glantri	D	Dyes -3, Oil -5, Precious Metals -3; Precious Woods +4, Semiprecious Stones +2, Spices +2
Minrothad; Minrothad	B	Coffee -2, Tea -2, Beer -2, Fish -3, Dye -2; Pottery +3, Cloth +2, Precious Metals +2, Gems +2, Common Wood +2
Mirros; Karameikos	C	Animals -1, Common Metals -2, Common Woods -3, Hides -2; Armour +2, Mounts +3, Rare Furs +3, Weapons +2
Newkirk; Thyatis	B	Armour -2, Dye -4; Coffee +3, Gems +4, Porcelain +3
Norrvik; Vestland	C	Salt -3, Silk -4, Weapons -2; Cloth +2, Ivory +3, Pottery +2
Oceansend; Heldannic	D	Books -2, Common Wood -4; Dye +2, Grain +2, Salt +2, Silk +4
Sayr Ulan; Sind	B	Salt -2, Spices -2; Common Woods +2, Fish +2, Tea +3
Seahome; Minrothad	D	Wood -2; Silk +3, Dye +4, Hides/furs +2
Selenica; Darokin	B	Cloth -2, Precious Woods -3, Rare Books -1; Dyes +3, Fish +3, Glassware +2

Shireton; Five Shires	D	Beer -3, Grain -2, Tobacco -4, Wine -3; Coffee +2, Fish +3, Tea +2
Slagovich; Slagovich	C	Cinnabryl -3, Fish -1, Common Metals +2; Salt +2, Spices +2, Red Steel +3
Smokestone City; Cima.	C	Ale -2, Cinnabryl -1, Smokepowder -2, Wheellocks -1; Grain +2, Meat +2, Salt +1, Spices +1
Soderfjord; Soderf.	C	Common Woods -4, Grain -2; Armour +3, Wine +3
Stahl; Rockhome	C	Ivory -3, Monsters -3, Precious Metals -3; Grain +1, Meat +3, Silk +2, Textiles +4
Tanakumba; Yavdlom	C	Cocoa -3, Coffee -3, Fish -2, Gems -2, Precious Wood -3, Ivory -2; Grain +3, Meat +2, Silk +2, Precious Metals +2
Tameronikas; Ylaruam	E	Animals -3, Cloth -2, Tea -3; Glassware +1, Porcelain +2, Salt +2
Tel Akbir; Thyatis	D	Beer -2, Coffee -2, Oil -2; Cloth +2, Dyes +2, Hides +2
Tenobar; Darokin	D	Cloth -3, Fish -5, Pottery -5; Grain +1, Hides +2, Precious Metals +2, Salt +2
Thyatis; Thyatis	A	Armour -3, Mounts -1, Silk -2, Weapons -3; Gems +3, Grain +1, Oil +1, Precious Metals +3, Rare Furs +3
Verdun; Minrothad	D	Woods -2, Cloth -2, Books -2; Furs +3, Dyes +4, Silk +3, Salt +2
Vyennes; Glantri	E	Rare Furs -6, Textiles -5, Wine -4; Beer +4, Meat +4, Silk +3
Ylaruam; Ylaruam	B	Oils -2, Porcelain -3, Semiprecious Stones -4; Coffee +3, Mounts +3, Tobacco +3, Weapons +1
Zeaburg; Ostland	C	Fish -3, Cloth -3, Textiles -1; Common Woods +2, Meat +6, Weapons +2

## *Immortals*

Here is a list of the known Immortals that have influence on the world of Mystara. They are presented in the following format:

Name; Epithets and interests ; MF: (Major Followings); S: (Symbol)

**Ahmanni**; Turtlerider, patron of the Turtle Clan; MF: Atruaghin Clans (Children of the Turtle); S: Whale tooth necklace

**Aksyri**; Destruction and fire; MF: Sind; S: None (omens)

**Al-Kalim**; The Eternal Truth, The Desert Garden; MF: Ylaruam, Ierendi, Sarag^n; S: Palm tree against rising moon in desert

**Alphaks**; Destroying Alpathia; MF: Thyatis (illegal); S: Horned skull against phoenix-shaped flame

**Alphatia**; Pacifism, artistry; MF: Alpathia, Bellissaria, Norwold, Isle of Dawn; S: Glowing Shield with paints (like artist's palette)

**Ambassador**; Politics, fast-talking, negotiation; MF: Savage Baronies; S: A scroll representing a contract/treaty

**Asterius**; Trade, merchant, thieves; MF: Darokin, Thyatis; S: The moon

**Atruaghin**; Atruaghin Clans; MF: Atruaghin Clans; S: Warbonnet and tomahawk

**Ayazi**; Creation; MF: Sind; S: None (omens)

**Bozdogan**; Conquest by deceit; MF: Hule; S: Mechanical puzzle-cube

**Calitha Starbrow**; Oceans, sea elves; MF: Minrothad; S: Giant pearl

**Cretia**; Tricks, jokes; MF: Ethengar; S: Scowling face

**Danel**; Tigerstripes, patron of Tiger Clan; MF: Atruaghin Clans (Children of the Tiger); S: Cat's eye

**Diulana**; Willpower, strong-willed heroes; MF: Thyatis, Thyatian Hinterlands; S: Spear through a boulder

**Eiryndul**; Elves, mischief, forest races; MF: Alpathian elves; S: Smiling teeth with no face

**Faña**; War and pride; MF: Texeiras, Vilaverde, Torre^n; S: Sword and shield

**Frey and Freyja**; Intelligent warfare; MF: Northern Reaches; S: Golden boar or pegasus

**General**; Warfare and warrior's code; MF: Savage Baronies; S: War hammer

**Halav**; Warfare, opposing goblinoids; MF: Karamaikos, Thyatis, Slagovich; S: Sword laid on anvil

**Hattani**; Stoneclaw, patron of Bear Clan; MF: Atruaghin Clans (Children of the Bear); S: Bear claw pendant

**Hel**; Reincarnation, death, chaos; MF: Northern Reaches; S: Stone throne with skulls

**Himayeti**; Protection; MF: Sind; S: None (omens)

**Ilsundal**; Protection of elves; MF: Elves throughout Known World, Elvenhome (Sylvan Realms); S: Silhouette of Tree of Life

**Inquisitor**; Pride and correctness of belief; MF: Narvaez; S: Lance crossed with two short swords

**Ixion**; Banishing darkness, opposing Entropy; MF: Darokin, Narvaez; S: Flaming wheel

**Judge**; Justice; MF: The Savage Baronies; S: A hangman's noose

**Kagyar**; The arts, dwarves; MF: Rockhome, Thyatis; S: Crossed hammer and chisel

**Kala**; Death, chaos; MF: Sind; S: None (omens)

**Khoronus**; Teaching lessons of time to rulers; MF: Darokin; S: Waterclock or hourglass

**Korys**; Peace, prosperity; MF: Darokin, Alpathia, Ochalea; S: Hand held palm forward

**Loki;** Mischief, betrayal; MF: Northern Reaches; S: Beautiful goblet with nasty bubbling liquid

**Mahmatti;** Running Elk, patron of Elk Clan; MF: Atruaghin Clans (Children of the Elk); S: Clay pipe

**Milan;** Swashbucklers and adventurers; MF: Savage Baronies; S: Crossed sabre and rapier.

**Minroth;** Minrothad Guilds; MF: Minrothad Guilds; S: Four-feathered arrow

**Odin;** Wise rule, living life to the fullest; MF: Darokin, Northern Reaches, Thyatis; S: Man's face flanked by two ravens

**Ordana;** Protection of forests, forest races; MF: Minrothad; S: Oak leaf

**Petra;** Fighting clerics, besieged cities; MF: Karameikos; S: Circular shield with central boss or potter's wheel

**Protius;** Old Man of the Sea, oceans; MF: Thyatis; S: Trident

**Rad;** The Radiance; MF: Glantri; S: Three connected hemispheres forming a triangle

**Rafiel;** Shadow Elves; MF: Aengmor, the City of Stars; S: Book with star on cover

**Rathanos;** Energy life forms; MF: Thothia, Nithia; S: Burning brand

**Razud;** Alphasians, helping the self-sufficient; MF: Alphasia; S: Stone oak tree

**Tahkati;** Stormtamer, patron of Horse Clan; MF: Atruaghin Clans (Children of the Horse); S: Buffalo-bone knife

**Tarastia;** Justice, revenge; MF: Thyatis; S: Black headman's axe

**Thanatos;** Death; MF: Thyatis (illegal), Nithia. S: Scythe

**Thor;** Warrior's code of honor; MF: Northern Reaches, Thyatis; S: War Hammer

**Tubak;** The Lawgiver, order, fair judgment; MF: Ethengar; S: A book

**Twelve Watchers;** Craftsmen; MF: Minrothad, Darokin; S: Two faceless staring eyes

**Valerias;** Romance, passion; MF: Thyatis, Darokin, Savage Baronies; S: Thorny rose

**Vanya;** War, conquest; MF: Heldannic Territories; S: Black lion

**Vanya;** War, conquest; MF: Thyatis; S: Lance crossed with two short swords.

**Yav;** The future, the People of Yav; MF: Yavdlom; S: A conch shell

**Yamuga;** Renewal, prosperity; MF: Ethengar; S: A yurt

**Zirchev;** Forest folks, rangers; MF: Karameikos, Darokin, Alphasia, Alpha; S: Hawk riding a wolf

In the next issue of the Mystaran Almanac, we will attempt to go into more detail of the various churches as well as the interaction between the Immortals and their priests.

## CURRENT EVENTS: AC 1014

Once again we arrive at the most famous section of our Almanac. Here is where we give you, the reader, a day by day listing of all the major events which took place during the previous year.

Included is a brief WHAT IT MEANS section, giving a behind the scenes look at what is going on. This explains why some of the events happened, or the possible future consequences of those events. Also, it just might give insight to what is going on in the minds of those involved. After all, what is the point of listing everything that happens if you don't know why it happened?

Also included is a live witness report from our correspondents for the most important events of the season. This will give an even more in depth look at the events, giving the reader a feeling that he is actually there.

So dear readers, browse through the next several pages to relive the year over again, and maybe get a better look at what goes on in the world.

B.F.

### *Winter*

#### **NUWMONT 1, AC 1014: Wogar's Message**

**Location:** New Kolland, Glantri. KW

**Description:** The Supreme Hool, leader of the Red Orcland tribe of New Kolland, receives a message from his patron, Wogar. In it, he is told that the sacred Blue Knife has been stolen, and he is charged with finding it. His dreams show of the primitive humans living upon the Atruaghin Plateau. Hool is thrilled at the prospect. (See Nu 5, Fl 3.)

**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 4, AC 1014: Rafielton Warned**

**Location:** Rafielton, Aengmor. KW

**Description:** Aengmor warns Rafielton (the nation of Aengmor) not to ally themselves with the former elves of Alfheim as they will only try to get their homeland back and cause dissent among the shadow elves.

Princess Tanadaleyo, who has been talking with envoys from the exiled Alfheimers since Sviftmont 23 of last year (JA), believes that the talks are going well enough and ignores the request of Aengmor. (See Va 3, Va 28.)

**What This Means:** A growing cult of Atzanteotl is gaining more power in the city of Aengmor, and it wishes to spread its influence to the other shadow elves. They fear that if they learn of the inherent goodness of the surface elves, it will be harder to convince them to worship Atzanteotl.

The cult of Atzanteotl was introduced by the various artifacts/religious icons left behind by the humanoids. Also, the old items seem to indicate that the shadow elves once worshipped Atzanteotl, and the members of the cult spread propaganda claiming that Atzanteotl was the golden age of the Shadow Elves, with Aengmor. Many of the shadow elves are believing the story since they are losing faith in Rafiel, and are slowly converting to the new way of life.

The Wanderers, who have been living in Aengmor with the humanoids, know of the evil ways of Atzanteotl but they dare not speak out against it for fear of revealing



their presence in the city. The Wanderers enjoy Aengmor, and do not want to be forced to leave as the Way of Rafiel demands. So far, only Kanafasti knows of their presence, and he will become a Wanderer himself this year, so he is trying to remove that law regarding the Wanderers.

#### **NUWMONT 5, AC 1014: Word Spreads**

**Location:** New Kolland, Glantri. KW

**Description:** Hool returned to New Kolland a few days ago, spreading the word of Wogar. He has commanded his hordes to prepare for a new Great Migration, to begin in the spring when the mountain passes clear of snow. He has also invited the other humanoid leaders to join him in his quest.

They refuse, believing Hool to be mad, and being content to live off of Prince Kol's machinations and the occasional raid on Erewan territory. (See Nu 1; Va 6, Fl 3, Fl 20.)

**What This Means:** Hool will lead his Great Migration, regardless. Most of the other leaders are perfectly happy where they are. As for 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 7, AC 1014: Karameikos Recognizes New Alpathian Empire**

**Location:** Mirros, Karameikos. KW

**Description:** King Stefan Karameikos officially announces his country opens up diplomatic ties with the New Alpathian Empire. The Karameikan Embassy is to be moved from Aquas to Sanctuary on Monster Island. King Stefan also grants favored trading status to the New Alpathian Empire.

The Karameikan ambassador refers to the council as a confederation of kingdoms, which grabs the attention of many of the council members and diplomats present. They find the word confederation catchy and meaningful. (See Nu 13, Nu 15, Va 1.)

**What This Means:** Karameikos is the first country of the Known World to officially recognize the legitimacy of the Council. Since Empress Eriadna recognized Karameikos's independence a few years ago, the two countries have maintained diplomatic ties with each other, but under Zandor's rule this didn't mean much. The two countries have had few trading relations up to now, but this can well change - King Stefan especially hopes it will improve exchanges of magic. The two countries are not likely to become military allies or to suppress tariffs altogether, however, since Karameikos is part of the Western Defense League and as such cannot take such decisions alone - and its allies would probably be more than reluctant, especially Ylaruam.

#### **NUWMONT 8, AC 1014: An Immodest Proposal**

**Location:** Caverns beneath the Plain of Fire. KW

**Description:** Today at a meeting of Graakhalian refugees, Leyalani, a Sheyallia elf, proposes that an expedition be sent to the lair of Verminthrax, a huge red dragon. She hopes to gain its aid in ridding Graakhalia of Hulean goblinoids, or failing that, to destroy it and gain its treasure for use against them. Surprisingly, the council agrees to this, after some deliberation.

**What This Means:** The Graakhalians were nearly decimated years ago when the Master's minions invaded their caves. The small bands of them that remain have been waging guerilla war against the invaders ever since. When Leyalani overheard Brarknar, a gnollish warrior, jokingly suggest enlisting Verminthrax' aid, she immediately went to the council with the idea. The fact that they agreed shows just how desperate they are for help.

#### **NUWMONT 10, AC 1014: Princess Ark Arrives in Shahjapur**

**Location:** Shahjapur, Anathy Archipelago. HW

**Description:** The Princess Ark passes over the largest island in the Anathy Archipelago, and notices several villages below. Dark clouds are moving in from the sea, thanks to strong winds. Haldemar orders the Ark to land so the crew can get some shore leave and to avoid the worse of the incoming storm (he would rather have the Ark close at hand than far above the clouds).

The skyship therefore lands near the city of Dunagar. The crew hastily puts together a make-shift skyship berth. Contrary to what Haldemar expected, the people of the city are rather unimpressed with the flying ship and don't spare more than a few glances at it.

Haldemar and his officers try to get an audience with the local ruler. (See Nu 12, Nu 13.)

**What This Means:** The dark clouds are the signal of the beginning of monsoon season which is about to strike the island in force. Although on the surface world, monsoons tend to arrive during the summer months, the Hollow World is full of isolated micro-climates, in which the time of year is mostly irrelevant. For Shahjapur, monsoon takes places sometime during the months of Nuwmont to Thaumont.

#### **NUWMONT 12, AC 1014: Haldemar Meets the Mogul**

**Location:** Dunagar, Shahjapur, Anathy Archipelago. HW

**Description:** After dealing with the people of Dunagar, who are surprisingly unhelpful and uncaring, Haldemar manages to get an audience with Mogul Balindi, ruler of the province of Dunagar.

During the audience, Haldemar learns that Shahjapur could not care less about foreigners; the world will unfold as it should, so if Alphatians arrive, so be it. They should not bother the rulers about it and just get on with whatever it is they want to do.

Haldemar is rather disappointed by such rude treatment, but realizes that at least

Alphatia was not forbidden to visit. Diplomatic relation can be attempted again in the future. (See Nu 10; Nu 13, Nu 20.)

**What This Means:** The Shahjapuri are fatalistic and believe everything happens as it was meant to happen. To get involved in sometime is just a waste of time. Hence, if Alphatians arrive, so be it. Why bother making plans when it will happen as it should.

#### **NUWMONT 13, AC 1014: Princess Ark Grounded**

**Location:** Dunagar, Shahjapur, Anathy Archipelago. HW

**Description:** As the Princess Ark is about to leave, a huge wall of rain drops from the storm clouds above. This storm is heavier than any storm Haldemar or the crew have ever seen before. Haldemar decides to stay on the ground rather than risk damaging the Ark in the storm. He believes he'll be able to leave in the next couple of days. (See Nu 10, Nu 12; Nu 20, Nu 26.)

**What This Means:** The monsoon season has started.

#### **NUWMONT 13, AC 1014: Qeodhar Joins New Alphatian Empire**

**Location:** Farend, Qeodhar. KW

**Description:** King Norlan reluctantly agrees to join the New Alphatian Empire. He says to the Council that he can't place his troops under Commander Broderick's command yet, because they are busy repelling many monsters that cross the ice floe thanks to the cold winter. He only accepts to send troops to the Yannivey Islands to help Floating Ar taking over the isles. (See Nu 7; Nu 15, Va 18.)

**What This Means:** Baron Norlan had always considered Zandor's petty empire as no threat to him, and he thought it would be the same with the New Alphatian Empire. But the offensive on Blackrock and the arrival of Floating Ar above the Yannivey Islands made him realize that Qeodhar was

one of the last territories of now-sunken Alphatia that was still independent from the Empire. They may well decide to remove him if he continued to ignore their diplomats. After all, the New Alphantian Empire seems to be military and magic rich despite the disappearance of Alphatia.

Norlan doesn't want to lose his time attending the Council meetings, however, but what he doesn't know is that this will prevent him from discovering Alphatia's survival within the Hollow World - something that could also have explained his wife's disappearance. Norlan is currently trying to devise a way to keep his army under his sole control; he particularly doesn't want his troops to help in overthrowing the kings of Esterhold.

#### **NUWMONT 14, AC 1014: Ancient Ruins Discovered**

**Location:** 50 miles southwest of Oceansend, Norwold. KW

**Description:** Scouts in the region of Oceansend for King Ericall of Alpha discover ancient ruins while hiding from a Heldannic patrol.

**What This Means:** These ruins were a far off colony of Nithia several hundred years ago (circa 1000 BC). The Nithians never managed to gain a foothold as the barbaric goblinoids and humans (Antalians, ancestors of the Northern Reaches) who lived in the area ransacked and plundered the city several times. This would be the most northern Nithian ruin ever discovered to date.

The exact contents of the ruins are left to the DM.

#### **NUWMONT 15, AC 1015: Declaration of a Confederation**

**Location:** Sanctuary, Monster Island. KW

**Description:** The New Alphantian Council hereby declares their "Empire" a Confederacy, as they are merely a set of aligned nations with common goals.

Although technically they must obey the orders of the Empress, she is too far removed to affect daily life, so the nations are indeed more-or-less independent. From now on, the New Alphantian Empire shall be known as the New Alphantian Confederate Empire. (See Nu 7, Nu 13; Va 1, Va 15.)

**What This Means:** This is simply a way that the Council is using to make their empire sound stronger and more united than it was before. They also happen to like the word confederacy as it sounds grand and imposing.

#### **NUWMONT 15, AC 1014: Patrols Fail to Return**

**Location:** Schattentalheim Caverns. HW

**Description:** Two patrols of Schattentalfen fail to report from their border excursions. The elves respond by doubling the sizes of their patrols. (See Th 5, Ya 7.)

**What This Means:** This is the first of several strikes by the Traldar of Coresco. They intend to fully reclaim the lost treasure that was apparently stolen, whatever it was.

The Traldar, however, are invading the Schattentalfen territories in small groups of heroes rather than a unified army. They are each trying to get glory for themselves rather than achieve their collective goal.

#### **NUWMONT 20, AC 1014: Flood in Dunagar**

**Location:** Dunagar, Shahjapur, Anathy Archipelago. HW

**Description:** The rain hasn't stopped in over seven days. The Gadwallabad River, which Dunagar is located beside, has overflowed, and most of Dunagar has turned into mud flats and shallow lakes.

Haldemar notices the destruction caused by the continual rain, and is dismayed by the deaths of many people as well as the lack of compassion or help that the Shahjapuri give each other. He immediately sends his crew out to help all those they can from the torrential rains and floods. Another section

of the crew is ordered to keep the Princess Ark safe and as dry as possible. They are assigned to “bucket duty.” (See Nu 12, Nu 13; Nu 26, Va 2.)

### **NUWMONT 22, AC 1014: Snowstorm in the North**

**Location:** Southern Norwold, Wendar, and Heldannic Territories. KW

**Description:** A huge snowstorm covers southern Norwold and the northern Heldannic Territories and Wendar.

### **NUWMONT 26, AC 1014: Haldemar Saves an Untouchable**

**Location:** Dunagar, Shahjapur. HW

**Description:** The crew of the Princess Ark rescues drowning victims, whom they later learn are outcasts in Shahjapuri society. Because the crew of the Ark interacted with these “untouchables,” the crew themselves become untouchables.

When word spreads around, the Shahjapuri refuse the help of the crew of the Princess Ark. Most prefer to (and do) drown instead of accepting help from the Alpathian outcasts. Haldemar cannot believe the ridiculous system and view of life that the Shahjapuri have. (See Nu 13, Nu 20; Va 2, Va 15.)

**What This Means:** This is just the effects of the Shahjapuri caste taking its effect on the behavior of the people. Most are so into the social caste system that they would never even think of breaking it. The effects of the Spell of Preservation have only entrenched it even more.

### **VATERMONT 1, AC 1014: Opening of Hard-Ball Season**

**Location:** Sanctuary, Monster Island. KW

**Description:** The Council of the New Alpathian Confederate Empire declares the Hard-Ball season open. Inscription of teams is closed today. For two months, the different teams meet each other; only one

per country shall remain for the Super-Hard-Ball in the month of Flaurmont (matches between teams from different countries are friendly, mostly exhibitions). The Council also announces that Karameikos is invited to participate in the event.(See Nu 7; Th 17, Fl 1.)

**What This Means:** All nations of the New Alpathian Confederate Empire have made an effort so that they all have at least one team that participates this year, and the stadium has been completed in Sanctuary. Master Terari has made his best for years to develop Hard-Ball in Karameikos; he is responsible for the participation of the country in the Tournament - as well as for the good relations the Kingdom maintains with the Confederacy.

### **VATERMONT 1, AC 1014: The NACE?**

**Location:** Sanctuary, Monster Island, NACE. KW

**Description:** During the declarations of the new Hard-Ball teams, Commander Broderick referred to the New Alpathian Confederate Empire as the NACE. The term is quickly picked up by the merchants and commoners, despite the obvious distaste for it by rulers and members of the Council. (See Nu 13, Nu 15, Va 1; Va 18, Ya 11.)

**What This Means:** As a military man, Broderick is used to short terms and acronyms. He and his men have since developed the word NACE to represent the New Alpathian Confederate Empire. He accidentally used the word, which to him has become second nature, and most of the commoners found it easier to say as well.

The rulers and Council members of the NACE dislike the term as it removes all the perceived grandeur of the real name for their nations. Still, they are unable to control what will become public slang, and must soon learn to live with being referred to as the NACE.

## **VATERMONT 2, AC 1014: Elemental Presence**

**Location:** Shahjapur, Anathy Archipelago. HW

**Description:** The rain and storms of the monsoon over Shahjapur reach such intensity, that several water and air elementals are summoned to the area from their home planes. (See Nu 20, Nu 26; Va 15, Va 18.)

**What This Means:** This is a natural phenomenon caused by the storm; the elementals will return once the storm starts to die down (see HWA3: Nightstorm, p14 for more details).

## **VATERMONT 3, AC 1014: The Elven Alliance**

**Location:** Rafielton, Aengmor. KW

**Description:** Despite warnings from Aengmor, after several small meetings between elves representing King Doriath and Princess Tanadaleyo, the shadow elves and elves of Alfheim agree to work together to save the Canolbarth forest, and perhaps learn to live together in one elven nation.

Several surface elven mages and Tree Keepers are invited to move back to the forest, joining the Norwold (Foresthomes) elves and shadow elves in working out magic to save the trees. (See Nu 4; Va 28, Th 9.)

**What This Means:** Princess Tanadaleyo truly desires to save the forests of her nation, as she wants a beautiful surface nation for her and her people. She finds it unlikely that the shadow elves and surface elves will ever manage to live together, so does not see her offer of letting the elves move back in as something too dangerous for her people.

The elves of Alfheim do not see much hope in peaceful coexistence either, but they also truly care about their forest. They would rather see their forest still alive and in shadow elf hands than dead and belonging to them.

## **VATERMONT 5, AC 1014: Eusdria Fights Back**

**Location:** Ersel, Eusdria. SC

**Description:** With the help of a few units of Guards (druidic defenders) from the nation of Robrenn, a contingent of the Knights of Eusdria (national company of honorbounds) marches into the Duchy of Frissonnia which has been largely overrun by the Huptai hobgoblins and goblins.

The Guards use their druidic powers to create a path through the amber lotuses, allowing the Knights of Eusdria access to the village of Ersel. There, the Knights manage to retake the village, forcing the goblins to flee. (See Va 25, Th 3.)

**What This Means:** This is only a small beginning for Eusdria.

The Huptai have merely left the village and wait within the fields around the village. The Knights are only safe within the village and a small path along the river; everywhere else, they are subject to the sleeping pollen of the amber lotuses. Therefore, the goblins need only stay out of range of the dwarven crossbowmen of Harstal (Eusdria), and they will be safe.

## **VATERMONT 6, AC 1014: Great Wall Finished**

**Location:** Northern Darokin. KW

**Description:** After many setbacks, the Great Wall of Darokin is finally completed.

**What This Means:** Work began on the Great Wall of Darokin way back in Swiftmont AC 1010 (see PWA1). The 20' high wall runs for 125 miles, from Fort Fletcher to Corunglain City, following the southern edge of the Broken Lands.

The Great Wall should have been finished early last year, but various events, including weather, shortage of supplies, plus an increase in goblinoid raids to prevent the wall from being built, had slowed the process down considerably.

The government of Darokin is currently debating on whether or not they should extend the wall for another 50 miles up to Fort Nell. Going against that plan is the list of problems they had to complete the current section of the wall.

The completion of the Great Wall should put quite a dent in Hool's plans for a large goblinoid migration through Darokin.

### **VATERMONT 9, AC 1014: Revenge of the Dead**

**Location:** Elegy Island, Ierendi. KW

**Description:** A horde of zombies and skeletons attack the village of Nula on Elegy Island in Ierendi.

**What This Means:** Grave-robbers disturbed a magically protected tomb of the ancient Makaian on Elegy Island (see GAZ 4: Kingdom of Ierendi). The curse animated the corpse into a powerful zombie of 10 HD who causes 3d6 damage with a punch and does not lose initiative like a normal zombie. It also has the power to animate dead three times a day, and has since raised an army to attack the people who have moved onto the burial island of the ancient Makai.

### **VATERMONT 11, AC 1014: The Clerics Complain**

**Location:** Sayr Ulan, Sind. KW

**Description:** The Rishiyas of Sind (clerical caste) complain to Rajadhiraja Chandra ul Nervi about the upstart clerical order of Gareth in the Khurish Massif. They claim that to allow a new religion to exist in their nation goes against their sacred laws to their Immortals. Chandra does not take any decision concerning the matter. (See Va 17, Va 23.)

**What This Means:** At first, the Rishiyas were not afraid of the Followers of the Prophet, as Sitara Rohini and her band have been come to be known (see JA). Preachers of various foreign religions have always traveled to Sind, stayed a bit, then

disappeared. But the miracle performed on the Day of Dread in AC 1012 (see PWA3) has grabbed the attention of many of the Sindhis. The fact that the new Immortal preaches against Immortal interference seems to have also slowly won over the hearts of many of the lower castes. Now, after a full year of services in her monastery in the Khurish, the Rishiyas can see a danger of losing their power over the people of Sind to this new Prophet of Gareth.

### **VATERMONT 15, AC 1014: Capital Named**

**Location:** Sanctuary, Monster Island, NACE. KW

**Description:** After much deliberation, the Alphatian Council decides upon a name for the new capital and meeting grounds for the Council. They rename Monster Island into Ionace, as an acronym for Isle Of the NACE, and the capital city is to bear the same name.

A section of Old Denwarf-Hurgon (including the new Parliament) therefore becomes Ionace, while the border mining town remains known as Sanctuary. (See Nu 15, Va 1; Ya 11, Ya 23.)

**What This Means:** The idea was mostly pushed by Commander Broderick and Favian Vern, who both have rather unusual likes compared to most Alphatians. Since the Council could not decide/agree on any other name, Ionace was eventually accepted for lack of a better solution.

### **VATERMONT 15, AC 1014: Rain Starts to Die Down**

**Location:** Shahjapur, Anathy Archipelago. HW

**Description:** The huge rainstorms over Shahjapur begin the long and slow process of dying down. The water and air elementals begin heading back to their own planes of existence. (See Nu 26, Va 2; Va 18, Va 21.)

**VATERMONT 16, AC 1014: Lycanthropes by Night**

**Location:** Threshold, Karamaikos. KW

**Description:** Several farmers outside of Threshold are found mutilated by wild animals in the morning. Many believe a pack of werewolves must have been in the area as it was a full moon the previous night.

**VATERMONT 17, AC 1014: The Rajadhiraja Agrees**

**Location:** Sayr Ulan, Sind. KW

**Description:** After enough pressure by the Rishiyas, Chandra ul Nervi finally accedes to the clerics. He decides to let the agents of Hule take care of the problem, and informs the Master's agents about the unrest being caused.

The Huleans send a squadron of orcs led by human officers to the Khurish Massif to deal with the Followers of the Prophet of Gareth. (See Va 11; Va 23, Va 25.)

**What This Means:** Chandra himself does not see Sitara and the followers of Gareth as an important threat, viewing instead the Huleans as a bigger problem at the moment. But he must accede to the Rishiyas or lose his throne. Chandra therefore condones the act of the worshippers of Gareth and sends the Huleans to deal with the problem, concerning himself more with his Freedom Warriors and his plans to overthrow the Master's agents controlling Sind.

**VATERMONT 18, AC 1014: Qeodharian Troops Land on the Yanniveys**

**Location:** Yannivey Islands, NACE. KW

**Description:** The few troops Baron Norlan sent to assist Floating Ar arrive and place themselves under the command of the general of Floating Ar - himself appointed by Commander Broderick. (See Nu 7, Nu 15; Va 21.)

**What This Means:** It is only a token help, most of Norlan's troops stayed at home.

Moreover, the conquest of the Yannivey Islands is already almost over.

**VATERMONT 18, AC 1014: Air Elementals Harass the Princess Ark**

**Location:** Dunagar, Shahjapur, Anathy Archipelago. HW

**Description:** A group of air elementals, just moments before leaving the lands of Shahjapur, notice the Princess Ark and investigate. From up close, they notice that the soul of a skywurm is in it, the enemies of their particular group of elementals. For the next few hours, the crew of the Ark is forced to defend their ship from the attacking air elementals until they are forced back to their plane of existence by the dissipating storm. (See Va 2, Va 15; Va 21, Va 23.)

**VATERMONT 21, AC 1014: Monsoon Almost Over**

**Location:** Shahjapur, Anathy Archipelago. HW

**Description:** After almost 2 months, the monsoon season is almost over. The intense downpour has now fallen to a light rain, with the occasional patch of no rain at all. (See Va 15, Va 18; Va 23, Va 26.)

**What This Means:** This is just the natural progression of the storm.

**VATERMONT 21, AC 1014: King Norlan Reorganizes his Army**

**Location:** Farend, Qeodhar, NACE. KW

**Description:** Baron Norlan splits up his army into three distinct bodies: the Army, the Watch and the Special Force. The Army represents 60% of the total numbers, and is placed under the jurisdiction of Commander in Chief Broderick of the NACE. The Watch represents 30% of the old army, an is in charge of patrolling the cities, arresting people and similar duties. Although watchmen can use arms and armors, they are not considered an armed force and as such remain under Norlan's control.

The Special Force is a secret service, mostly spies and assassins, who are basically the most able 10% of the old army. They don't have any official existence, and their actions are always covert ones - few people know that force exists. (See Nu 15, Va 18.)

**What This Means:** Baron Norlan didn't want to lose the power his army brought him. Thanks to that trick he keeps control of almost half of it - and even creates a secret service. The rest (i.e. the Army) is now under Broderick's control.

### **VATERMONT 23, AC 1014: Princess Ark Leaves Shahjapur**

**Location:** Dunagar, Shahjapur, Anathy Archipelago. HW

**Description:** During a patch of no rain, Haldemar orders the Ark to take off and head above the clouds. From there, they continue their exploration of the Hollow World by continuing toward the continent of Jomphur. (See Va 18, Va 21; Va 26.)

Note From The Editors: After this, we seem to have lost contact with the Princess Ark. The adventures of the crew on the continent of Jomphur still remain a mystery to us. Hopefully, one day, we'll learn what happened.

**What This Means:** The continent of Jomphur was purposely left undeveloped in the HW Boxed Set so individual DMs can populate as they see fit. The purpose of the Mystaran Almanac is to continue to develop the current history of the world, not to make and develop the whole world. I therefore left this part deliberately blank, as each DM will have their own personal favorite to add here.

Hopefully, the members of the Mystaran Mailing List will develop the area someday, and maybe there will be an "official" fully developed Mystara.

### **VATERMONT 23, AC 1014: Followers Attacked**

**Location:** Monastery of Gareth, Khurish Massif, Sind. KW

**Description:** The squadron of Hulean orcs arrives at the monastery used by the Followers of the Prophet. They demand that they stop worshipping Gareth immediately and return with them to Sayr Ulan to face charges of blasphemy. The priests refuse, and a fight breaks out. The orcs are defeated, as they are unable to withstand the clerical magic of Sitara or the fighting abilities of Anand Brishnapur and their disciples. (See Va 11, Va 17; Va 25, Th 16, Fy 13.)

**What This Means:** Although the first victory is theirs, Sitara and Anand realize that this is just the beginning. They have known for a while that the Rishiyas were bound to interfere, so it really doesn't come as such a surprise to them.

### **VATERMONT 25, AC 1014: Spreading the Faith**

**Location:** Monastery of Gareth, Khurish Massif, Sind. KW

**Description:** Sitara Rohini sends out her original disciples of Gareth to spread out and establish new monasteries and temples. She and Anand will stay in Sind to uphold the words of Gareth here no matter the cost, but the others are needed to keep Gareth alive and bring his word to other people of the Known World.

Once they are gone, Anand begins preparing the monastery to defend against the next wave of Hulean soldiers. Since the monastery is near the top of the mountains, it is rather easy for him and the others that remain behind to block the passes and create many avalanche style traps. (See Va 17, Va 23; Th 5, Th 16.)

**What This Means:** There are just over a dozen of the original Followers of the Prophet. Among them are two foreigners, Arturo Olivera from Akorros (Darokinian) and Sula Ivanov of Mirros (Karamaikan). There is even an orc, by the name of Thurgg. The rest are all Sindhis of both



ethnic backgrounds (urdu-varnas and pure Sindhis). By now, each of them has become full-fledged clerics or fighting monks of levels 1 and 2. Only Anand of the original followers remains behind with Sitara the Prophet.

#### **VATERMONT 25, AC 1014: Trapped in a Field of Flowers**

**Location:** Ersel, Eusdria. SC

**Description:** The amber lotuses have regrown over the path cleared by the Guards, trapping them within the village of Ersel. (See Va 5; Th 3, Fl 14.)

**What This Means:** The Guards suffered several casualties in raiding Ersel, and now do not have enough powerful spellcasters left to clear another path out. They use their magic to communicate with their leaders and let them know what has happened.

#### **VATERMONT 28, AC 1014: Tree Keeper Arrives**

**Location:** Canolbarth Forest, Aengmor. KW

**Description:** Jorodrin Feadiel, the Tree Keeper of Clan Feadiel (GAZ 5: The Elves of Alheim), arrives in Rafielton and joins the shadow elves to help them save the Canolbarth forest. The shadow elves are slightly awed that the Alheim elves' most powerful Tree Keeper has arrived to help them. (See Nu 4, Va 3; Th 9, Th 27.)

#### **VATERMONT 28, AC 1014: The Monsoon Ends**

**Location:** Shahjapur, Anathy Archipelago. HW

**Description:** The monsoon season finally ends, and another eight months of dry and hot weather once more arrives to the nation of Shahjapur. (See Va 21, Va 23.)

#### **THAUMONT 3, AC 1014: Ersel Destroyed**

**Location:** Ersel, Eusdria. SC

**Description:** Starved and without reinforcements for weeks, the Knights of Eusdria and the Guards within Ersel finally succumb to the raiding Huptai goblinoids. (See Va 5, Va 25; Fl 14, Fl 20.)

**What This Means:** King Sigismund III was unable to raise enough druidic defenders from Robrenn to clear another path for his trapped honorbound. Robrenn is also unwilling to send too many of its Guards, or to send its most powerful druids, as they still do not completely trust the "unnatural" ways of the Eusdrians. This is another sad blow for the Eusdrians.

#### **THAUMONT 5, AC 1014: Tenpocatliotl Razed**

**Location:** Tenpocatliotl, Azcan Empire. HW

**Description:** A huge wave of Schattentalfen suddenly pour out into the streets of the city of Tenpocatliotl. The initial panic and element of surprise gives the elves a huge advantage in their attack on the city. Soon, the Azcan manage to piece together a unified defense, but they are too late to stop most of the onslaught.

The Schattentalfen eventually flee back into the depths of the ground, but not before destroying and burning fully three quarters of the entire city.

Raids against the city continue on for several weeks. (See Nu 15; Ya 7.)

**What This Means:** This is the most daring raid by the Schattentalfen in centuries. Over the past century, they have slowly dug tunnels to the second largest city of the Azcan Empire, built several secret passageways to the sewers and streets, and then assembled their army.

As all their previous raids with such tactics, the Azcans were caught completely by surprise. It is only because Tenpocatliotl is the second largest city in the Empire that the elves were unable to utterly destroy it.

Still, this raid will have serious repercussions on Azca, as Tenpocatlíotl was the main source of gold and wealth for the Empire. The loss of the mines around the city as they are forced to rebuild, and hold their defenses, will definitely be felt by all Azcans.

#### **THAUMONT 5, AC 1014: Arturo in Akesoli**

**Location:** Akesoli, Darokin. KW

**Description:** Arturo Olivera, one of the original Followers of the Prophet Sitara (who had saved him from orcs back in AC 1012; see PWA3), arrives in the city of Akesoli in Darokin. From there, he books passage on a boat to Akorros, his home town. (See Va 25; Th 7, Ka 11.)

**What This Means:** Arturo is simply doing as Sitara has commanded. He has decided that his home town of Akorros is as good as any place to build a temple to Gareth.

#### **THAUMONT 6, AC 1014: Favian Tries Diplomacy**

**Location:** Faraway, Verdan, Esterhold Peninsula. KW

**Description:** King Favian Vern sends diplomats to discuss with King Nicodemus of Verdan of a way to avoid a useless war between their two kingdoms. Favian's messengers affirm King Nicodemus and ex-King Xanthus will be allowed to leave freely, with all who want to go with them and with all treasure they want, if he accepts to relinquish all claims to Verdan.

King Nicodemus has them arrested and executed. (See Th 20, Th 25.)

**What This Means:** Nicodemus is confident in his army. He has always stopped Jennite invasions coming from the wild east, and has crushed all slave unrests easily. He knows the rebels are not as well organized here as they were in Blackrock. He has prepared his army for the event, which has been reinforced last year by the remains of Xanthus's, including the now-repaired flying man-o-war.

#### **THAUMONT 7, AC 1014: Arturo Back Home**

**Location:** Akorros, Darokin. KW

**Description:** Arturo Olivera arrives in Akorros. After a brief reunion with his family, he begins his task of preaching the words of Gareth to the Darokinians. (See Va 25, Th 5; Ka 11.)

#### **THAUMONT 9, AC 1014: Strange Magic in the Forest**

**Location:** Canolbarth Forest, Aengmor. KW

**Description:** The elves of Alfheim are mystified as their magic spells fail to bring back water to the Canolbarth Forest. Some of the spells even misfire and cause minor injuries. Tension begins to mount between the shadow elves and surface elves, as each suspects the other of sabotage. (See Va 3, Va 28; Th 27, Ya 12.)

**What This Means:** A few of the surface elves in the party are members of the Alfheim Avengers, but they are not responsible for any of the incidents. These elves truly suspect the shadow elves of the sabotage, and are trying to cause dissent among the two elven subraces by throwing out accusations on the slightest error made by the shadow elves. The Alfheim Avengers would rather see the shadow elves thrown out of Canolbarth rather than live with them in peace.

Jorodrin, now in charge of the Alfheim elves, believes the shadow elves, and does his best to calm the younger, hot-blooded elves in his group.

#### **THAUMONT 12, AC 1014: New High Priestess**

**Location:** Atruaghin Clans. KW

**Description:** Eelsha Spider's Kiss becomes the High Priestess of the Tiger Clan of Atruaghin after the former high priest dies in his sleep (see GAZ 14: Atruaghin Clans).

**What This Means:** Eelsha has wanted to be High Priestess all her life and has finally succeeded in poisoning the former High Priest. Now that she is in charge, she begins to become more ambitious and starts looking at the neighboring clans and their territories.

#### **THAUMONT 12, AC 1014: Zvornik on the Attack**

**Location:** Zvornik, City-State of Zvornik. SC

**Description:** Derdren Zvornik, the Margrave of Zvornik, sends his military out to capture the free town of Bistr. The village falls within the day, and Margrave Zvornik declares that all of Cape Korcula is now under the jurisdiction of the City-State of Zvornik. (See Ya 18, Ya 24.)

**What This Means:** Derdren Zvornik has always been power-hungry, seeking nothing less than to rule a kingdom under his name. When his father died last year, he started to build up his forces to commence his dreams of conquest and glory.

The forces of Hule watch the sudden deployment carefully, looking for an opportunity for their own expansion.

#### **THAUMONT 14, AC 1014: Abandoned by the Knights**

**Location:** Arypt Desert, Davania. KW

**Description:** Having used the Karameikans to help pilot the Alphatian skyship out of the Hollow World, General Anna von Hendriks decides that now is the time to get rid of them. The Heldannic Knights turn on the Karameikans and a battle erupts on the entire ship.

The fight is forced to a halt as the ship begins to plummet back down to the earth as no one is controlling it. The two groups work together and manage to prevent the complete destruction of the skyship as it crashes into a large sand dune. Still, the ship is now damaged beyond repair.

Coincidence has it that more Heldannic Knights were injured during the crash than Karameikans, so the Karameikans quickly take control of the situation.

The leader of the Karameikans decides to let the Knights go provided that they promise on Vanya to go their own way and not to attack them again. General Anna von Hendriks is forced to agree. The two groups separate and go their own way.

Looking at their maps, the Karameikans discover that they must be somewhere in the Arypt Desert on the continent of Davania. They start to head north, back toward the Sea of Dread.

**What This Means:** The Heldannic Knights and the Karameikans managed to escape the Hollow World by the southern polar opening, the route usually used by the Heldannic Knights, with the help of their skyship. It took them most of the year AC 1013 to get to the south pole without being spotted by the Alphatians. With a risky procedure that the Heldannic Knights have witnessed the Princess Ark do, they sped through the center of the polar opening and managed to break out into the Void before the anti-magic forced the ship to crash. Luckily, it just worked and they managed to regain control just hundreds of feet above ground before crashing.

For the past week they have been flying over Davania and heading back to the Known World, where the Karameikans plan on revealing the existence of the Hollow World. General Anna von Hendriks prefers to keep the Hollow World a secret so that only the Heldannic Knights would be aware of it and capable of exploiting it. The solution to keeping it a secret was simply to silence the Karameikans, permanently. Unfortunately, she failed, and now the Knights must also find a way back home without the help of a skyship.

#### **THAUMONT 16, AC 1014: Attack on the Monastery**

**Location:** Monastery of Gareth, Khurish Massif, Sind. KW

**Description:** The next unit of Huleans arrives at the monastery of Gareth and attempts to capture the heretic priests. But the orcs and soldiers are unable to get to the top of the mountain where the monastery is, so Sitara and Anand remain safe in their religious stronghold. (See Va 17, Va 23, Va 25; Fl 1, Fl 10.)

#### **THAUMONT 17, AC 1014: Bandits in Heldann**

**Location:** 100 miles from Freiburg, Heldannic Territories. KW

**Description:** A patrol of Heldannic Knights bringing gold (taxes and treasures from captured lands) back to Freiburg is ambushed by a large group of armed peasants. The peasants manage to grab the wagon with the gold and get away. The rebels, knowing the surrounding forests better than the Knights, manage to split up and lose their pursuers. The use of magic prevents the knights from using their own clerical magic to track down the traitors.

The Heldannic Knights believe that Geoffrey of Grunturm is behind the daring raid. The loss of money causes a serious blow to the war funds of the nation. (See Ya 14, Fe 7.)

**What This Means:** The Heldannic Knights were never truly loved by the commoners of the Heldann Freeholds, but were tolerated because life managed to go on more-or-less as usual. However, last year, Wulf von Klagendorf declared an Inquisition against the non-believers in Vanya (JA, Nuwmont 1, AC 1013). Too many sons and daughters have been executed in that Inquisition, and many of them only to gain land/property for the Lord leading the Inquisition more than for any religious heresy. Many Heldanners have had enough, and are ready to start a rebellion against their oppressors. This raid is just the first of many skirmishes and was as much intended to show inspiration to the commoners as to deal a severe blow to the Knights's coffers.

Geoffrey of Grunturm is behind this particular group of rebels. His own lands in

southern Norwold having been overrun and conquered (and his people enslaved by the priesthood of Vanya) by the Heldannic Knights, Geoffrey has decided that he has had enough with the clerics of Vanya. He has returned to his homeland, having vowed not to give up until the Knights have been defeated so that they can no longer harm and persecute anyone else. He has managed to inspire several peasants who have also decided that enough is enough.

#### **THAUMONT 17, AC 1014: Hard-Ball Stadium Completed**

**Location:** Ionace, NACE. KW

**Description:** The Stadium that will host the Super-Hard-Ball matches in Flaurmont is completed just in time on Ionace. (see Va 1; Fl 1, Fl 28.)

**What This Means:** The Council declared the season open the first day of Vatermont, although the stadium what not yet completed at the time. Magic has been used to speed it up.

#### **THAUMONT 17, AC 1014: A Deadly Sandstorm**

**Location:** Arypt Desert, Davania. KW

**Description:** The Karameikan Polar Expedition spots a huge sandstorm approaching them rather quickly. They look for shelter and soon discover a huge crystal pyramid. They take shelter within the strange structure. (See Th 14; Th 18, Th 22.)

**What This Means:** The crystal pyramid belonged to the now long gone Katapec people. The reference to them is given in PC2: Top Ballista, on p.28 in the Tabi description. What exactly this culture was or what happened to them (Hollow World?) is unknown.

#### **THAUMONT 18, AC 1014: Attempt at Communication**

**Location:** Arypt Desert, Davania. KW

**Description:** The leader of the Karamaikan Polar Expedition decides, on a lark, to try the scroll of communication he has been carrying around for the past three years. The scroll had failed in the Hollow World, but perhaps it will work again now that they are back on the surface world.

There is no answer to his message. (See Th 14, Th 17; Th 22, Fl 12.)

**What This Means:** The captain of the Farseeker has given up on the expedition and believes they are all dead. The Farseeker returned to Karamaikos in the spring of AC 1013 (See PWA3, Ei 28.). No one is looking at the scroll of communication anymore.

#### **THAUMONT 20, AC 1014: Assault on Verdan**

**Location:** Verdan, Esterhold Peninsula. KW

**Description:** Although he has troops stationed in Alpha and the Yanniveys, Commander Broderick decides for the invasion of Verdan. Knowing his submersible galleys will be no surprise, Broderick decides to attack from different directions at the same time. Of course, he puts his submersibles and ships into position on the Verdan coast and Faraway's harbor, with marines pouring out of them, but he also leads infantry through the woods of Esterhold from the port cities of Anchorage to the west and Rock Harbor to the south. At the same time, some Jennite tribes lead skirmishes on the eastern forts - thanks to Broderick's gold. The Jennite slaves in Faraway, hoping at the sight of the foreign troops, cause some trouble within the city - although they are largely disorganized.

King Nicodemus didn't expect such an all-out assault, and finds it difficult to battle on all fronts at the same time. The undefended interior land quickly falls to Broderick's marching troops; only the capital and the three eastern forts remain uncaptured, though they become isolated from each other. (See Th 6; Th 25, Fl 7.)

#### **THAUMONT 22, AC 1014: Marching Home**

**Location:** Arypt Desert, Davania, and Qeodhar. KW

**Description:** The Karamaikans decide that the best place to go right now would be the Thyatian city of Raven Scarp.

With a specific destination in mind (and the sandstorm over), the group marches out into the desert. (See Th 17, Th 18; Fl 12, Fl 25.)

#### **THAUMONT 25, AC 1014: Faraway Besieged**

**Location:** Faraway, Verdan, Esterhold Peninsula. KW

**Description:** Surprised by the way things turned out, King Nicodemus decides to throw all of his forces into the battle. His divisions have been more or less able to keep the Alphetian armies at bay so far, although the rest of the land is probably no more his - except perhaps the eastern forts. He fears an uprising of the Jennite slaves, however, and he knows he would have a hard time fighting it with all his troops busy repelling the Confederated Army. So he decides to strike with Xanthus's man-o-war, and delights in the sight of the ship blasting squads of attackers trying to break through.

Suddenly, three more skyships appear in the sky, and shoot at the man-o-war. The ship soon crashes to the ground, damaged beyond repair. The Jennite slaves cheer at the sight of the crashing ship, and seize the opportunity to rebel again.

Attacked from sea, air, land, and from inside the city, the Verdan troops find themselves overwhelmed and must retreat to the palace where they rally. By the end of the day, most of the city has been conquered. Many Verdan masters are assassinated by their rebelling slaves, and small groups of loyalist troops that find themselves surrounded by rebels are butchered - the Verdan soldiers do the same with the groups of rebels they encounter. (See Th 6, Th 20; Fl 7, Fl 18.)

**What This Means:** Broderick knew of Xanthus's ship, so he hired all the skyships that Floating Ar and Aeria could spare. He didn't put them to work immediately, however, rather preferring to surprise Nicodemus and Xanthus.

His tactic proved successful, because the destruction of the two kings' ace caused their armies' rout. Broderick himself is surprised by the rapidity with which he has taken most of the land, and hopes this will not cause Thyatis to react with hostility. Broderick now does his best to prevent the rebels from murdering everyone of Alphatian descent they see - he knows the surrender of the palace and the forts is only a matter of time.

#### **THAUMONT 27, AC 1014: Source of Warped Magic Found**

**Location:** Canolbarth Forest, Aengmor. KW

**Description:** After a couple of weeks of research, the elves discover that some strange magic is starting to overwhelm the forest and is preventing the elves' magic from working. The exact nature of this magic remains a complete mystery.

Both Jorodrin and Tanadaleyo are intrigued by this and decide to study it further. (See Va 28, Th 9; Ya 12, Ya 19.)

**What This Means:** Although each sub-race of elves blames the other, in fact neither are directly responsible for preventing the magic from working. The former nation of Alfheim has always been a strong magical place. Most of the magical energies of the nation focused into areas that became known as Magic Points (see GAZ 5; The Elves of Alfheim).

When the shadow elves unleashed their great magic (some say enhanced by Atzanteotl, but that might be a rumor spread by the Alfheim Avengers) against the forests of Alfheim, that magic eventually dissipated and merged into the existing magic points, corrupting them as it once corrupted the now dying forest. At this

point, the magic points are causing more nightmares, madness and insanity than ever before, and they are releasing never before seen monsters onto the world of Mystara.

As a side effect, they are beginning to influence and cause the strongest/largest magical effects (such as nation-wide weather magic) to go wild or not work at all.

#### **THAUMONT 28, 1014 AC: Prince Malachie's Savior**

**Location:** Chateau Morlay, Glantri. KW

**Description:** A heavily armed, trained, and magical group of mercenaries breaks into Chateau Morlay and attacks Prince Malachie. The castle defenders are unable to stop the intruders, and several guards are killed. When Malachie himself is cornered by the assailants, another mage arrives and joins to the defense of the Prince. This unknown mage uses several powerful spells and manages to chase off the attackers. Once the danger is gone, the man disappears as mysteriously as he arrived. None of the attackers are captured.

Rumors in taverns about the incident seem to indicate that Etienne d'Ambreville returned to help Prince Malachie just as he did two summers ago to help his successor against Henri d'Ambreville. Some begin to claim that his ghost is watching over his former allies during his life.

**What This Means:** Synn discovered that Malachie gave Jaggar one of her scales and has 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 be lead back to her, she hired them to eliminate her opponent without further delay. Unfortunately they failed.

The mysterious mage that saved Malachie was indeed Etienne d'Ambreville. Rumors of his return have been going around since the summer of AC 1012, but the former Prince has decided he would rather stay in hiding until he can recuperate and regain all

the power he once had (either attain Immortality again or avoid being detected by the other Immortals until he is ready for them if he is Immortal once more, depending on the outcome of Mark of Amber). When he does return, Etienne will need all the allies he can get to help him reestablish his political power, and therefore could not afford for Prince Malachie to be defeated. He was forced to come out of hiding to help his ally.

The other Princes of Glantri, upon hearing the rumor, will begin to once more search and try and discover Etienne d'Ambreville as they did when rumors left Chateau Sylaire about his return. As during their previous search, all means mundane and magical will reveal nothing of his presence.

### ***Strange Magic In Canolbarth***

[Excerpted from a report submitted to the Darokin Diplomatic Corps (DDC); reprinted with permission.]

At the request of the exiled elves of Alfheim, I have accompanied them back into their former homes within the nation of Aengmor. Because of the presence of one of their most important Tree Keepers, Jorodrin Feadiel, and their distrust of the shadow elves, the Alfheimers prefer to have a neutral party act as mediators. Hence the involvement of the DDC. This is my first report.

The Alfheim exiles decided to give a peaceful attempt to work together a try. I believe that the main reason is that they cannot bear to see their beloved forest die. The elves would rather see it in the hands of the enemy that have it disappear altogether. Still, the presence of some of their sharpest military minds under false names in the party leaves me to believe that other events

might have transpired within the forest as well. More than likely, it was merely reconnaissance, but perhaps we should take a deeper look into the plans of the Alfheim elves as well. I believe (CENSORED).

For the past three weeks, both races of elves have been trying desperately to save the Canolbarth forest from destruction by the lack of rain the area has been suffering the past several years. The blight oaks that are currently dominating the vegetation seem able to survive extended droughts so far, but the shadow elves fear that if this continues for a few more years, they will surely die as well.

Yet magical experimentations on both side always fail miserably. Just yesterday, there was an explosion which wounded two of our [DDC. Ed.] members and destroyed one of our wagons, exposing (CENSORED). Luckily, no one noticed thanks to the commotion caused by the wounded. Another way that the magic fails to work properly is that instead of summoning rain or water, monsters appear out of thin air and attack the elves. As of yet, I am amazed no one is dead from the wild surges.

While talking to Jorodrin about (CENSORED), the discussion soon turned to the failure of the magic. His assistant insinuated that the shadow elves were somehow behind it, but Jorodrin is positive that they are not. The senior elven Tree Keeper gave me the impression that not just the weather magic was behaving wrong, but so was all magic cast within the area. If this is indeed the case, perhaps we should re-examine our outposts along (CENSORED). Maybe this wild-magic zone is spreading and might soon enter the lands of Darokin as well.

My shadow elf contacts were less subtle and outright accused the Alfheim elves of treachery in an attempt to destroy their forest home that they have worked so hard to achieve. Guards were placed around the elven encampments, and no Alfheim elf was ever allowed to venture out of the sight of

the guards. Needless to say, this caused various problems and arguments which I needed to mediate. Worse, such arguments delay the research to a point where only one day out of three or four were actually spent trying to save the forest while the others were wasted arguing.

Soon enough, however, it was indeed discovered that neither of the elven races seemed to be behind the wild magic and another truce was declared. Jorodrin deduced that before anyone could even attempt to save the forest with magic, they first had to discover what exactly was causing magic to be so unpredictable. With a surprisingly good group effort, they had managed to deduce that it wasn't even from their current position that the warping effects were coming from. This teamwork shows that the elven groups can indeed work together, and very effectively as well. An alliance between the two would make them a powerful force indeed, but with their distrust and hatred toward each other, I doubt this will happen during the current elven generation (i.e. this whole millennium).

The perturbation in the magical energies seemed to be originating from the Magic Points of the Canolbarth Forest (see Attachment A (CENSORED)). The entire research party moved closer to one of these Magic Points so they could get a better look at things.

The closer one got to these famous Magic Points, the more the forest appeared warped and twisted. Even nature had turned wild, as we witnessed no less than three trees uproot themselves and walk to another location. Jorodrin assured me they were not treants nor any other type of living tree; they were normal oaks which simply went for a walk. While there, night and day raced by several times in just a few hours, yet time itself remained unchanged; we did not get hungry or tired... just the sun and moon changed positions several times in the sky above.

It was also in that area that one of the Alfheim elves went insane. He cried out at the shadow elves, calling them orcs and dwarves, while his fellow Alfheim elves were apparently some type of ogre-halfling crossbreed (don't ask, I'm not sure myself...). Whatever affected magic and nature was apparently also capable of affecting the minds of those that went near. It is because of these properties that the elves have named these areas the Wild Lands. They have begun to try and analyze how these Wild Lands were created and if they are indeed growing to encompass all of Alfheim.

Of course, the younger Alfheim elves immediately accused the shadow elves for the mental state of their friend. Once more, the shadow elves denied any involvement. From the information I have gathered on shadow elves, I must say I believe them. As we know, the shadow elves are xenophobic, arrogant and do what they want but they are not the type to lie about it (see Attachment B (CENSORED)).

Jorodrin continues to tell his entourage to wait a bit as they have several years to examine the situation. But the other Alfheim elves seem rather impatient, and I fear it is only a matter of time before they start another useless argument. Once again, I will be forced to mediate, and frankly, I thought it would be easier to get the dwarves to ally with the elves than it has been working with these two elven races. U.B.



## *Spring*

### **FLAURMONT 1, AC 1014: Stories of Heroes Spread**

**Location:** Sind. KW

**Description:** Word spreads throughout the mumlykets of Gunjab, Sindrastan, and Peshmir about the siege at the monastery of Gareth. The Sindhis of the region begin to see Sitara and Anand as heroes who are trying to oppose the Huleans, and begin praising their courage. (See Va 25, Th 16; Fl 10, Fl 14.)

**What This Means:** Although originally the intent of the siege was to stop the blasphemy of the priests of Gareth, that notion is soon forgotten by the people of Sind who now view it more as a Sindhis against Huleans confrontation. Instead of trying to discredit Sitara and the others as the Rishiyas had hoped, they are turning popular opinion on their side.

### **FLAURMONT 1, AC 1014: Super-Hard-Ball Tournament Begins**

**Location:** Ionace, NACE. KW

**Description:** All teams that have qualified arrive on Ionace today. The 17 teams will meet each other in the Super-Hard-Ball stadium; the final will be held on Flaurmont 28 between the two best teams. (See Va 1, Th 17; Fl 28.)

**What This Means:** When the Super-Hard-Ball tournament was created, there has been some arguing within the Council as to whether it was to be held in a different member state each year or on Ionace. It was decided that there were too many member states to use the round-robin method, and that tourism could help developing Ionace.

### **FLAURMONT 3, AC 1014: Great Migration Commences**

**Location:** New Kolland, Glantri. KW

**Description:** Hool's Great Migration sets out today, now that the passes are mostly

clear of snow. To his surprise, he is greeted by the sight of Nizam-Pasha and his gnollish hordes. Nizam has thought over Hool's proposition, and decided to join the expedition. Hool accepts, and the two tribes set out together. (See Nu 1; Fl 20, Fl 24.)

**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, gnollish patron. 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 7, AC 1014: Forts Surrender**

**Location:** Eastern forts, Verdan, Esterhold Peninsula. KW

**Description:** The commanders of the forts protecting Verdan from the Jennite tribes, now under siege by Alphatian troops for more than two weeks, decide to surrender. Since the Jennite tribes have been driven active in the region - thanks to Broderick himself, who didn't think this would be useless - the forts remain manned as usual, though authority passes to the Alphatians. Most of the men that are no more needed here are sent north to Faraway to help in the taking of the city. (See Th 20, Th 25; Fl 18, Ya 11.)

### **FLAURMONT 10, AC 1014: Blasphemers Captured**

**Location:** Monastery of Gareth, Khurish Massif, Sind. KW

**Description:** The Huleans, now backed up by mages and their own priests of Bozdogan, breach the defenses of Sitara and Anand and capture the temple of Gareth. Five apprentices are killed in the fighting, while the rest are all taken prisoner by the Huleans. (See Th 16, Fl 1; Fl 14, Fl 21.)

### **FLAURMONT 10, AC 1014: War Declared on Humanoids**

**Location:** Soderfjord, Soderfjord Jarldoms. KW

**Description:** Pressured by his various Jarls, King Ragnar once again leads his men into the Hardanger Mountains to chase out the humanoids that have been harassing his people for the past couple of years.

In addition to his normal army, several bands of mercenaries and adventurers march into the mountains as well, hoping to get their share of the 1,000,000 gp offered in bounties in the Humanoid Defense Fund established by the Nordhartar Defense League (JA, Sviftmont 28, AC 1013).

Finally, Vestland has also begun to coordinate attack plans with Soderfjord as they too are being harassed by orcs (instead of Kobolds) and it would be best for both nations to be rid of all humanoids.

This time, they march straight for the Falun Caverns which were discovered two years ago by his scouts (PWA3, Eirmont 26, AC 1012) but he had never been able to attack because of the constant raid and harassment between the kobold and human armies last year. (See FI 25, Ya 8.)

**What This Means:** This is basically a straight-forward human vs. goblinoid military campaign by the men of the Soderfjord Jarldoms. Ragnar, having lost many men and battles in the mountains the past couple of years, had hoped to end the fighting before losing more face to his people, and hence helped establish the Humanoid Defense Funds. But it was too late; he had already lost the respect of several Jarls when he withdrew and declared the war over. Determined to prove once again that he is a great warrior, he leads for the third year in a row another army up into the mountains to find and defeat the kobold horde.

### **FLAURMONT 11, AC 1014: Skirmish in Orclands**

**Location:** Orclands, Darokin. KW

**Description:** While on a routine patrol today, two legions from Fort Nell encounter a large force of goblinoids in the southeastern spur of the Dwarfgate Mountains. The two forces clash, and the goblinoids are driven back into the mountains. (See Ya 1, Kl 5.)

**What This Means:** The Orclands of Darokin have been quiet for many years now. It was presumed that there was a civil war going on between the trolls of C'Kag and the orcs in the area. This goblinoid incursion has put Fort Nell on the alert that the Orclands may be active once more.

In truth, the situation is far worse than they know. Last year, four goblinoid leaders - King Alebane, Hutai-Khan, Moghul-Khan, and General Tlatepetl - and their minions, all refugees from shadow elf activity in the Broken Lands, decided to move into the Orclands. After a year or so of steady fighting, they managed to bring the native tribes in the region under their control. The four leaders have formed a loose alliance that will prove to be a menace to the already harried Darokin in years to come.

### **FLAURMONT 12, AC 1014: Out of the Desert**

**Location:** Eastern Meghala Kimata Plains, Davania. KW

**Description:** The Karameikan Polar Expedition finally reaches the northern edge of the Arypt Desert. They enter the Meghala Kimata savanna and proceed to look for food and water to replenish their supplies. (See Th 18, Th 22; FI 25, FI 28.)

### **FLAURMONT 13, AC 1014: Prison Break**

**Location:** Borydos Island, Empire of Thyatis. KW

**Description:** A party using powerful teleportation magic breaks into the prison facilities of Borydos and manages to release all the prisoners. After massive chaos, all the prisoners are recaptured (dead or alive) by the guards and brought back to the

prison. A head count reveals that 5 prisoners are missing, and none of those who broke into the prison have been found either.

#### **FLAURMONT 14, AC 1014: Company of the Bear Finds Antidote**

**Location:** Huptai Territory, Yazzak Steppes. SC

**Description:** The Company of the Bear, a group of dwarven beer-drinking myrmidons from Harstal, conquer a Huptai camp at the eastern end of their territory. From the captured shaman, they manage to obtain a couple dozen vials of a foul-tasting green liquid which supposedly protects the goblins from the flowers of the Field of Dreams. They quickly rush back to Eusdria with their important find. (See Va 25, Th 3; Fl 20, Fl 28.)

**What This Means:** The Company of the Bear (majority are dwarves, but some humans and elves are present) have always had a jealousy toward the Knights of Eusdria as the honorbounds have always been the favorite of the King. Therefore, the mercenary company of myrmidons decided to take care of the goblin problem themselves just to upstage the Knights.

The Company therefore marched through the Confederated Kingdom of Robrenn (in small groups to avoid causing problems with the local rulers), regrouped along the River Lugdumna and then marched into the goblin territories. Their logic was that if they could destroy the goblins from behind, there would be none left to face them back in Eusdria. With the unexpected discovery of an antidote to the amber lotuses, they have decided to return home with the find.

#### **FLAURMONT 14, AC 1014: Prophets Imprisoned**

**Location:** Raneshwar, Mumlyket of Gunjab, Sind. KW

**Description:** Sitara Rohini, Anand Brishnapur, and the surviving members of the monastery of Gareth arrive, under heavy

guard, at the town of Raneshwar at the foot of the mountains. They are locked up in the local dungeon for the night. (See Fl 1, Fl 10; Fl 21, Kl 5.)

#### **FLAURMONT 18, AC 1014: Verdan Surrenders**

**Location:** Faraway, Verdan, Esterhold Peninsula. KW

**Description:** The troops pinned in the royal palace in Faraway discover that King Nicodemus has fled the palace by an unknown mean, probably magic or a secret exit. Without their leader, and with their supplies running low, they decide to surrender to Commander Broderick. (See Th 25, Fl 7; Ya 11, Ya 23.)

**What This Means:** Broderick has neutralized all pockets of resistance in the meanwhile, and this surrender means he is in complete control of the land. He sends most of his troops back home, to their respective countries.

Nicodemus is on the run, and no one knows what happened to Xanthus when his skyship crashed, or even if he was on board.

#### **FLAURMONT 20, AC 1014: Misunderstanding in Robrenn**

**Location:** Barony of Nemausa, Robrenn. SC

**Description:** The Company of the Bear, on its way back to Eusdria, rushes through the land of Robrenn. There, they are confronted by the local military and a confrontation ensues. It takes several hours before a parlay and truce can be declared.

Once the Company of the Bear manages to state that they merely wish to get home as soon as possible because they have found an antidote against the amber lotuses, Baron Calturix lets them pass through his lands under escort of his own army. He warns the leader of the Company of the Bear to respect Robrenn's borders from now on, stating that he is only being generous

because of the dire situation Eusdria is currently in. (See Th 3, Fl 14; Fl 28, Ya 7.)

**What This Means:** Although Eusdria and Robrenn are allied together against the goblinoids, they are still not nations at peace. Armies cannot cross the borders with impunity, and the Baron of Nemausa was perfectly right to defend his lands against the Company of the Bear.

### **FLAURMONT 20, AC 1014: Fort Lakeside Besieged**

**Location:** Fort Lakeside, Darokin. KW

**Description:** After a few arduous weeks of travel through still heavily snowed in mountain passes, the Great Migration reaches Fort Lakeside, on the shores of Lake Amsorak. In the raid that ensues, Hool's forces are driven back into the mountains, but cause severe damage to the fort and its surrounding town. (See Nu 1, Fl 3; Fl 24, Ya 8.)

**What This Means:** Hool would have preferred to avoid Lakeside, but his forces were hungry and restless for action. Fort Lakeside has never fully recovered from damages it sustained in AC 1006 when the meteor hit Glantri, but the legions were thankfully on the alert due to raids in the area in Ambyrmont of last year (see JA). The troops at the newly constructed Fort Highlake are alerted as well. Hool will be harassed by Darokin troops as long as he remains nearby.

### **FLAURMONT 21, AC 1014: Prophets Freed**

**Location:** Mumlyket of Gunjab, Sind. KW

**Description:** In the hills between Mahasabad and Palkat, the unit escorting Sitara and the other prisoners is attacked by a horde of bandits. The outlaws make a strike for the chain of prisoners, free them, and then rush back into the hills with their new allies. (See Fl 10, Fl 14; Kl 5.)

**What This Means:** The bandits are a group of Freedom Warriors who desire to

overthrow the Huleans in Sind and return the nation to the Sindhis. Chandra ul Nervi, the secret leader of the Freedom Warriors, however, did not order their escape. Local members of the rebels heard the stories of Sitara and Anand's bravery at the monastery of Gareth and decided that they had to free such loyal members of their cause.

### **FLAURMONT 24, AC 1014: On the Move Again**

**Location:** Amsorak Mountains, Northern Darokin. KW

**Description:** Having been alerted to the approach of troops from Fort Highlake, Hool and his army set out once more, this time to the west. The expedition will stick close to the Amsorak Mountains as they make their way along. (See Fl 3, Fl 20; Ya 8, Kl 2.)

**What This Means:** Hool's small army (about 3,000 strong) cannot stand long against an organized Darokin resistance, so he is moving towards the Sindhi/Darokin border. He hopes that the Sindhi are less organized, so as to continue his trek southwards with a minimal amount of risk. Also, he is aware of the humanoid population in the Sind region of the Amsorak Mountains, and hopes to encourage some of them to join him.

### **FLAURMONT 25, AC 1014: Gnollheim Ransacked**

**Location:** Soderfjord Jarldoms, Northern Reaches. KW

**Description:** The forces of Ragnar enter the hills of the area called Gnollheim and invade in force several of the small gnoll communities, crushing the outnumbered defenders. (See Fl 10; Ya 8, Ya 12.)

**What This Means:** The gnolls of Soderfjord have been allied with the kobolds of the Hardangers for the past couple of years. Ragnar intends to crush all the humanoids and eliminate any possible aid the kobolds might receive.

Some of the gnolls escape and warn their forces in the Hardangers to prepare for the humans again.

### **FLAURMONT 25, AC 1014: In the Jungle**

**Location:** Jungle Coast, Davania. KW

**Description:** The Karameikan Polar Expedition reaches the inner edge of the jungle that covers the entire Jungle Coast. (See Th 22, Ya 12; Fl 28, Ya 3.)

**What This Means:** The jungle is the first sign that the Karameikans are getting close to their goal. Beyond the jungle lies the coast to the Sea of Dread, and from there, a way to Raven Scarp and finally home.

### **FLAURMONT 27, AC 1014: Hunt for Thar Begins**

**Location:** Rhoona, Vestland, Northern Reaches. KW

**Description:** Forces of Vestland gather in Rhoona and march into the Makkres Mountains, intent on defeating Thar and his horde before it gets too much out of control. (see Ya 23, Fe 24.)

### **FLAURMONT 28, AC 1014: Super-Hard-Ball Final**

**Location:** Ionace, NACE. KW

**Description:** All teams, including those from Karameikos (the Mirros Knights) and Aeria (the Featherfall Plumes), fought great matches during the whole month. All Council members and ambassadors, as well as many nobles and commoners alike, assist today to the final of the Super-Hard-Ball between the teams of the Aquas Seahawks and the Coppertown Red Skins of Dawnrim. After a long, disputed match, the Seahawks prevails. (See Th 17, Fl 1.)

**What This Means:** This first season of Hard-Ball was a real success.

### **FLAURMONT 28, AC 1014: A Tabi Clan**

**Location:** Jungles of the Jungle Coast, Davania. KW

**Description:** The Karameikan Polar Expedition encounters a family of tabi which spies on the party, goes through their equipment, and basically annoys and harasses them despite their good intentions.

The group moves on, followed by one of the tabi called Taxla.

The Karameikans try to convince Taxla to go home as they do not like his excited and curious behavior (nor the stench of tabi), but Taxla refuses and follows them anyway from in the trees above. (See FL 12, Fl 25; Ya 3, Ya 25.)

**What This Means:** Taxla is just an ordinary young tabi who is going through a phase of curiosity and adventure like the young adventurers of all races. He has decided to follow these strangers as they seem interesting.

The tabi are described in better detail in PC2: Top Ballista, including game statistics for them as PCs in the D&D game. AD&D stats are given in the Mystara Monstrous Manual, but there are no rules for using them as PCs in AD&D.

### **FLAURMONT 28, AC 1014: Company of the Bear Meets the King**

**Location:** Othmar, Kingdom of Eusdria. SC

**Description:** The Company of the Bear arrives at the capital of Eusdria where they quickly hand their antidotes against the amber lotuses to the King. The King honors the Company of the Bear for their bravery and dedication to Eusdria. (See Fl 14, Fl 20; Ya 7, Kl 3.)

**What This Means:** King Sigismund III immediately charges his best clerics to discover how the green antidote works and possibly how to make more of it. The elven King believes that he will finally be able to strike back at the Huptai hobgoblins.

### **YARTHMONT 1, AC 1014: New Enemies**

**Location:** Fort Nell, Darokin. KW

**Description:** A large force of goblinoids, under the joint command of Tlatepetl and Hutai-Khan, makes its way along the northern tip of the Canolbarth forest today, in an attempt to sneak up on Fort Nell.

Much to their surprise, they stumble across a force of shadow elves in the region. In the ensuing battle, the smaller army of shadow elves is routed, but not before causing severe damage to the humanoid army. After much debate, the humanoids return to Orclands to lick their wounds. (See Fl 11; Kl 5, Fy 2.)

**What This Means:** Tlatepetl is carefully assessing the strengths of his neighbors on the surface, and acquainting himself with the ways of life aboveground. He coordinated this attack on Fort Nell with Hutai-Khan for that purpose, but he little expected to find shadow elves camped on his very doorstep!

### **YARTHMONT 3, AC 1014: Bogdashkan Orcs**

**Location:** Bogdashkan tribal lands, Davania. KW

**Description:** The Karameikan Polar Expedition is viciously attacked by a war-party of jungle orcs. The two groups come to a stand-still and fall back to regroup. (See Fl 28, Fl 25; Ya 25, Ya 27.)

**What This Means:** The Karameikans have just entered the tribal lands of the Bogdashkan orcs. The orcs will continue to harass and attempt to kill them as long as they remain in their territory, which will be for about the next 10 days. The Karameikans will therefore be on continuous guard and be rather exhausted as the orcs obviously have the superiority in numbers and can afford to attack in waves.

Luckily, the party's priest can cast neutralize poison to counter the effect of the blow gun needles that the orcs are fond of.

### **YARTHMONT 7, AC 1014: Schattenalfen Look Toward the Traldar**

**Location:** Issarthyl, Schattenalfen Caverns. HW

**Description:** Queen Catriata declares that the Schattenalfen will be concentrating their attacks on the Traldar. The military is to prepare an attack on the city of Coresco. (See Nu 15, Th 5.)

**What This Means:** It has come to the attention of the Schattenalfen that Traldar raids against them, as well as incursions into their territory has increased dramatically. Queen Catriata believes that these are signs of an imminent war or invasion by the Traldar. She therefore desires to strike first.

King Tiradon did indeed try to raise an army for such a purpose last year, but failed. Groups of heroes instead took off on their own to recover the ancient artifact that the Traldar never really knew about until late last year.

As a side effect of the relocation of the Schattenalfen troops, the Azcans now have a break in which they can try and rebuilt Tempocatliotl.

### **YARTHMONT 7, AC 1014: Flowers Reach Lorsa**

**Location:** Castle of Lorsa, Eusdria. SC

**Description:** The amber lotuses reach as far south as the Castle of Lorsa. The Knights of Eusdria evacuate, letting the goblins take over the castle. (See Fl 20, Fl 28; Kl 3, Fe 9.)

### **YARTHMONT 8, AC 1014: Chandbali**

**Location:** Ruins of Chandbali, Sind. KW

**Description:** Hool's Great Migration comes pouring out of the mountains and settles in the ruined village of Chandbali (it was destroyed by the meteor crash in AC 1006). Their presence is noted by the mage Rohan Kalkiin, whose tower is located nearby. Hool, unknowing, gives praise to Wogar for

their luck thus far. (See Fl 20, Fl 24; Kl 2, Kl 22.)

**What This Means:** Hool got out of Darokin with few losses, but he won't stay unnoticed in Sind. Rohan Kalkiin is the son of the Rajah of Nagpuri, and is likely to inform his father of the humanoid presence. Hool may well find himself having to fend off the entire Mumlyket of Nagpuri - a force much stronger than his current army!

#### **YARTHMONT 8, AC 1014: First Contact With Kobolds**

**Location:** Hardanger Mountains, Soderfjord Jarldoms. KW

**Description:** Ragnar and his men encounter and skirmish with the first kobold and gnoll defenders in the Hardanger Mountains south of the Great Marsh. After many little battles, neither force seems to have greatly affected the other. (See Fl 10, Fl 25; Ya 12, Ya 16.)

#### **YARTHMONT 11, AC 1014: Council Discusses on Verdan's Future**

**Location:** Ionace, NACE. KW

**Description:** The Council of the New Alphatian Confederate Empire discusses on the future of Verdan. They think they should name a Jennite king to rule the country, since an Alphatian would probably be viewed with suspicion, or even hostility by the natives. Unfortunately, the rebels have never been much organized there, and there is no obvious strong leader.

King Favian of Blackrock then comes up with an interesting, though unusual, alternative: He proposes to regroup all of the territories of the Esterhold Peninsula into a single state, the Republic of Esterhold, which would be governed by an elected ruler. Modeled somewhat after the Minaean government to the south-east, it would be composed of provinces, each with an elected governor, who elect the president. Elections could occur every six years; when there is a tie for the naming of the president, the Council decides. The governor would be

the ruler of his own province, and the president would decide on matters concerning the republic as a whole, or for events involving more than one province, the Council or territories outside the provinces. The Council decides to take the time to ponder about this proposal and to come to a conclusion during another meeting. (See Fl 7, Fl 18; Ya 23.)

#### **YARTHMONT 12, AC 1014: Ragnar Dealt Hard Blow**

**Location:** Hardanger Mountains, Soderfjord Jarldoms. KW

**Description:** The forces of Ragnar are thrown into chaos as Psa'gh's kobolds cause an avalanche to destroy the men of the Northern Reaches. Once more, Ragnar is forced to watch as several dozen warriors are crushed to death. (See Fl 25, Ya 8; Ya 16, Ya 28.)

#### **YARTHMONT 12, AC 1014: Elven Truce Broken**

**Location:** Canolbarth Forest, Aengmor. KW

**Description:** During a talk between the shadow elves and elves of Alfheim over the magic influencing the forest, a shadow elf assassin attempts to kill Tree Keeper Jorodrin Feadiel. The forest elves retaliate and about a dozen are wounded and/or killed on both sides before the elves of Alfheim manage to retreat and lose their pursuers. (See Th 12, Th 27; Ya 19.)

**What This Means:** The shadow elves had nothing to do with the assassination attempt. It was actually an elf of Alfheim using his magic to impersonate a shadow elf who fired the arrow at the Tree Keeper. The elf, a member of the Alfheim Avengers, purposely missed as he did not want to kill one of his own. The whole event was to make it look like the shadow elves cannot be trusted and to polarize the opinion of the surface elves against the Shadow Elves. It seems the attempt worked.

### **YARTHMONT 13, 1014: Gaity in Chaos**

**Location:** Gaity, Alatian Islands. KW

**Description:** Gaity goes into a complete state of chaos, as most of the petty barons compete for more land, and eventually for the kingship of the island. There is much political intrigue, assassination attempts, wars, and more between the ex-Thyatian dominion rulers. Neither Thyatis - which has troops stationed on nearby Aegos - nor the New Alphatian Confederate Empire, intervene.

**What This Means:** Since the island has been granted independence from both Thyatis and Alphatia by the Isle of Dawn Treaty, the country has always been in a state of chaos. Escalation happens today, as a baron military attacks his neighbors and declares himself king.

**What the PCs Can Do:** If the PCs have been granted dominion on the island when it was part of the Thyatian Empire, they can't avoid being involved in the events. They can even become the undisputed leaders of Gaity, but that shouldn't happen before they lead their armies to successful wars.

### **YARTHMONT 14, AC 1014: Knightly Pride and Arrogance**

**Location:** Freiburg, Heldannic Territories. KW

**Description:** Lenard Doverson, an adventuring priest of Vanya from Thyatis, is arrested in Freiburg for heresy against the Heldannic Knights and Vanya. At his trial in the Star Chamber, he denounces everything the Knights stand for and says that they have lost the true meaning of Vanya, which is to conquer, not to persecute and enslave. The man is executed for such blasphemy, as "only the Heldannic Knights know the true will of Vanya."

Afterwards, throughout the Territories, the Knights' spells and magic begin to fail. Many Knights are stripped of their most powerful spells, while some even lose all their spell-casting abilities. Even their

famous Heldannic Warbirds lose power and are forced to land; their magical artifacts cease to function as well. (See Th 17; Fe 7, Ei 23.)

**What This Means:** Vanya has always been the patroness of War and Conquest, and she has upheld the Heldannic Knights as her favored as they were always ready to seek glory in battle and war. Yet last year, when the Knights turned inwards rather than continue conquering, and started their persecution of others, Vanya was dismayed. She gave them leeway as it is the right of the conquerors to dictate how the conquered will behave, to gain time to rest and gather troops/intelligence, as well as to bring new followers to her flock of worshippers. But then many of the Knight Lords began using the Inquisition as means of disposing of their rivals and gaining more lands/money/power rather than for her glory. She has been disappointed ever since, and the execution of one of her own faithful priests trying to return them to the path of conquest was the last straw. The arrogance at the trial of declaring that only the Heldannic Knights know her desires have cost most of them her blessings, as well as the magical support they once had.

### **YARTHMONT 16, AC 1014: Siege of Falun Caverns**

**Location:** Falun Caverns, Hardanger Mountains.

**Description:** Ragnar and his men reach the Falun Caverns and encounter the horde of kobolds ready to defend it. After a long and bloody battle, the humans manage to win the field as the kobolds flee back into their caverns. The forces prepare themselves for a siege. (See Ya 8, Ya 12; Ya 28, Kl 23.)

### **YARTHMONT 18, AC 1014: Clash at Sea**

**Location:** Gulf of Hule. SC

**Description:** Ships of Zvornik clash with merchant ships of Slagovich, plundering all



their cargo, then sinking them at sea. (See Th 12; Ya 24, Kl 7.)

**What This Means:** Zvornik is again seeking to claim dominance to the area, and is starting by destroying the ships of its rivals, such as Slagovich. Slagovich will naturally retaliate by handing out letters of mark against the ships of Zvornik.

### **YARTHMONT 19, AC 1014: Elves Escape Aengmor**

**Location:** Aengmor/Darokin Border. KW

**Description:** After a week of fleeing and a few skirmishes with shadow elf soldiers, the elves of Alfheim manage to escape the Canolbarth forest and return to safety in Darokin. Jorodrin is stunned and cannot believe the shadow elves acted in such a way, yet he cannot deny what happened either. He starts making plans to return to King Doriath in Wendar to inform him what has happened. (See Th 27, Ya 12; Sv 12.)

### **YARTHMONT 20, AC 1014: Wanderers Make Plans**

**Location:** City of Aengmor, Lower Broken Lands. KW

**Description:** Kanafasti and the Wanderers believe to have found a way to stay in Aengmor while maintaining the Way of Rafiel; they intend to raise the city of Aengmor to the surface world, where they will claim a new way of Rafiel shall be born. Abandoning the deformed and the old was correct underground, as only the strong could survive in that harsh land, but on the surface world such events need no longer occur. They hope that they can start a more caring religion of Rafiel in their new town on the surface. Kanafasti and the Wanderer mages immediately begin the research for such a powerful magical spell. (See Fy 2, Am 2.)

**What This Means:** Unfortunately for the Wanderers, the idea was secretly brought to them by the cult of Atzanteotl. The cult of Atzanteotl has grown as powerful as it dares

with the shamans of Rafiel in Aengmor. They intend to destroy the shamans' power by raising the city to the surface, where their soul crystals will be destroyed by the sunlight, and hence they will lose all spellcasting abilities. If that were to happen, the cult of Atzanteotl is sure they can take over Aengmor. The Wanderers, so intent on changing the Way of Rafiel for themselves, have failed to realize that someone else might also be trying to impose their own religion.

The shadow elf behind everything is Xatapechtli, the Spymaster and Feathered Serpent, his mind having been slowly corrupted to the Azcan way of life (and hence Atzanteotl) by the magical cloak he wears. He has been pulling the strings behind the scenes to bring back the glory of the way he now sees as the true way of life of shadow elves (See GAZ 13: The Shadow Elves for Xatapechtli's stats). And even more unfortunately for the Wanderers, he is clever and experienced enough to do it without getting caught.

### **YARTHMONT 23, AC 1014: Trolls Galore**

**Location:** Makkres Mountains, Vestland. KW

**Description:** The forces of Vestland encounter a horde of trolls, and after a long fight, the humans fall back from the vicious beasts. (See Fl 27; Fe 24, Fy 6.)

**What This Means:** Thar has managed to convince the trolls of Trollheim to join his horde and sent them after the invading humans. Still, the red orc realizes that it is only a matter of time before the Vestlanders get past the trolls and enter the mountains. Thar sends scouts out to find other humanoid tribes and clans in the area and convince them to join his horde.

### **YARTHMONT 23, AC 1014: Council Decides on Esterhold's Future**

**Location:** Ionace, NACE. KW

**Description:** The Alphatian Council approves King Favian's proposition concerning the Esterhold Peninsula. The Peninsula becomes the Republic of Esterhold, with a full seat at the Council. It is composed of five provinces: The Province of Anchorage (provincial capital: Anchorage), the Province of Blackrock (provincial capital: Skyfyr), the Province of Marlin (provincial capital: Port Marlin), the Province of Southrock (provincial capital: Rock Harbor), and the Province of Verdan (provincial capital: Faraway). The central region, composed mainly of desert, broken lands and other badlands, is under the direct administration of the President.

Favian Vern is named President of Esterhold until elections can be organized, i.e. until the situation is stabilized. He is charged with appointing temporary governors until the elections. (See Fl 18, Ya 11; Fy 26, Am 21.)

**What This Means:** Once more, the New Alphatian Council has agreed to try out one of Favian's strange ideas. The first had to do with naming a city, and now they are trying his methods of politics. How Favian will manage to organize elections in this vast land still remains to be seen, however.

#### **YARTHMONT 24, AC 1014: Hojah Enters the War**

**Location:** Gulf of Hule. SC

**Description:** During a naval battle between ships of Zvornik and Slagovich, a trade ship of Hojah is badly damaged.

Hojah, in retaliation, declares war against Slagovich. Its ships proceed to create a blockade around Slagovich, preventing any type of navel trade. (See Th 12, Ya 18; Kl 7, Fy 12.)

**What This Means:** Although technically both sides are responsible for the damage to the Hojahite ship, Hojah has always been on relatively good terms with Zvornik. Also, their greatest trade rival has always been Slagovich. Add the fact that Dardren Zvornik has promised not to attack Hojah,

Margrave Hojah decided to concentrate his forces on Slagovich.

#### **YARTHMONT 25, AC 1014: Capture**

**Location:** Manacapuru tribal lands, Davania. KW

**Description:** The Karameikan Polar Expedition is attacked, and eventually captured by the Manacapuru tribesmen. The surviving prisoners are brought back to their village/town (Manacapuru).

Taxla manages to avoid capture and hides in the dense foliage of the jungle. He follows them back to their village. (See Fl 28, Ya 3; Ya 27, Kl 1.)

**What This Means:** The Karameikan Polar Expedition is having trouble getting home.

#### **YARTHMONT 27, AC 1014: Sacrifice**

**Location:** Manacapuru, Davania. KW

**Description:** The Manacapuru bring the Karameikan Polar Expedition members to their temple, where they are sacrificed to their snake-Immortals. The Manacapuru throw them into the snake pit at the end of the large ceremony.

Taxla watches the event from far, then moves in to see if there is anything he can do to help.

The Karameikans discover, to their surprise, that there is no giant snake in the pit to devour them, but rather several snake-men, who take them prisoner. (See Ya 3, Ya 25; Kl 1, Kl 20.)

**What This Means:** The snake-men are Yuan-ti who have managed to convince the primitive Manacapuru that they are Immortals and deserve worship. The Yuan-ti manage to maintain this facade by having as little contact with the Manacapuru as possible, thereby preventing the possibility of them learning that the Yuan-ti are mortal and fallible like anyone else.

The Yuan-ti use those who are thrown into the sacrificial pit as guinea pigs to be transformed into histachii or for

reproduction. That is the fate intended for the Karameikans.

### **YARTHMONT 28, AC 1014: Cavern Entrance Overtaken**

**Location:** Falun Caverns, Hardanger Mountains. KW

**Description:** After a few weeks of fighting, the men of Soderfjord finally manage to break into the Falun Caverns and claim the entrance. Psa'gh's kobolds fall back into the deeper caverns. Ragnar's men are unable to get much farther as the kobolds have riddled their cavern with pitfalls, traps, and ambushes. (See Ya 12, Ya 16; Kl 23, Kl 25.)

**What This Means:** Psa'gh has the situation well in hand. Since the humans already know where the Falun Caverns are, there is no point in trying to lead them astray in the mountains. Psa'gh has let them enter the cavern, where the humans must now split up into small groups to get anywhere. And these small groups don't stand a chance in the maze of traps that the kobolds have prepared. Although Ragnar believes to be making headway into the kobolds' lair, he is only advancing onto more and more traps left by the kobolds.

### **KLARMONT 1, AC 1014: Escape From Manacapuru**

**Location:** Manacapuru, Davania. KW

**Description:** Thanks to the thieving abilities of Taxla, the Karameikan Polar Expedition escapes from the Yuan-ti temple. The group flees into the jungle. There, they continue to try and get to the Thyatian Hinterlands before being recaptured.

Because he saved their lives, the group decides to accept Taxla within their ranks. (See Ya 25, Ya 27; Kl 20, Kl 23.)

### **KLARMONT 2, AC 1014: On the Run Again**

**Location:** Chandbali, Sind. KW

**Description:** While still in Chandbali, Hool's forces are attacked by armies of the Mumlyket of Nagpuri. They are driven back into the mountains, though they suffer few losses. (See Fl 24, Ya 8; Kl 22, Fe 17.)

**What This Means:** As expected, the Rajah of Nagpuri has retaliated against the goblinoids. Hool would have moved sooner, but for reports that a few tribes of goblinoids from the Gunjab region were marching to join the migration. His scouts warned him of the coming of the Nagpurians a few days ago, though, so he sent most of his forces into the surrounding mountains. The addition of the Gunjab goblinoids brings his army near to 5,000, but he now has to deal with how to get around the Rajah's Mumlyket.

### **KLARMONT 3, AC 1014: Goblinoid Hunt Organized**

**Location:** Othmar, Kingdom of Eusdria. SC

**Description:** King Sigismund III asks for a couple of dozen brave warriors and adventurers who would be willing to risk their lives and enter the goblin territories to find and kill the Huptai shamans. Several volunteer for a chance at the glory, but the King only selects the best (either through their reputation or various competitions amongst the contenders) as the number of antidotes he has is limited. (See Fl 28, Ya 7; Fe 9.)

**What This Means:** The clerics of Eusdria were unable to reproduce the antidote to the amber lotuses. They did discover that the antidote lasts for about a month, giving special units enough time to accomplish any mission they are sent on.

The King and his advisors decided that the best solution would be to eliminate any goblinoid shaman who knows how to keep the plants alive out of their natural climate (the Field of Dreams). Once they are gone, they should eventually die out and Eusdria will be free of them.

## **KLARMONT 5, AC 1014: War in Orclands**

**Location:** Orclands, Darokin. KW

**Description:** In the mountains of the Orclands, a force of yellow orcs from Dast clash with a group of hobgoblins and orcs from Gruk. The fighting is bloody, and there are many casualties. (See Fl 11, Ya 1; Fy 2, Fy 5.)

**What This Means:** Moghul-Khan and Hutai-Khan have long been adversaries over religious issues revolving around their patron, Yagrai. Though few of Hutai-Khan's tribe of Hobgobland remain, most of Moghul-Khan's yellow orcs are direct transplants from the Broken Lands. This confrontation shows that old rivalries are not soon to be forgotten, and serves as a reminder of just how tenuous the goblinoid alliance is in Orclands.

## **KLARMONT 5, AC 1014: Caravan Raided**

**Location:** 20 miles east of Gola Keep, Sind. KW

**Description:** A caravan heading for Sayr Ulan from Hule is ambushed soon after it passes Gola Keep (on the western border of Sind). The contents of the caravan, gold for the Hulean armies, never reach their destination. (See Fl 14, Fl 21; Fe 6, Ei 7.)

**What This Means:** The Freedom Warriors have made their first meaningful strike against the Huleans. Sitara and Anand, who have been with them for over a month now, have been preaching to the rebels, telling them that the time for waiting is over and that they should act now. Anand has been teaching many of the Freedom Warriors the arts of the Shehid Mystics, slowly turning them into a fighting force rather than simple farmers who are revolting. During this time, many have also come to hear and appreciate the words of Gareth, which is the main reason Sitara and Anand joined them; they wanted to show the people of Sind that they can have a revolt without the help of the Rishiyas or traditional Sindhi Immortals.

Following the traditions of the Shehid Mystics, the gold is mostly given back to the poor of the region who have suffered under the Hulean rulers. Enough is kept to continue to supply the Freedom Warriors, however. Only the excess is given away. Still, it is still enough gold to raise the public opinion of the Freedom Warriors.

## **KLARMONT 7, AC 1014: Slagovich and Zvornik Declare War**

**Location:** Gulf of Hule. SC

**Description:** Slagovich officially declares war on Zvornik and sends its troops out to defeat the Zvornikians. The grounds between the two City-States become a huge battle ground. Many free towns, such as Budvǝ, are destroyed by the warring factions. (See Ya 18, Ya 24; Fy 12.)

**What This Means:** All sides in this battle lose many men, but the true victims are the unallied towns crushed in the middle. Also, any ship from any nation becomes a "legitimate" target during the fighting, making the City-States area a very dangerous place to visit.

## **KLARMONT 10, AC 1014: Birth in Imperial Family**

**Location:** Thyatis City, Empire of Thyatis. KW

**Description:** There is celebration in Thyatis City as Emperor Eusebius I's daughter is born. Eusebius names her Valentia after the famous Empress of Thyatis that ruled the Empire of Thyatis in the year AC 20 and held it together after Zendrolion's death. (See Dawn of the Emperors boxed set for Thyatis' history)

**What This Means:** There is no hidden meaning in this event.

Of special note, Valentia seems very magically inclined and could one day become a powerful wizardess if trained correctly. Unfortunately, at such a young age, there are still no signs of her potential power.

### **KLARMONT 15, AC 1014: Land Cleared for World Games**

**Location:** City of Ylaruam, Emirates of Ylaruam. KW

**Description:** Sultan Mohammed Al-Kalim declares that a large piece of land just outside Ylaruam City is now considered to be a foreign quarter. It is there that the World Games will be held in just two more months. (See Kl 26, Fe 15.)

**What This Means:** There are several laws in Ylaruam that outsiders have trouble obeying, such as the law that all mages must wear brightly colored robes which indicate that they are mages (see GAZ 2: Emirates of Ylaruam). Because of this, Ylaruam has foreign quarters, in which the foreigners rule, make their own laws, and punish themselves accordingly. Within these quarters, the laws of Ylaruam do not apply. Since the World Games are bound to bring hundreds, if not thousands of foreigners and infidels, the Sultan has merely assured that they will have a place to stay and that in the games, there will be no hassels of law or such.

The Sultan has placed the ambassador of Darokin in charge of the new foreign quarters reserved for the World Games.

### **KLARMONT 20, AC 1014: Clash With the Natives**

**Location:** Leopard-Land, Davania. KW

**Description:** The Karameikan Polar Expedition is ambushed by barbarians while within the jungle. The group's magical abilities (mages and priests) manage to defeat the attackers and cause them to flee back into the jungle.

**What This Means:** The Leopard Clan attacked the Karameikans, having believed that they were an armed Thyatian party trying to capture their women and children and corrupt them with their "civilization." (See Ya 27, Kl 1; Kl 23, Fe 2.)

### **KLARMONT 22, AC 1014: Raid on Raneshwar**

**Location:** Raneshwar, Mumlyket of Gunjab, Sind. KW

**Description:** Hool's forces stage a raid on Raneshwar, destroying most of the town, before taking off into the mountains again. Maharajah Sarojun Sur is greatly distressed, and appeals to Rajadhiraja Chandra Ul-Nervi for help. (See Ya 8, Kl 2; Fe 17, Am 1.)

**What This Means:** On top of troubles with the Followers of Gareth, now Sind must deal with Hool's Great Migration. Chandra Ul Nervi will place this matter on the shoulders of the Hulean occupying force, stretching their forces even thinner. The Master is quickly coming to realize how much of a hassle it is to continue occupying Sind.

### **KLARMONT 23, AC 1014: Fiends Invited to Play**

**Location:** Falun Caverns, Hardanger Mountains. KW

**Description:** The defenses of the Hardanger kobolds in the Falun Caverns suddenly collapse as kobolds seem to be fighting kobolds. Ragnar and his men push their way into the deep caverns. They soon discover the reason that the kobolds have now started to flee the area; a pack of fiends are on the loose within the caverns. The humans of the northern reach halt their advance and fortify in the caverns they have managed to take from the kobolds, preparing themselves for the onslaught from the fiends. (See Ya 16, 28; Kl 25, Kl 28.)

**What This Means:** Thra'gh, the head shaman of the Hardanger kobolds (see GAZ 7: The Northern Reaches), and trusted advisor and friend of Psa'gh, was getting tired of the endless number of humans at the entrance to the Falun Caverns. He has wasted several decades of his life watching Psa'gh (who no longer ages thanks to his artifact armor) simply wait for the humans to do stupid things when he believes they

could have just invaded the humans and crush them with the power of the “Suit of Silver.” Although Psa’gh continuously insists that the humans at the cavern entrance were under control and would simply be killed one at a time. Thra’gh thinks that Psa’gh has finally failed.

Thra’gh therefore used an ancient ritual to summon a greater fiend to his service to help him reclaim the artifact from Psa’gh so he can himself lead the kobolds to victory. With his spell, he summons a marilith (tanar’ri, true), which in terms summons lesser fiends to help it (tanar’ri hezrou). The fiends attack Psa’gh. Unlike the original legends of the Shining Armor (GAZ 7, p.46), Psa’gh survives and escapes the fiends. Instead, Thra’gh is killed by the greater fiend who breaks free of his control. The fiends then decide to go on a rampage and just kill everything within the Falun Caverns.

### **KLARMONT 23, AC 1014: The Thyatian Legion**

**Location:** Leopard-Land, Davania. KW

**Description:** The Karameikan Polar Expedition encounters a group of Thyatian Legionnaires in the lands of the Leopard tribe. The Legionnaires are trying to capture and “educate” more of the barbaric Leopard clan who refuse to adapt to the proper Thyatian way.

After talking over with the unit’s commander, the Karameikans manage to get accurate directions back to the town of Raven Scarp. (See Kl 1, Kl 20; Fe 2, Fe 4.)

### **KLARMONT 25, AC 1014: Fiends Vanquished**

**Location:** Falun Caverns, Hardanger Mountains. KW

**Description:** The forces of Ragnar, with the help of several priests of Thor and Odin, manage to defeat the fiends within the Falun Caverns, banishing them back to the Abyss. Having taken advantage of the situation, the

humans manage to storm most of the cavern and take control of the situation.

Psa’gh realizes that they are trapped, and supplies are running low. He gives the order for the kobolds to flee the Caverns, and they leave by other exits the humans have not yet discovered. Psa’gh’s horde regroups on the other side of the mountain, away from the humans. (See Ya 28, Kl 23; Kl 28, Fe 12.)

### **KLARMONT 26, AC 1014: Tension Rises in Ylaruam**

**Location:** City of Ylaruam, Emirates of Ylaruam. KW

**Description:** There are many loud complaints in Ylaruam about the terrain given over to foreigners for the World Games. Many believe that if foreigners come to Ylaruam, then they should at least be civilized and behave according to the laws of Ylaruam and Al-Kalim; there is no need to augment the size of the foreign quarters. The loudest of these protests come from the Kin faction, which are very xenophobic and hate foreigners.

The Sultan assures them that the land for the World Games will only be a foreign quarter for the duration of the games, and once it is over, will be returned to the people of Ylaruam. He also asks them to give the infidels a chance to prove themselves before speaking harshly about them when they have not yet even arrived in Ylaruam. (See Kl 15; Fe 15, Fe 15.)

**What This Means:** The Ylari have never been too happy about foreigners, but they have always allowed them in their nation. But this is the first time that they expect so many at once, and tensions can’t help but run a little high.

The Kin faction, the rival faction of the Preceptors for the throne of Ylaruam (see GAZ 2: Emirates of Ylaruam), have never liked having foreigners on its holy land, and would love to close down the borders of Ylaruam. With tensions running as they are, the Kin are doing their best to spread their

beliefs to the Ylari in hopes of gaining more political influence.

### **KLARMONT 28, AC 1014: Kobold Hunt**

**Location:** Falun Caverns, Hardanger Mountains. KW

**Description:** Scouts report the kobolds fleeing the area, and Ragnar immediately has his men chase after them. This begins a long series of skirmishes and maneuvers to lose/surprise each other in the Hardanger Mountains. (See Kl 23, Kl 25; Fe 12, Fe 17.)

## ***The Hardanger Fiends***

[A compilation from the journal of Astrid Ragnisdottir. ED.]

### ***Entry 1***

It is said that men and women who die bravely and valiantly will feast in the Great Hall with Odin All-Father. The All-Father must be welcoming them by the dozens, hearing their tales of great deeds and victory, as no less than two dozen wounded lie before me, chanting of battle as death slowly calls to them.

Let it be known that for the past month, the armies of Ragnar, as well as brave men and women from beyond Soderfjord, have fought bravely, strong in arms, and determined to destroy the little monsters, as all soldiers born. But the clever devils still continue to resist. They lay traps, as the mountains above fall on the warriors, granting them an inglorious demise, or as pitfalls suck the heavy-footed down into the pits of death. Surely as they are weak and vile, the little dogmen devils are clever,

devious, and cunning, as if the spawn of Loki himself.

Yet the gods [It seems the northmen call the Immortals gods for some odd reason. ED.] eventually smiled upon Ragnar, called the Stout, as they praised his mighty axe-arm and courage. After besting many of the dog-headed monsters in personal combat, he who calls himself King Ragnar led his men, and his vassals' men, into the mouth of the Falun Cavern. There did they crush the last of the filthy beasts that guarded the entrance and sent so many a brave warrior to see the All-Father.

There is celebration, for this fortnight, the first step into a glorious victory has been reached. But the drinks are light, as woe be unto him who lets mead cloud his judgment while so close to such a clever enemy.

### ***Entry 2***

Let all who would be wise learn of the troubles that plague the men of Soderfjord. What fate had smiled upon us as an easy victory has become a death trap for the foolish who smile too soon.

The dog-men have lured Ragnar to their lair, where now they play with him as a tyrant jarl plays with his serfs. The caverns are as deadly as a berserker's axe, yet not nearly as visible or honorable. Pits filled with bones as sharp as any spear have claimed the lives of over a dozen brave souls. The cowardly beasts fire several arrows from the darkness of their passages, then flee into tunnels too large for the brave warrior to follow just as a rat scurries into its hole to avoid the cat.

The dog-beasts breed like the wild rabbit, and they are well aware of their greater numbers. A treacherous tactic of the devils is to bring sections of the dark cavern down upon a force of true warriors, forcing them to separate into smaller groups. Although they fight bravely and are easily worth one hundred of the monsters each, they are soon outnumbered and fall beneath the blades and arrows of the enemy. At least their souls will now be traveling to Asgard since their deaths were honorable and courageous.

In their lair, the traps are all made to maim and slay the human warrior, as blades spring from the wall at the height of one hand above the head of the little vermin, cleaving into the foolish pursuer who does not know the patience to wait for them to come to him.

Last is their dark magic, surely granted to them by Hel or Loki. Their dark priests call upon evil illusions to fool the eyes and ears of the noble warrior. Some call upon the unnatural darkness of night to cover the flames of the torches, preventing the soldiers from seeing their cowardly enemy.

Ragnar would be wise to call upon the guidance of father Odin, as his battle of victory will soon turn into a defeat, and woe unto him if he should return to his home in such shame.

### ***Entry 3***

To call the dog-men devils would no longer be an accurate description, for surely this day it is real devils that prey down upon us.

These frog beasts stand at least a head taller than the largest Northman warrior. The vile stench that follows these fiends is enough to make all but those with the strongest stomachs to wretch and fall helpless to the ground. And of those, it takes the hardest and bravest warrior to still face these demons and look them in the eyes, for it is the eyes of pure evil that stare back at them.

Let it be known that even bravery and a strong will are still not enough to vanquish the frog-men, as only the most faithful and devoted who have weapons blessed by Thor or Odin can even pierce their strong skins. If such beings are not devils, then may the cold of winter take us all before a real devil ever shows its face in our lands. [Our research seems to indicate that these beasts are called Hezrou, from the type of fiends/devils known as Tanar'ri. Ed.]

Ragnar, although brave, is not a foolish young man. He has called back his warriors to regroup and make plans to defeat such unvanquishable foes. He intends for the skalds [Ed. Note: a mixture of priest and storyteller] to cast Odin's and Thor's

blessing upon the warriors and their blades, so that even they can stand up to the demons in a fair and honorable combat, facing death on even grounds. The skalds are also to play a vital role in banishing these fiends back to Hel, as their holy prayers to the All-Father will force them to leave the physical world of mere mortals.

I must leave now, as the messenger says my divine-granted powers are needed to help Ragnar and his brave men ready to die for their King. Let it be known that once this is over, Ragnar the Stout will be the greatest of Kings of Mystara, or he shall be forever known as the foolish who has brought his nation into ruins and despair.

### ***Entry 4***

[Ed. Note: not in Astrid's handwriting!]

To whomever is reading this, I am sorry to inform you that Astrid was severely wounded during the last battle. She was sent, along with all the other priests, to a final confrontation with the fiends that have overrun the Falun Caverns. Unfortunately, she received grave injuries, and I am as of yet unsure whether or not she will survive.

From what I have read of this journal, it seems she has been keeping an accurate detail of the events of this siege for you, so I will endeavor to accomplish this for you as Astrid was a good friend of mine.

As mentioned, there was a great battle between the men of Soderfjord and the fiends, with the priests of Odin, Thor, and even Frey and Freya at the forefront. Their priestly magics were the key in banishing the fiends back to the Pits, but it also put them as the primary targets of their attack. Over half of them died in that final battle, as well as three-score soldiers who were protecting them.

Despite the great loss, the battle was won and Ragnar emerged victorious. Luckily for him, the fiends seemed to have taken care of the kobolds beforehand, as there was none left to oppose him. Had they been still waiting, Ragnar would not have had enough men left to survive.



The Falun Caverns have been cleared of the evil kobolds, and Soderfjord should now be free of them. This should allow more peaceful relations with the more civilized tribes throughout the region.

I hope this is what you expected...

Misha [Ed. Note: We believe this last section might have been written by Misha Mananov.]

## *Summer*

### **FELMONT 2, AC 1014: Back to Civilization**

**Location:** Raven Scarp, Thyatian Hinterlands. KW

**Description:** The Karameikan Polar Expedition finally reaches the Thyatian city of Raven Scarp. The leader of the expedition begins looking for a ship willing to take them back to Karameikos. (See Kl 20, Kl 23; Fe 4, Fy 4.)

**What This Means:** The expedition is almost over. The Karameikans are looking forward to arriving home after so long.

### **FELMONT 3, AC 1014: Davinos' Complaint**

**Location:** Mirros, Karameikos. KW

**Description:** In Mirros, Davinos (a Traladaran man of Kelvin) gains an audience with King Stefan and proposes that there be lesser taxes for a few Traladaran merchant families who were criminally hurt during the Thyatians' takeover of Traladara 40 years ago.

Davinos is later slain in the streets of Mirros by Karameikans of Thyatian descent and tensions mount between the Thyatians and

Traladarans of Mirros. A civil war almost breaks out as the Traladarans begin to believe that the Thyatians are once again trying to enslave them. (See Fe 18.)

**What This Means:** Davinos' Complaint is an adventure detailed in GAZ 1: The Grand Duchy of Karameikos, p.17. A minor change for those who would play it out with their PCs is that Lord Yuschiev and his men also happen to be on the scene when Davinos is murdered. Instead of Emilio the Great then hiring the PCs to find out who is behind it, Yuschiev would himself ask them to help him find out the ring leader as he does not want to see a civil war start between his people and the Thyatians. Even though he dislikes Thyatians, he knows such a war would only kill his people and make them worse off than before. So Yuschiev, his men-at-arms, and perhaps the PCs he also hires (since they knew the murder was going to take place and must have some useful information) track down and pin it on the Veiled Society of Mirros.

Another reason Yuschiev is involved is to introduce the character of the novel "Dark Knight of Karameikos" into the setting of a Karameikan campaign. This event helps the Traladaran Lord gain the attention of the King who will reward him with the title of Baron next year (AC 1015). Perhaps one of his men in the adventure is Grygory (the main hero of the novel), who will be knighted once Yuschiev becomes a Baron. The novel "Dark Knight of Karameikos" takes place in the year AC 1018 as it mentions it's the 12<sup>th</sup> year on the throne for the King of Karameikos. The tension created by this adventure also helps explain the tension between the two Karameikan cultures that is very apparent in that novel. Basically, this just helps make the Mystara novel "official."

### **FELMONT 4, AC 1014: Heading Home**

**Location:** Raven Scarp, Thyatian Hinterlands. KW

**Description:** With the expedition members now safely aboard the ship called Waterspout, they sail for Karamaikos.

Much to their dismay, their newest member marks the ship with his scent to indicate that it's his territory. The crew is forced to get used to the smell of the tabi. Taxla apologizes and promises not to "spray" his scent around. (See Kl 23, Fe 2; Fy 4, Fy 9.)

#### **FELMONT 5, AC 1014: Village Torched**

**Location:** Emirate of Makistan, Ylaruam. KW

**Description:** A village on the outskirts of the Emirate of Makistan is raided, all its occupants killed, and then burned to the ground. Investigation shows magic to have been used in the destruction of the village. The Magian Fire-Worshippers are suspected. (See Am 5.)

**What This Means:** The raid was staged by Mokamet-Qadi, a gnollish wokan. Last year, Thyatian agents approached his nomadic tribe (formerly a menace in the Emirate of Nithia) with offers of weapons and training if they would agree to harass the Ylari. Since this was what they were already doing, they agreed. Additionally, Mokamet-Qadi has recently acquired a Nithian spellbook, from whence came the magic he used to torch the village.

#### **FELMONT 6, AC 1014: Huleans Face More Troubles**

**Location:** 25 miles east of Mahasabad, Sind. KW

**Description:** A patrol of Huleans is ambushed and decimated near the town of Mahasabad. (See Fl 21, Kl 5; Ei 7.)

**What This Means:** The Freedom Warriors are gaining more courage thanks to the leadership being brought to them by the Prophet. Anand, although never personally interested in politics or war, has turned out to be quite the tactician and has been planning daring raids on the Huleans.

Whenever they can, the Freedom Warriors give their spoils back to the people of the land. This has been turning them into great national heroes. The Freedom Warriors do not want to start a full scale war, as thousands would suffer and die for nothing. Instead, they contend themselves with guerilla-warfare style hit and runs. They intend to humiliate the Huleans and hurt only them, not the innocent people of Sind.

When word gets around that the Prophet of Gareth is one of their leaders, the legends of Sitara spread even further throughout Sind. Some begin to claim that she must be an Immortal incarnation of Himayeti the Defender.

#### **FELMONT 7, AC 1014: Revolts in the Territories**

**Location:** Heldannic Territories. KW

**Description:** Throughout the Heldann Territories, many villages of Heldanners revolt against their cruel masters, the Heldannic Knights.

None of the minor revolts or rebellions last very long, and many of the peasants are executed for treason and heresy afterwards. (See Th 17, Ya 14; Fy 26, Ei 23.)

**What This Means:** The people of the Heldann Freeholds see that without their spells to back them up, now is the best chance to overthrow the Knights. Unfortunately, the commoners are badly organized, trained, and equipped, while the knights still have their discipline, weapons, and military training. Result: The Knights squash the majority of the rebellions, and only a few cause any real trouble to them.

Still, this is only the beginning as most peasants are still too afraid to try and strike at their masters. With time, more will join in the rebellion, and then the Knights will have a large problem to deal with.

#### **FELMONT 9, AC 1014: Hunters Return**

**Location:** Othmar, Kingdom of Eusdria. SC

**Description:** The adventurers and knights sent out to hunt Huptai shamans have returned to Eusdria. Only about half the groups seem to have survived. They report having slain over two dozen shamans. (See Ya 7, Kl 3.)

**What This Means:** The King of Eusdria hopes that they have managed to defeat enough of the shamans. Unfortunately, the only thing he can do now is wait and see if the amber lotuses will continue to prosper or wither away.

#### **FELMONT 12, AC 1014: Kobolds Flee Soderfjord**

**Location:** Hardanger Mountains near border of Rockhome, Soderfjord Jarldoms. KW

**Description:** After several weeks of chasing the kobold horde, Ragnar and his men manage to chase Psa'gh's horde out of Soderfjord and into the mountains of Rockhome. Ragnar declares the war a victory and the kobolds no longer a threat to Soderfjord. They begin heading home. (See Kl 25, Kl 28; Fe 17, Fe 24.)

**What This Means:** Kobolds have never been good at direct combat with humans, preferring to rely on traps and stealth. Since the humans knew where the Falun Caverns were, Psa'gh realized that their chances of victory in the caverns were slim. He has now fled into the dwarven mountains of Rockhome in the hopes of setting up a new lair.

Just to make sure they do not come back, Ragnar leaves a few patrols to watch the border for any returning kobolds.

#### **FELMONT 15, AC 1014: Glantri Boycotts World Games**

**Location:** Glantri City, Glantri. KW

**Description:** The Council of Princes of Glantri announces that Glantrians will not submit to staying simply in one foreign quarters in Ylaruam or wear ridiculous outfits because they are mages elsewhere in

Ylaruam. Since their diplomat was unable to come to better arrangements with the Sultan of Ylaruam, Glantri declares that they will boycott the World Games in Ylaruam. (See Kl 15, Kl 26; Fy 15, Fy 22, Fy 28.)

**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 16, AC 1014: Knights Visit Lothar**

**Location:** Lothar, Nithia, Straight of Lothar. HW

**Description:** A group of six Heldannic Knights arrive by foot at the town of Lothar. They appear to have been in the wilderness for some time now, as most of their equipment is in real bad shape.

The Knights soon meet with Uart-neter Semsu. The lord of Lothar accepts the Knights into his city provided they obey the rules of Nithia. Sir Friedrich von Dreiburg is the leader of the party of Knights. (See Fe 28, Fy 8.)

**What This Means:** These Heldannic Knights are survivors of a crashed Warbird from back in Vatermont of AC 1012 (See PWA3). Their skyship was shot down into the Sea of Yr by the Alphatians, and most survivors were taken prisoner by the Alphatians. This small group managed to both survive the crash and avoid capture. They have been living in the wilderness along the Western Sea of Yr ever since.

A few days ago, one of them spotted the city of Lothar, and when he determined it was not hostile against the Heldannic Knights, he returned to get the others.

Although at the moment, the Heldannic Knights only want to recuperate and rest, it is only a matter of time before Sir Friedrick tries to add Lothar to the Heldannic Territories.

### **FELMONT 17, AC 1014: Kobolds Flee Again**

**Location:** Makkres Mountains, Rockhome. KW

**Description:** Psa'gh and his horde encounter a tribe of giants who control this section of the mountains of Rockhome. The kobolds are quickly forced to flee the area before being decimated. Psa'gh decides to head northeast and hopefully enter Soderfjord undetected. (See Kl 28, Fe 12; Fe 24, Fy 6.)

### **FELMONT 17, AC 1014: Great Migration Poised**

**Location:** Khurish Massif, Sind. KW

**Description:** Hool is ready to make his move south. His army, now 6000 strong, is poised to run south towards the Atruaghin Plateau. He plans to drive his way along the Sind/Darokin border, then make his way to the plateau of the Atruaghin Clans. (See Kl 2, Kl 22; Am 1.)

**What This Means:** He actually stands a better chance than he thinks, given the troubles the Freedom Fighters are causing in the Nagpuri region.

### **FELMONT 18, AC 1014: Veiled Society Caught**

**Location:** Mirros, Karameikos. KW

**Description:** The violence in Karameikos ebbs when Lord Yuschiev, a Traladaran landed-lord, and his men discover and prove that Davinos' murder was orchestrated by Traladarans of the Veiled Society hoping to

stir up anti-Thyatian feelings, and not by Thyatian Karameikans.

Even with the end of violence, the tension that has risen between the Karameikans of Thyatian and Traladaran descent unfortunately remains.

King Stefan is very grateful to Yuschiev and his men for helping stop a possible civil war before it started. (See Fe 3.)

**What This Means:** This is just the wrap up of the adventure of Davinos' Complaint, which started Felmont 3.

Also, more than likely any PCs involved (having been hired by Yuschiev) in this adventure will receive the title of Court Lord from King Stefan as a reward.

### **FELMONT 24, AC 1014: Thar's Invitation**

**Location:** Makkres Mountains, near Rockhome/Vestland border. KW

**Description:** Psa'gh and his wandering horde encounter a group of orcs of Thar's tribe, who invite the kobolds to join with the great King. Although not wanting to submit to an orc, Psa'gh believes he can work something out with the great orc leader he has heard so much of from the orc's rule in the Broken Lands. The horde of kobolds and gnolls makes its way toward the Makkres Mountains in Vestland. (See Fl 27, Ya 28; Fy 6, Fy 8.)

**What This Means:** Psa'gh and Thar have already made a truce not to attack each other last year, but now it seems as if the two just might indeed join together, and that would make their forces rather hard to defeat.

### **FELMONT 28, AC 1014: Failure to Convert**

**Location:** Lothar, Nithia, Straight of Lothar. HW

**Description:** For a few days now, the Heldannic Knights in Lothar have been preaching about the glory of Vanya and the

Knights, trying to convert the Nithians to their way of life. Not a single Nithian seems to care one bit about their way of life, preferring their own.

A few of the Antalians present, however, listen carefully to what is being said. (See Fe 16; Fy 8, Fy 17.)

**What This Means:** The Spell of Preservation is keeping the Nithians to their original way of life, hence they ignore the Knights' directions to change philosophies. The Antalians, more concerned with glory than the Nithians, are easier targets, but still will not convert fully.

Sir Friedrich and the Knights begin planning another method of taking over the city of Lothar.

#### **FYRMONT 2, AC 1014: Earthquake!**

**Location:** Darokin, Glantri, and Ethengar. KW

**Description:** Earthquakes shake northern Darokin and southern Glantri, as well as western Ethengar. (See Ya 20; Fy 5, Am 2.)

**What This Means:** The Wanderers and the worshippers of Atzanteotl have accomplished their goal: raise Aengmor to the surface (although the Wanderers are unaware that the worshippers of Atzanteotl wanted the same result). The effect of the sunlight of the surface is to destroy the soul crystals of the shamans of Rafiel, therefore weakening their control over the city of Aengmor.

Another ramification is to the humanoids of the Broken Lands. The shadow elven military immediately gets to work at purging them from the area. Many flee to the Great Crater and join Kol's forces, while other head to the Makkres Mountains where Thar is rumored to be forming a new kingdom (or so say his messengers). Some stay behind to join a couple of brave humanoid leaders who plan on driving the shadow elves out of their lands. Unfortunately for those planning on eliminating the shadow elves, they are badly trained, equipped, and led, and suffer almost total destruction

clashing with the shadow elves. Still, despite their best efforts, the shadow elves cannot possibly hope to clear the entire Broken Lands. They settle for keeping a good 50 miles radius around their city as clear as possible.

#### **FYRMONT 2, AC 1014: Earthquake Scares Orcs**

**Location:** Orclands, Darokin. KW

**Description:** Earthquakes in northeastern Darokin cause panic among the orcs of Gruk and C'Kag. Humans are suspected of causing the tremors, and Hutai-Khan prepares a retaliatory strike, against the counsel of General Tlatepetl. (See Kl 5; Fy 5, Fy 20.)

**What This Means:** Hutai-Khan is quick to strike at this perceived threat. Tlatepetl would rather investigate further before committing himself. He sends his agents out to look into the matter and report back to him.

#### **FYRMONT 2, AC 1014: Dragonstrike**

**Location:** Ethengar. KW

**Description:** In southern Ethengar, a small clan is destroyed by the sudden and violent attack of a red dragon. The family was just recovering from the massive earthquake, when the dragon came from the south and torched them, then dined on the remains. (See Fy 17, Am 3.)

**What This Means:** The earthquakes in the Orclands led to the awakening of a red dragon, named Khordarg (see module O2-Blade of Vengeance). She was prematurely awakened from her slumber (she was in the middle of her 4<sup>th</sup> cycle of the Ceremony of Sublimation- see Dragon #171), and is very angry, on top of being just plain hungry. For the next several weeks, she will be a menace in southern Ethengar, and northern Darokin and Aengmor.

#### **FYRMONT 4, AC 1014: Waterspout Resupplies at Minrothad**

**Location:** City of Minrothad, Minrothad. KW

**Description:** The Waterspout docks at Minrothad to resupply after the long journey through the Sea of Dread. (See Fe 2, Fe 4; Fy 9, Fy 11.)

#### **FYRMONT 5, AC 1014: Truth Revealed**

**Location:** Rafielton, Aengmor. KW

**Description:** Adventurers and merchants coming out of the Broken Lands report the source of the trembling of a few days ago: A city has risen out of the depths of the Broken Lands. These reports are later confirmed by the shadow elves.

Princess Tanadaleyo of Rafielton announces to diplomats of the DDC that the shadow elves have risen their sacred city of Aengmor to the surface of the Broken Lands from where it sank to several centuries ago. She states that the ruler of the city will be General Garafaele Galeifel, ruling in the name of King Teledon of the City of Stars. (See Ya 20, Fy 2; Am 2, Am 14.)

**What This Means:** Many nations of the world begin to worry about this constant move and take-over by the shadow elves. The Western Defense League agrees that their main concern now is more the shadow elves than the Empire of Thyatis, as the shadow elves have both taken over the Broken Lands and used evidently powerful magic to raise a city from the depths of Mystara to the surface, a city which could easily be used as a base to invade anywhere else around. Although no one declares war on the shadow elves or accuses them of hostilities, everyone decides to wait and see what these elves will do with their new surface city, all the while preparing their defenses.

The decision isn't made easily as two forces lobby for action against the shadow elves, notably the former elves of Alfheim (thanks to the Alfheim Avengers) and the dwarves

of Rockhome, yelling out to everyone that they are about to invade all of Mystara as they predicted before.

The dwarves are surprised that their only allies in this seem to be elves. Will Kagyar's wonders never cease?!?!

#### **FYRMONT 5, AC 1014: Orcs Find Oenkmar**

**Location:** Orclands, Darokin. KW

**Description:** Xoteczuma, a wotan in the service of Tlatepetl, returns today with news that the earthquake was caused by the shadow elves, and that Oenkmar (which the shadow elves call Aengmor) has been returned to the surface. Tlatepetl informs his allies, and ponders over the meaning of this event. (See Kl 5, Fy 2; Fy 20, Am 3.)

**What This Means:** Tlatepetl is intrigued. He has often dreamed of returning to take Oenkmar, since the Shadow Elves kicked him out in AC 1012; now that they raised it to the surface, his job will be even easier. He informed the other humanoid leaders mainly to forestall Hutai-Khan's planned attack against the humans - Tlatepetl doesn't want the Orclands to come under too much scrutiny until he is ready.

#### **FYRMONT 6, AC 1014: Kobolds on the Move**

**Location:** Northern Reaches. KW

**Description:** Psa'gh's horde of kobolds reaches the Soderfjord - Rockhome - Vestland border. They continue on into Vestland.

Meanwhile, the scouts left behind by Ragnar send a messenger back to the King to inform him what the kobolds have been up to. They have been following the kobolds for the past few days since they entered Soderfjord and followed the Rockhome border for the past week or so. (See Fe 17, Fe 24; Fy 8, Fy 10, Fy 20, Fy 21.)

**What This Means:** Although he declared the war won to try and regain his face with the Jarls, Ragnar still believes that the

kobolds will come back. He did not crush them, and merely forced them to flee. Ragnar intends to keep a close eye on them for as long as he can. He orders his scouts to follow the kobolds into the nation of Vestland.

#### **FYRMONT 8, AC 1014: Lothar Discovered**

**Location:** Lothar, Nithia, Straight of Lothar. HW

**Description:** A small Milenian military patrol, returning from a raid into Jennite territory and from spying on the civil war back in Nithia, discovers the town of Lothar. They immediately head back to Milenia to inform their leaders, with units of Nithians in pursuit. Friedrich and his Knights join the units sent after the Milenians. (See Fe 16, Fe 28; Fy 17.)

**What This Means:** If anyone of the Milenian unit makes it back to Milenia, the location of Lothar will no longer be a secret to them. With Nithia in a civil war, Lothar does not have the men to defend itself from a full scale attack. Uart-neter Semsu will stop at nothing to make sure none of the Milenians survive.

Friedrich sees this as an opportunity to show that the Heldannic Knights are heroes and increase their political pull within Lothar.

#### **FYRMONT 8, AC 1014: Orcs Attack Rhoona**

**Location:** Rhoona, Vestland. KW

**Description:** With a large portion of Vestland's army in the Makkres Mountains looking for Thar's lair, Thar leads his forces (now augmented by new tribes) in an attack on the town of Rhoona. (See Fe 24, Fy 6; Fy 10, Fy 20, Fy 21.)

#### **FYRMONT 9, AC 1014: Karameikan Expedition Back in Mirros**

**Location:** Mirros, Karameikos. KW

**Description:** The Waterspout arrives back in Karameikos and docks in the port of Mirros. The surviving members of the crew and expedition team rejoin their families and celebrate their return after 3 long years. (See Fe 4, Fy 4; Fy 11, Fy 19.)

**What This Means:** The Karameikan Expedition is the first "real" proof that there is indeed a Hollow World as detailed in Claransa's Travels. This is proof which the leaders of the world can no longer ignore, forcing them to take into account the existence of the Hollow World.

The members of the expedition are surprised to learn that Specularum is now known as Mirros.

#### **FYRMONT 10, AC 1014: Rhoona Falls**

**Location:** Rhoona, Vestland. KW

**Description:** The town of Rhoona falls to the invading orcs. Duke Stephan of Rhoona (from X3: Curse of Xanathon) is killed by the goblinoids. The orcs plunder all they can and leave before word even reaches the forces in the Makkres Mountains. (See Fe 24, Fy 8; Fy 20, Fy 21.)

#### **FYRMONT 11, AC 1014: Expedition Meets King**

**Location:** Mirros, Karameikos. KW

**Description:** King Stefan receives the Karameikan Polar Expedition in a private meeting at his palace. They confirm the existence of a whole world below, the Hollow World, and its many wonders. They speak of empires thought by all historians to have long ago disappeared on the outer world, of the red sun, of the strange way of working of magic, and of their most incredible discovery: the survival of Alpathia and Empress Eriadna.

Terari insists on informing their allies of the NACE beforehand, because of the obvious repercussion this could have on them. He proposes to teleport to the Karameikan embassy on Ionace and ask the ambassador

to organize a meeting of the Council. Stefan agrees.

Terari is also intrigued by Taxla and talks often with the tabi, inviting him to the School of Magecraft. (See Fy 19, Sv 8.)

**What This Means:** The Karamaikan expedition not only confirms the existence of the Hollow World, but also brings news from Alphatia, which didn't exist in the Hollow World when Claransa adventured there. Stefan will now have to decide what he will do with this world-shaking information.

### **FYRMONT 12, AC 1014: Friendly Encounters**

**Location:** Skies above Empire of Thyatis. KW

**Description:** The Adoria, an Imperial Skyship of Thyatis, encounters the flying city of Serraine over Thyatian Mainland. The Adoria's captain informs them that Thyatis will now be protecting its skies above the Empire.

Once the meeting is over with, the gnomes are only too happy to leave the Thyatian skies.

**What This Means:** Serraine has never intended to invade Thyatis (or anyone else for that matter), but the Empire has merely let them know that the Empire now also has skyships, believing that this will ensure they do not attack. Also, the captain has taken the advantage of getting a good look at the city and its defenses, as the Empire of Thyatis has wanted to get its hands on the flying city for some time now... once they have enough skyships to attack the city, that is.

### **FYRMONT 12, AC 1014: Truce Declared**

**Location:** Slagovich, City-State of Slagovich. SC

**Description:** After many months of battle, the City-States of Hojah, Slagovich, and Zvornik sign a peace treaty and end hostilities. (See Ya 24, Kl 7.)

**What This Means:** Things are more or less back to normal. The only major change from all the fighting was the increase in land for the City-State of Zvornik, which now controls all the way south to the ruins of Budvǝ.

Slagovich looks uneasily toward the military movements of its new ally.

### **FYRMONT 13, AC 1014: Thurgg Arrives Home**

**Location:** Black Mountains. SC

**Description:** In the foothills of the Black Mountains, near Lake Halli, Thurgg finally arrives back to his home tribe, the Dark Fangs. The orc fighting-monk of Gareth begins to teach his people the ways of the new Immortal. (See Va 23, Va 25.)

**What This Means:** Thurgg will have a lot of trouble trying to teach fellow orcs about peace and working together. Many challenge him to fights to the death for speaking such non-sense, but thanks to the training he has had with Anand Brishnapur, Thurgg is able to defeat all his opponents. And he lets all of them live, something unheard of in the orc tribes before. Many orcs watch Thurgg (who fights with his bare hands and feet and still wins!) closely to see what he intends to do and say.

### **FYRMONT 14, AC 1014: Plea For Help**

**Location:** Soderfjord, Soderfjord Jarldoms. KW

**Description:** King Harald Gudmundson sends a plea for help to King Ragnar of Soderfjord asking for his help against the goblinoids in his lands. He states that Thar's horde is on the move, and a new force of kobolds has entered his lands from the south.

Ragnar declares that he will help Vestland, and sends forth his men who are eager to once more defeat humanoids after their last victory just over a month ago. Troops march out immediately upon the Overland



Trade Route toward Vestland. (See Fl 27, Fy 8, Fy 10; Fy 20, Fy 21.)

**What This Means:** Although there is no political reason to help Vestland besides being good neighbors, Ragnar is still “drunk” with the glory he received for defeating the kobolds in the Hardangers. Another victory will improve his standings all the more. Also, he wants to catch up to Psa’gh and stop him once and for all so the troublesome kobolds never return to Soderfjord.

### **FYRMONT 15, AC 1014: World Games Begin**

**Location:** City of Ylaruam, Emirates of Ylaruam. KW

**Description:** From the 15<sup>th</sup> to the 28<sup>th</sup> of Fyrmont, the World Games take place in the city of Ylaruam. As before, athletes from various nations (and independently, including a few Glantrians who come without the blessing of their nation) compete against each other to see who is the best at what they do.

The games go rather well except for two things: First, during the opening ceremonies, a fight breaks out in the crowds between the Ylari and foreign visitors over their blasphemies and disrespect toward the Way of Al-Kalim. The other difference is the lack of aquatic competitions this year as the Ylari officials refuse to allow the use of their precious oasis to swim in: water is too important in the desert for such foolishness.

Also, many athletes have trouble competing in the intense heat of Ylaruam, so many clerics are present to help those that collapse before any permanent harm (or even death) can come to anyone. Create water spells come in very handy during these two weeks. (See Kl 15, Fe 15; Fy 22, Fy 28.)

**What This Means:** There is no hidden meaning here. Both the Empire of Thyatis and Ierendi make claims to have the World Games in their nations next year. The Western Defense League, who created and sponsored the games, however, prefers to

have the games in each of their nations before going to any other nation. Shireton, the capital of the Five Shires, is therefore given the honors of hosting the games next year.

Another event is that many of the Ylari get to see first hand what foreigners are like; they witness all their infidel behaviors, and total lack of civility. Most are appalled by the “civilized” customs they have brought, from lewd behavior and prostitution, to theft and gambling; things that are considered religious taboos by the Ylari. This seems to enhance the bad reputation of foreigners in the minds of most Ylari.

### **FYRMONT 17, AC 1014: Milenians Massacred.**

**Location:** Halfway between Milenian Empire and Lothar. HW

**Description:** With the help of the Heldannic Knights’ tactics, the Nithians manage to trap, and eventually slaughter the Milenians. No prisoners are taken. (See Fe 28, Fy 8.)

**What This Means:** It would appear that Lothar will remain safe from Milenia for a while longer.

### **FYRMONT 17, AC 1014: Reign of Terror Ends**

**Location:** Orclands, Darokin. KW

**Description:** Khordarg returns to her lair today, seemingly sated from her weeks of attacks. She has done much raiding in human and elven territories, but surprisingly has left the orcs of Orclands alone, for which they are grateful. (See Fy 2; Am 3, Am 6.)

**What This Means:** Khordarg has been sated, and has returned to her lair to complete the Ceremony of Sublimation. She will deal with the orcs in due time.

### **FYRMONT 19, AC 1014: NACE Council Meets on Hollow World**

**Location:** Ionace, NACE. KW

**Description:** The Council of the NACE meets today to hear the important news brought by Terari, acting as the Karameikan ambassador. The Council members are not surprised to have confirmation of the existence of the Hollow World and Alphatia, since they already knew it for quite some time. Since King Stefan wishes to make this public knowledge, however, they must settle on an official reaction for the Confederation.

Since they don't want to put pressure on their Karameikan ally and since they now feel secure enough, both military and politically, they decide to back up the Karameikan position. (See Fy 11; Sv 8, Sv 9.)

#### **FYRMONT 20, AC 1014: Raid on Fort Hobart**

**Location:** Orclands, Darokin. KW

**Description:** Humanoid forces, under the command of King Alebane, set forth for a massive raid on Fort Hobart. (See Fy 2, Fy 5; Am 3, Am 6.)

**What This Means:** Alebane has suffered a number of crushing defeats lately, and he is beginning to grow weary. This has allowed his magical ring, a Huptzeen (see GAZ 10: Orcs of Thar, under Alebane for ring's personality problems, and Monstrous Compendium, Mystara Appendix for stats) to influence his actions. The Huptzeen has finally managed to convince the ogre to stage this raid on Fort Hobart before winter sets in.

#### **FYRMONT 20, AC 1014: Siege At Landersfjord**

**Location:** Landersfjord, Vestland. KW

**Description:** Thar's horde makes its move upon the town of Landersfjord. This time, the northern men are ready for them and the goblinoids are forced to lay siege to the well defended town. (See Fy 10, Fy 14; Fy 21, Fy 25.)

#### **FYRMONT 21, AC 1014: Landersfjord Defeated**

**Location:** Landersfjord, Vestland. KW

**Description:** A break is made in the wooden palisade of Landersfjord, and the goblinoids rush into the streets to start a huge battle. After several hours, the two forces seem to have come to a stand still when reinforcements arrive. Psa'gh and his kobolds enter the town and help crush the human defenders. (See Fy 14, Fy 20; Fy 25, Am 1.)

**What This Means:** The two mighty humanoid leaders have finally come together, and two human towns (Rhoona and Landersfjord) have suffered a crushing defeat. The goblinoids then proceed to plunder the farmsteads all around the town, gathering all the food, gold, and weapons they can carry.

#### **FYRMONT 22, AC 1014: Synn's Agents Learn of Ancient Magics**

**Location:** City of Ylaruam, Emirates of Ylaruam. KW

**Description:** Agents working for Synn at the World Games hear rumors about a cursed place of great magical power called the Dead Place (see GAZ 2: Ylaruam, p. 63). They discover that this sacred battleground is apparently located somewhere in the Emirate of Nithia. They decide that once the World Games are over, they will eventually begin looking for this place to see if they can find any powerful magic for themselves and Synn. (See Fe 15, Fy 15; Am 3, Am 13.)

**What This Means:** This is exactly what it appears to be: the search for magic and power.

#### **FYRMONT 25, AC 1014: Clash Against Orcs**

**Location:** Landersfjord, Vestland. KW

**Description:** The armies of Vestland finally catch up to the humanoid forces near the

newly created ruins of Landersfjord. The goblinoids, under the brilliant leadership of both Thar and Psa'gh, manage to outflank the first wave of humans and cause them to flee back to the north. Meanwhile, the goblinoids themselves pull back, retreating toward the Soderfjord border where they intend to try and lose all pursuit. (See Fy 20, Fy 21; Am 1, Am 5.)

**What This Means:** Both Thar and Psa'gh know that they cannot defeat the humans head to head with the poor equipment they have for their horde. They are now trying to find better terrain so the fighting will favor them. Since the forces sent into the Makkres Mountains have now returned, the way back to those mountains have been blocked. The goblinoid leaders therefore favor moving southwards, perhaps into the mountains of Rockhome, rather than trying to force their way back into the Makkres.

#### **FYRMONT 26, AC 1014: Ne'er-do-well Reaffirms its Independence**

**Location:** Ne'er-do-well, Alatian Islands. KW

**Description:** King Koryn the Harpist sends messengers to Ionace, informing the Council that Ne'er-do-well is an independent nation but friendly with the world, and that ships from all over the Confederacy are welcome to make use of the ports just as any other mercantile nation may. (See Ya 23; Am 21, Am 22.)

**What This Means:** Ne'er-do-well intends to remain independent from both Thyatis and the NACE, while trading with both - and preying upon both nations' ships too. Commander Broderick has better to do with his troops than invading the isles.

#### **FYRMONT 26, AC 1014: Trouble in the North**

**Location:** Ethengar. KW

**Description:** Hulagu Khan of the Uighurs leads his clan out of the Ethengar steppes and into the Heldann Territories to start the invasion ordered by the Great Khan. After

a brief skirmish with patrols of the Heldannic Knights, Hulagu returns to Ethengar and the Golden Khan sends a message to Wulf von Klagendorf stating his apologies over a mix-up he will correct immediately. (See Fe 7; Am 4, Am 8.)

**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 Great Khan decided to invade Heldann because the sacred white stallion has been roaming in those lands and that was a divine sign to conquer them. Not caring about anything except attacking the Heldanners, Hulagu did not even bother to verify the authenticity of the message and started the invasion. Before he could get too far, however, real envoys of the Golden Khan managed to stop him and convince him to return to Ethengar. The fake messengers are captured and they are discovered to be Taijit warriors.

Moglai Khan, now having had the last straw of Oktai's plots, has decided he will eliminate this rival once and for all. He sets in motion a plan to reveal Oktai Khan's secret alliance with the Glantrians so he can gain the support of his people to destroy the rival Khan.

Those with GAZ 12: The Golden Khan of Ethengar, can find the information on the various Khans and tribes, as well as the above plot in the sub-plot Trouble in the North (p. 61), of the adventure In The Service of the Golden Khan. It could now be a good time to play out that adventure with the PCs.

The whole incident is a plot devised by the Glantrians to keep the Ethengarians at war with the Heldann Territories so that Glantri would be safe.

#### **FYRMONT 28, AC 1014: World Games End**

**Location:** City of Ylaruam, Emirates of Ylaruam. KW

**Description:** The World Games end with huge parades and celebrations. The Council that makes the rules for the World Games go into debate, planning the Games for next year. (See Fe 15, Fy 15.)

**What This Means:** The councils of merchants and diplomats that work on the World Games begin discussing the future of the World Games. Although the Games are very exciting and worthwhile, the nations of the known world can no longer afford to continuously send their athletes every year. Proposals are made that after the Shireton Games in AC 1015, the Games should be held only every second or even third year.

The winners of the World Games are left to the DM's discretion.

#### **AMBYRMONT 1, AC 1014: Disaster at Bangore**

**Location:** Bangore, Mumlyket of Jalawar, Sind. KW

**Description:** Hool's forces, after a long and dangerous trek to the Atruaghin Plateau, decide to send a raid against the village of Bangore. To their surprise, a large portion of the Mumlyket of Jalawar is there. They are routed, and retreat back to the plateau, only to meet with forces from Shajarkand as well. Hool's expedition is nearly devastated, and sent into total retreat. (See Kl 22, Fe 17.)

**What This Means:** Hool had thought the Sindhi off guard, as it had been a while since they had been heard from, so he allowed the raid on Bangore. Much to his dismay, the Sindhi were prepared, and struck him a mighty blow. It will be months before Hool and Nizam can bring their forces back together to continue the Great Migration to Atruaghin territory.

#### **AMBYRMONT 1, AC 1014: Humans Counter-attack**

**Location:** Landersfjord, Vestland. KW

**Description:** The forces of Ragnar attack the orcs of Thar and the kobolds of Psa'gh,

catching them by surprise as they had believed that the humans of Soderfjord would not have sent large forces into Vestland. The battle becomes a stalemate as the effects of the surprise are just not enough to overcome the huge number of goblinoids involved. (See Fy 21, Fy 25; Am 5.)

#### **AMBYRMONT 2, AC 1014: New Way of Rafiel**

**Location:** City of Aengmor, Broken Lands. KW

**Description:** General Garafaele Galeifel and the royal wizard Kanafasti announce that the Way of Rafiel will be changed within the city of Aengmor. The most important changes relate to the abandonment of deformed children and the forceful exile of the Wanderers; these practices will no longer be performed within the city of Aengmor as they are no longer needed to ensure the survival of the race that has now reclaimed the right to live on the surfaced world.

This presents various rumors in the streets of Aengmor and although there is no open confrontations, it is obvious that not everyone agrees with the new rules. (See Fy 2, Fy 5; Am 14, Am 22.)

**What This Means:** Kanafasti would have loved to wait a bit longer before declaring such a ruling, but he is to become a Wanderer himself in a matter of days. Using the friendship and trust of Garafaele that he has earned by teaching the General magic (see GAZ 13: The Shadow Elves), they declare the new rule as law within Aengmor.

The shamans of the City of Stars make an official complaint to King Telemon about the blasphemy of the Radiant General, but Telemon says that he wants to wait and see what will happen. Porphyriel, the head shaman, truly does not care if those on the surface leave, as they have been causing her trouble for a while now. But she must put up a show of concern to prevent others in the City of Stars to decide that it's alright and leave as well.

The whole idea itself sprang up from none other than Xatapechtli. Using his friendship with Kanafasti, he managed to convince the mage that it would be a good thing to do for the shadow elves and especially the Wanderers. Kanafasti has no idea that he is also helping spread the plans of Atzanteotl.

### **AMBYRMONT 3, AC 1014: The Road to Nithia**

**Location:** City of Ylaruam, Emirates of Ylaruam. KW

**Description:** Synn's agents hire a guide and porters to bring them to the fabled Dead Place in the Emirate of Nithia. (See Fe 15, Fy 22; Am 13, Ei 9.)

### **AMBYRMONT 3, AC 1014: Unexpected Visitor**

**Location:** C'Kag, Orclands, Darokin. KW

**Description:** General Tlatepetl, in his fortress of C'Kag, receives an unexpected visit today from Khordarg. The red dragon is mildly surprised to see Tlatepetl is now running things, rather than the trolls. After some discussion, she offers him the same deal she offered them - serve her, or burn. He opts for the former course of action. (See Fy 2, Fy 17; Am 6.)

**What This Means:** General Tlatepetl has just met the true mastermind behind the troll's dominance in Orcland. Khordarg had been guiding them to take over the Orclands for years, but Tlatepetl and his allies managed to destroy trollish opposition last year, while Khordarg slept. She doesn't really care who works for her, so she lets Tlatepetl remain. If anything, she is pleased at the change of command, for she foresees a day when her (competent) new servants can form a force to march on the ruins of Jhyrrad, in Rockhome, where one of her dire foes, a red dragon named Ambur, lives (see Dragon #171). Tlatepetl, also, sees possibilities in this relationship.

### **AMBYRMONT 4, AC 1014: Treachery Revealed**

**Location:** Ethengar. KW

**Description:** While escaping from the camp of Oktai Khan (whose assassins attempted to kill them), agents of Moglai Khan intercept a messenger bound for the orc keep of Dast. He carries a message for Moghul-Khan, promising the yellow orc great wealth if he will send his humanoid forces to attack the Yakka Clan. They quickly return to the Golden Court with evidence of Oktai's treachery.

Moglai also manages to catch Oktai Khan's messengers to his Glantrian allies (Prince Jherek, at least who he thinks is his ally; the Prince simply uses him as a pawn) asking for help in return for all the information and secrets Oktai has revealed to the Glantrian over the years.

With that, Moglai Khan moves the Keshak (Ethengarian equivalent of Royal Army) and the Murkit warriors after the traitorous Khan. Oktai's tribe, the Taijit, defend their Khan. (See Fy 26; Am 8, Am 9.)

**What This Means:** This continues the Golden Khan's plot to eliminate his rival among the Khans (Oktai).

### **AMBYRMONT 5, AC 1014: Unrest in Ylaruam**

**Location:** Village near Sulba, Emirates of Ylaruam. KW

**Description:** A village not far from Sulba is raided today, and nearly burned to the ground. Troops from Sulba don't arrive in time to save any of the inhabitants. Among the dead are the bodies of four Thyatian soldiers, apparently slain in the fighting. Word is immediately sent to the Sultan of a possible subversive Thyatian presence. (See Fe 5.)

**What This Means:** Mokamet-Qadi has been roaming and making a nuisance of himself these past months. With the aid of the Thyatians, he has managed to skillfully ravage a number of villages, slaying everyone not fit to serve as a slave (who are then sent off to Thyatian slave markets). He

finally decided that he didn't need the humans any longer, and had them killed.

The major consequence of this is to put the Kin faction even further up in arms over the presence of dangerous foreigners in Ylaruam.

#### **AMBYRMONT 5, AC 1014: Thar and Psa'gh Defeated**

**Location:** Landersfjord, Vestland. KW

**Description:** The armies of Thar and Psa'gh are crushed by the human forces of Soderfjord and Vestland after a huge battle in a deep valley within the hills around the town of Landersfjord. The fates of Thar and Psa'gh remain unknown to the human victors. (See Fy 25, Am 1; Sv 4.)

**What This Means:** The humanoid forces of the Northern Reaches have just been dealt a crippling blow. After this, they should no longer be much of a threat to the norsemen. After several days of skirmishing and minor battles with Ragnar and the men of Soderfjord, the goblinoids were unfortunate to back off into a valley which was suddenly blocked off at the other end by the forces of Vestland. The goblinoids were crushed in between without any place to escape in large numbers.

Ragnar returns victorious to his people, having regained most, but not all, of his prestige of being a great warrior and King.

#### **AMBYRMONT 6, AC 1014: Alebane Returns Home**

**Location:** Xorg, Orclands, Darokin. KW

**Description:** Alebane turns back towards the orc keep of Xorg, not even halfway to Ft. Hobart. Darokin troops have been whittling away his forces for the past few days, and he has not been able to do much in exchange. Rather than face the entire Second Army of Darokin with his pitiful band, he turns tail and settles in for a long winter. (See Fy 20, Am 3.)

**What This Means:** Alebane's strong will has won out over the Huptzeen - this time.

He realizes what a foolish move he nearly made, but he is getting weaker. Darokin is coming increasingly to the realization that the Orclands may be a problem.

#### **AMBYRMONT 8, AC 1014: Oktai Khan Meets his Fate**

**Location:** Ethengar. KW

**Description:** Oktai's tribe, the Taijit, defended their Khan at first, but when they learn that he was a traitor, conspiring with both Glantri and goblinoids, they desert him. Oktai Khan is eventually captured, and beheaded by the Golden Khan. (See Fy 26, Am 4; Am 9.)

**What This Means:** The Golden Khan has just eliminated one of his rivals among the Khans (Oktai). This helps him regain more control and prestige, which has been slowly slipping away the past few years.

#### **AMBYRMONT 9, AC 1014: War Declared**

**Location:** Ethengar. KW

**Description:** Moglai Khan declares that the Glantrians have caused much trouble between them and the now submissive Heldannic Knights (or so he keeps telling his warriors), hoping to get them to waste time fighting between them. They nearly succeeded because of the traitor, Oktai Khan. But now the Ethengar warriors are aware of the treachery, and they shall have their revenge. Moglai Khan promises that Glantri's time is nearing its end as it shall be the first to fall to the glorious Ethengar Empire that shall be formed. (See Am 4, Am 8.)

**What This Means:** By declaring that the Ethengar hordes will ride again to war, against their hated enemy Glantri at that, Moglai is taking care of the morale problems brought up by the truce made with the Heldannic Knights. Now, instead of fighting each other or complaining about Moglai's rule, they are preparing themselves for another war. Moglai begins the planning of the battle he expects to start next year.

The Glantrian spies in Ethengar manage to learn of the plan and warn the Council of Princes about the upcoming invasion. It seems that their plan has backfired dramatically and now they'll have to pay the price for their meddling.

This is the follow up and conclusion to the above mentioned adventure presented in the Ethengar GAZ.

### **AMBYRMONT 9, AC 1014: Sultan Overworked**

**Location:** City of Ylaruam, Emirates of Ylaruam. KW

**Description:** The Sultan of Ylaruam is flooded with complaints from many discontent Ylari who are upset and complaining about the ways that the infidel foreigners have been treating them and behave the past couple of weeks during the World Games.

Then, word starts spreading on the streets that the Sultan is no longer fit to rule. And many begin to agree with it, not wanting to see foreigners in their land again and believing that the Sultan's attitude at making peace with the infidels is wrong. (See Kl 15, Kl 26, Fy 15; Am 12, Am 20.)

**What This Means:** This is the work of the Kin faction, seeing the best chance they have ever had at gaining control of the throne of Ylaruam. It seems that the Ylari, although peaceful and respectful, were just not ready to handle so many foreigners and cultures all at once.

### **AMBYRMONT 12, AC 1014: Sultan's Response**

**Location:** City of Ylaruam, Emirates of Ylaruam. KW

**Description:** The more vocal of those upset with Sultan Mohammed Al-Kalim are arrested and trialed for treason, with some executed that same day.

Many of the relatives of those executed become even more upset at the Sultan, and

vow to avenge their dead. (See Kl 26, Fy 15, Am 9; Am 20, Sv 6.)

### **AMBYRMONT 13, AC 1014: Synn's Agents Arrive at Nithia**

**Location:** Emirate of Nithia, Emirates of Ylaruam. KW

**Description:** Synn's agents in Ylaruam arrive in the Emirate of Nithia and begin searching the area that is supposed to contain the Dead Place. Unfortunately for them, it is currently covered in sand and will be rather hard to find. (see Fy 22, Am 3; Ei 9, Ka 17.)

### **AMBYRMONT 14, AC 1014: Shadow Elven Crisis of Faith**

**Location:** City of Aengmor, Broken Lands

**Description:** Tensions begin to mount in the city of Aengmor as the shadow elves begin to polarize in opinion on whether or not to support the new Way of Rafiel or return to the old one.

General Garafaele puts his foot down and does not allow any fighting to occur, giving harsh discipline to elves of either opinion who start being too violent or forceful about their thoughts.

Also, officials from the City of Stars begin demanding that Garafaele return to the proper worship of Rafiel before actions are taken to relieve him of his duties. (See Fy 2, Am 2; Am 22.)

**What This Means:** The cult of Atzanteotl is stirring up the trouble. They hope that they can get the elves of Rafiel to fight each other until they are sick altogether of Rafiel, no matter which way you worship him. That's when it will be easy for Atzanteotl to move in and gather even more worshippers.

### **AMBYRMONT 18, AC 1014: Rampaging Spiders**

**Location:** West Portage, Isle of Dawn, Empire of Thyatis. KW

**Description:** A few survivors of a massacred Thyatian colony on the Thothian Plateau (Great Escarpment) on the Isle of Dawn make it back to West Portage. They claim their village was attacked and destroyed by huge spiders.

The Thyatian military refuses to involve itself as the Thothian Plateau and its inhabitants are the responsibility of Thothia as detailed in the Isle of Dawn Treaty (Klarmont 13, AC 1012; PWA3). Needless to say, the Thyatians colonists are not too pleased with their own people and former government. Still, adventurers go in on their own to see what happened. When word reaches Thothia a few days later, the Pharaoh sends in military patrols to see what is going on.

**What This Means:** The colony was attacked and wiped out by the residents of the plateau: aranea. The aranea used to worship Arachne Prime, and had an evil culture based on the beliefs of this Immortal of Entropy. However, Arachne Prime was defeated by adventurers a couple of decades ago and the aranea have since been on their own. Despite losing several of their number to a war with phanton and other forest creatures, the culture of evil aranea survived, and they have decided that they have taken enough trespassing on their territory of the Great Escarpment. (The aranea, phanton, and Arachne Prime are all detailed in the D&D adventure module M5 Talons of Night, and probably took place during the years AC 990-1000). Regardless, there is a culture of evil aranea on the Great Escarpment, and they are now attacking the “invading” Thyatian colonists.

**A note to DMs:** The aranea of the Known World are not like those on the Savage Coast. First of all, they are more evil (mainly because of their religion) instead of neutral. Secondly, and most importantly, they do not seem to have the ability to shape-change as their Savage Coast relatives can.

## **AMBYRMONT 20, AC 1014: Blood Feuds Erupt**

**Location:** Emirates of Ylaruam. KW

**Description:** Two tribes of nomads in Ylari clash over their opinions about foreigners and the Sultan, and the battle turns deadly and bloody. Within days, many other tribes take up arms, and it seems that Ylaruam has fallen into an unofficial civil war (since no one has yet tried to overthrow the Sultan; they’re fighting over difference in opinions).

Besides fighting themselves, many also target the foreigners still in Ylaruam, blaming them for all the trouble that is now happening in their nation. (See Am 9, Am 12; Sv 6.)

**What This Means:** This is exactly the effect the Kin faction has been trying to get. It is also a dangerous time for any foreigners still in Ylaruam, especially mages and elves.

Another minor influence in the events are the Thyatian spies. Seeing trouble on the way, Thyatis would love nothing better than to have Ylaruam fall into a civil war, keeping their warriors busy and preventing them from raiding the Thyatian mainland. They start doing what they can to promote the fighting without drawing any attention that Thyatis is even involved.

## **AMBYRMONT 21, AC 1014: Helskir Contacts the NACE**

**Location:** Ionace, NACE. KW

**Description:** Messengers from King Eruul Zaar and Queen Asteriela Torion of Helskir ask for an audience between the Alpathian Council and their King and Queen. A meeting is called for the following day. (See Ya 23, Fy 26; Am 22, Ei 12.)

## **AMBYRMONT 22, AC 1014: Helskir Meets the Council**

**Location:** Ionace, NACE. KW

**Description:** King Eruul Zaar and Queen Asteriela Torion teleport to the Parliament on Ionace, where they meet with the kings



of the Alphatian Confederacy. Queen Asteriela first informs the Council that she knows about the survival of Alphatia and Empress Eriadna within the Hollow World - the crew of the Flying Fish told her so four years ago - , so they can discuss freely about the future of the region. She tells that now that Zandor has been deposed, the situation may only better - but unfortunately Helskir has agreed to become part of the Thyatian Empire before the event happened, and cannot leave it for the NACE without provoking her brother's wrath and destabilizing the relative stability on the Isle of Dawn. However, Helskir has kept its status of Kingdom and as such can establish diplomatic ties with the Confederacy. This would provide a means of communication between the two empires, and maybe preventing tensions or even wars. The Council agrees to open up diplomatic ties with Helskir. (See Fy 26, Am 21; Ei 12.)

### **AMBYRMONT 22, AC 1014: Unrest in Aengmor**

**Location:** Rafielton, Aengmor. KW

**Description:** The tension in the City of Aengmor soon spreads to Rafielton. Before long, the shadow elves of the Canolbarth Forest are also into the debate. (Am 2, Am 14; Sv 12.)

**What This Means:** This is just a logical progression of the religious upheaval throughout the realms of the shadow elves. Of course, it doesn't help that the cult of Atzanteotl is also helping to spread the tension and disorder.

### ***The Rising Of Aengmor***

[Editor's note: This eyewitness account was submitted by Julius Fyodorov, an old friend of Dorrik from Threshold. Julius is an accomplished archeologist, having obtained a degree at the University of Biazzan in the Empire of Thyatis. This is Julius's first time writing a correspondence for anyone, as it will become clear by his occasional ramblings and changing of subjects. Still, despite Dorrik's suggestion of editing most of it out, I have decided to leave most of it as is, as it helps show the reader Julius's perspective of things.]

I've first seen the Joshuan Almanac last Nuwmont in Kelvin, where I was working on the ruins of the ancient city of Lavv (may Halav protect us all!), and those predictions in the end immediately attracted my notice, especially the one about something arising from "deep below". At first I thought: "Hey! We'll have to dig no more, Lavv will finally raise to the surface", but unfortunately it wasn't so. A few months later my old friend Boldar, a dwarf from Highforge, comes to my home in Treshold and tells me that his uncle Dorrik will be the publisher of the new Almanac and that he thinks that prophecy refers to the city of Aengmor and that they want me to write something about it for the next edition of the Almanac.

At first I thought they wanted me to write about the long history of Aengmor and I accepted with pleasure to help my old friend, so imagine my astonishment when I later realized that they wanted me to go there, in Aengmor I mean, and report on what was happening. OK, I've done a few adventures when I was young, but it was a looong time ago. Anyway I draw out my old adventuring gear and headed north-west to "conquer" the inexpugnable city of Aengmor.

Boldar informed me that diviners claimed the city would rise sometime in Fyrmont, but how could I get there, if even an army of dwarves didn't manage to enter the underground city? "No problem", said the

new publishers in Mirros, “wait for friends in Corunglain”. I waited there, studying the old buildings of ancient “Corun’s Glen”. Suddenly, one foggy morning, a bunch of noisy gnomes “kidnapped” me from my bed and took me to their city: Serraine. It was the ugliest journey of my life: even today I feel sick recalling that damned journey on that Cloudclipper. Hopefully Halav protected me.

In Serraine, after spending a couple of hours at immigration control, a gnome called Baublebob welcomed me and brought me to the Imperial Hostel where there was a room reserved for me. Baublebob also told me that he was an old friend of Belzamith, that he knew about my mission and that I was supposed to fly with him in his Tomcat for an aerial observation of the raising city of Aengmor. I was terrified, but I could not refuse, so I started praying to Halav. A few hours later I learned that I wasn’t the only reporter here, there were also correspondents from the Glantrian Free Press and the Ierendi Adventures Quarterly. It seems that the Mystaran Almanac is not the only one to use sages, psychics, and diviners to learn what will happen before it does.

On Fyrmont 2, a beautiful cloudless day, the city of Serraine was cruising high above the Broken Lands when at sunset someone noticed an extraordinary volcanic activity in the area known as South Gnollistan, just along the Streel river. Me and Baublebob quickly boarded his flying machine and took off, I had with me also the magnificent gnomish farseeing contraption.

We swiftly descended among burning ashes and squirts of molten lava down to a few hundred yards above ground level in the small canyon between the Sun’s Anvil plateau and the mountains to the west, and the sight was both astonishing and terrible: the land was shaking and rumbling. Bubbling water from the Streel river was flooding the nearby rocks before turning into steam. All around screaming gnolls and orcs were trying to flee the falling ashes. Suddenly large cracks opened in the ground

and lava started flowing outside burning everything it found in its course: gnolls, orcs, and their villages (or should I say lairs?).

Then a large city emerged in a cloud of smoke. It looked as if the city was floating on lava as Floating Ar does on air (and Serraine too, of course). Some sort of dark bluish magical dome covered the city, protecting it from the ashes and rocks that were falling everywhere else, destroying all they landed upon. Then the magical dome started to fall apart, and the mystical blue energies fell down into the lake of lava beneath the floating city, and had an amazing effect: the lava quickly cooled and solidified, turning the lake into solid ground, anchoring the formerly floating city into place once and for all. So the prophecies were true and Aengmor was now under sunlight after so many centuries.

I started peering at the ancient city with my gnomish contraption: there were many creatures, probably shadow elves, running in the small and tangled streets, most of them were trying to protect their eyes from sunlight, others were crying, a few others were preparing for battle with shining swords in their hands. I had just noticed a strange elf with a purple mark on his face looking desperately at something that he kept in his hand, when the gnome advised me of an incoming threat: several flying beasts (skinwings) mounted by shadow elves were taking off from Aengmor.

Baublebob started maneuvering to get out of range, but unfortunately something (an arrow? a spell? molten lava?) hit our Tomcat and we were forced to a so-called “crash landing”. Thanks to Halav we landed... ehm crashed almost unhurted a few miles south.

The sun was already set, so we decided to spend the night there. I took first watch, while Baublebob started meddling with what was left of his flying machine hoping to build something useful out of it. It was there, on that moonless night, that I met Eleandor, a female shadow elf with long silver hair and a big purplish mark on her

forehead. She looked frightened, as if she was fleeing from someone or something. I know a bit of elvish, so I tried to speak to her, but her elvish was quite different from the one spoken by the Callarii. Still, they were a bit similar, and I managed to learn that she was looking for a particular cavern that would allow her to get back to the City of Stars deep beneath the ground. We took shelter in a nearby cave, after driving away a few fearful and panicked orcs. We decided to help Eleandor, for reasons I still don't know why; probably because I felt ashamed of leaving someone looking so helpless and frail alone in an area infested with goblinoids running around in fear.

The trip to the cave to the City of Stars took two days, during which I tried to learn something more about Eleandor and the city of Aengmor. The following is what I learned: Eleandor isn't a common shadow elf, but a member of a particular race recognizable from the purplish mark on her forehead and worshipped by common shadow elves as a messenger of their Immortal, something similar to what happens in the Thothian society. That crystalline dust was part of a bigger amulet, a sort of symbol of power, that she certainly broke during her hazardous escape from the city of Aengmor.

I managed to learn also what she was fleeing, and these aren't really good news for us. The followers of an evil Immortal, probably Atzanteotl but I'm not sure, took control of the city and managed to raise it again to the surface, thus weakening, but I don't know how, the marked-ones like Eleandor. From what she told me it looks as if most of the dwellers of the city of Aengmor are evil, warlike and ready to wage war on the humanoids first and the bordering human nations then. [Ed. Note: Upon questioning Julius again, he is forced to admit that his interpretation of what was said could be wrong. Indeed other investigations show various factions and beliefs within the city. Therefore, the above statement on the attitude and plans of the shadow elves is merely hearsay, and quite

possibly an incorrectly translated hearsay as well.] She said that the whole city cooperated to raise the city to the surface, though she and her fellows tried to stop the others until it was too late.

When Aengmor was finally raised, she was forced to leave because she feared for her soul; I didn't understand this very well, but I think it means that she feared that the evil elves in Aengmor have some sort of necromantic power and use it on the bodies of dead people.

We finally arrived safely at the cavern two days later, then left her to proceed on her way to the City of Stars. As a final comment I must say that, if this stuff is as true as it sounds, we should start worrying now about this new threat to humankind. If you thought that Bargle and the Master were the most dangerous thing you could meet in your life, you'll have probably to reconsider all, because these shadow elves from Aengmor (the city) look really nasty as told in the old Alfheim legends. I don't know if the elves in Rafielton are so evil too, but I fear it and hope that the marked elves will help us. [The Editors of this Almanac would like to once more remind the reader that these are solely the opinions of the correspondent, and not necessarily those of the Almanac. The shadow elves are a concern, but one should learn more about them before judging them based on old, superstitious legends. Ed.]

May Halav guide us... we need his help.

J.F.

## *Fall*

### **SVIFTMONT 3, AC 1014: Jaggar Wises Up**

**Location:** Glantri City, Glantri. KW

**Description:** Prince Jaggar von Drachenfels ends his affair with Dolores Hillsbury and the two seem forever opposed in Council meetings.

**What This Means:** Two years ago, Prince Malachie brought Jaggar some scales of a dragon and wanted to learn which type of dragon they were. Jaggar has 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 and sending his spies out to discover where the Prince of Morlay-Malinbois found these scales, Jaggar has eventually discovered that Dolores has something to do with them. (Malachie did not tell him directly as he finds it would be more believable if Jaggar finds out for himself.) After examining everything he has done since taking up with Dolores, including supporting Kol and his kobolds over the elves of Erewan, Jaggar becomes dismayed at the fool he had been. He has vowed to destroy Dolores for the chaos she has caused in Glantri, and for the evil he has unknowingly done in her name. But he knows better than to try and confront her directly. As all Princes/mages do in Glantri, he begins to use his influence and political power to destroy her on the political level since a direct confrontation between Princes is not allowed without sufficient cause (personal hatred does not count, nor does not being human, in Glantri).

Also, he has more pressing matters of planning the defense of his nation against Ethengar's invasion, which could come at any time. This is a battle he has been waiting for a long time and he wants to make sure everything is perfect.

### **SVIFTMONT 4, AC 1014: Thar and Psa'gh Lick Their Wounds**

**Location:** Makkres Mountains, Vestland. KW

**Description:** Back in the Makkres Mountains, Thar, Psa'gh, and the survivors of their hordes return to Thar's lair and gather what they can in terms of supplies and new recruits. The rag-tag horde then leaves the area and moves south, toward Rockhome. (See Am 5.)

**What This Means:** Thar and Psa'gh have been soundly beaten by the humans, and they know it. They view that Thar's lair in the Makkres is undefendable with the small number of humanoids they have with them, so they want to move as far away from the humans as they can. The logical choice was toward Rockhome; a large area of the dwarven nation, particularly near three volcanoes, is rather barren of dwarven settlements. The two goblinoid leaders view this as the best place for them to once more gather their forces.

### **SVIFTMONT 6, AC 1014: Kin Make Their Move**

**Location:** Emirates of Ylaruam. KW

**Description:** The Kin faction publicly declares that the turmoil currently happening in Ylaruam is all because of the Preceptors, their Sultan, and their political method of dealing with foreigners. They make proud speeches about how the true Ylari way and way of Al-Kalim is the warrior way, not the way of weakness of the so-called "civilized" people of the rest of the world. They preach out that the brave warriors should help restore the Kin faction to lead Ylaruam, to return the Ylari to the glorious warriors they should be.

The sides are therefore made in the Ylari civil war; the Alasiyani (Preceptors) against the Abbashani (Kin). The other Emirates help neither side officially as the tribes within are more or less evenly split between the two, or just don't want to participate. (See Am 12, Am 20; Sv 19, Ei 1.)

**What This Means:** This is the official declaration of war against the sultan by the

Kin faction. Although it was a tribe against a tribe at first, now there are definite sides, and thanks to the news spread around the nation of what has happened in Ylaruam City during the World Games (admittedly mostly exaggerated by the Kin), the Kin faction is receiving enough support to stage their coup.

### **SVIFTMONT 8, AC 1014: Karameikos Makes an Official Announcement**

**Location:** Mirros, Karameikos. KW

**Description:** King Stefan once again makes good use of the resources of the Karameikan School of Magecraft by teleporting copies of an official declaration in which he confirms the existence of the Hollow World as per “Claransa’s Travels to the Center of the World”, and also reveals the survival of Alphatia in the Hollow World as one of those levitating land masses known as the floating continents. Those copies are sent to rulers, libraries, magicians’ guild leaders and public figures in Aengmor, Darokin, Ethengar, the Five Shires, Glantri, the Heldannic Territories, Ierendi, the major towns of Karameikos, Leeha, Minaea, Minrothad, the many nations of the New Alphatian Confederate Empire, Ne’er-dowell, Ochalea, Ostland, the Pearl Islands, Rockhome, Serraine (courtesy of Master Terari), Soderfjord, Thyatis and its colonies on the Isle of Dawn and Aegos, Vestland, Wendar, and Ylaruam.

Stefan also announces that another expedition will be sent to the Hollow World next year. (See Fy 11, Fy 19; Sv 8, Sv 9.)

### **SVIFTMONT 8, AC 1014: The NACE Makes an Official Announcement**

**Location:** Ionace, NACE. KW

**Description:** The Council also makes an official declaration in which it confirms the truth of the Karameikan statement, reaffirming the existence of the Hollow World, and the survival of Alphatia ruled by Her Imperial Majesty Eriadna; it also reaffirms that the New Alphatian

Confederate Empire is part of Alphatia and is ruled by the Council in Empress Eriadna’s name.

The Council also states that the region claimed by the NACE that leads to the north pole, from Alpha to Faraway via Qeodhar, including the waters between those places, are restricted to the sole use of the Confederation. Nations or individuals that wish to use that route to the Hollow World must first petition the Council, or find another route. (See Fy 11, Fy 19, Sv 8; Sv 9.)

**What This Means:** This declaration and that from Karameikos were written in common during the last weeks, and the destinations of the teleported copies carefully chosen. Karameikos has already been assured that it has permission to sail through Alphatian territory to reach the Hollow World. The fact that the path to the northern pole is under Alphatian control is more a wish than a fact: The confederate navy cannot patrol the seas enough to prevent isolated ships from going through (it already has difficulties preventing Minaean pirate raids), although whole fleets will never be allowed to pass; in fact, Baron Norlan will profit from it by allowing illegal ships to sail to the north in return for a small bribe.

Minrothad sees this as a further ground for reopening the pit of Aegos, since the Alphatians will need a way to trade between the two worlds, and, unless they find another route, the pit can become very profitable.

On the other hand, this is bad news for Thyatis, since it puts an end to their dreams of conquest of the Hollow World. The pit of Aegos has lost most of its interest, since it is now clear that it couldn’t be used to send enough Thyatian legions; it would only benefit Alphatia.

The Heldannic Knights already knew of the situation in the Hollow World, and have realized it is lost to the Alphatians. They have long tried to keep its existence a secret, but now it is no more that important to

them. They laugh at the declaration of the NACE stating that the easiest route to the north pole is restricted, since they are sure they can force their way through if they wish - at least once they will have dealt with this insurrection at home. Moreover, they know of other routes, and prefer to use the southern pole by using their base at Green Bay.

The shadow elves have too many internal problems to deal with to fully realize the importance of this declaration; when they realize it, however, will they understand that their underground route to the Schattennalfen caverns may be even more valuable than they first thought.

#### **SVIFTMONT 9, AC 1014: Norlan Is Furious**

**Location:** Ionace, NACE. KW

**Description:** An infuriated Baron Norlan, who has just learned of the existence of the Hollow World and Alphatia, is teleported by his pet mage to the Parliament on Ionace. He yells in the corridors of the building, requesting explanations from his peers. He eventually meets Queen Gratia of Surshield, who yells at him in return. When Norlan agrees to calm down and hear her explanations, she tells him that the Council already knew it all when the Confederation was created, and that every ruler adhering to the NACE was informed of it during his first meeting at the Council. It is his fault if he never learned it, since he never attended a single Council session or even sent a representative. (See Fy 11, Fy 19, Sv 8.)

**What This Means:** Norlan still believes the Council voluntarily hid the information from him because they dislike him and want his fall. He decides to send a representant to the Council just in case, but assumes the better way to learn what the Council wants to keep away from him is by sending agents from his Special Force to do some spying. Also, it won't be long before he understands where Mariella went; now that he knows that Alphatia still exists somewhere, she has once again become important to him.

#### **SVIFTMONT 10, AC 1014: Torolai discover Dogrel**

**Location:** Dogrel, northwest of Kogolor lands. HW

**Description:** Scouts of the Torolai discover the town of Dogrel (unimaginatively named after himself), located in the valley along the Great Mud River. They return to report to Zorok, their chieftain. (See Sv 14, Sv 20.)

**What This Means:** King Dogrel of the Alphatia Neatharum started his own community last year without any of the Imperial laws forbidding slavery of the Neathar. With the discovery of a silver mine in the nearby mountains, Dogrel ordered his loyal men to capture even more slaves and have them dig up the rich resource.

Zorok, chieftain of the nearby Torolai tribe, noticed the disappearance of his people and sent his best scouts out to see what was going on.

#### **SVIFTMONT 12, AC 1014: Shadow Elves Try For Peace Again**

**Location:** Rafielton, Nation of Aengmor. KW

**Description:** Princess Tanadaleyo of Rafielton again invites the former elves of Alfheim over to discuss peace and help save the forest. She states that the attempted assassination was not at all sanctioned by her, and that they are still looking for the individual shadow elf who fired the first arrow so he can receive proper punishment. She claims that elf must have been one of the discontent of her nation who are paranoid of the surface elves, just as the Alfheim Avengers who have been constantly raiding them the past year or so are paranoid of shadow elves. Tanadaleyo wishes to prove that only a minority, on BOTH sides, wishes for war, while most want to live together in peace.

Unfortunately, after the last incident, the former elves of Alfheim are rather insecure about returning to the land of their enemies. A few of the more adventurous ones do go

back, but they are always on the edge, expecting a trap, and discussions go very slowly. (See Ya 19, Am 22; Ka 8, Ka 22.)

**What This Means:** Princess Tanadaleyo's statement is more or less true. Although she has no love for the former elves of Alfheim and couldn't care less what they do, she does need them. First, they have the magic necessary to save the Canolbarth forest, which she and her people have come to see as theirs, especially since they are the ones who caused its present state of near-destruction.

Even more important now, she needs them for the influence they can have on the shadow elves of Rafielton. She has noticed the steady entrance of worshippers of Atzanteotl into her nation from the city of Aengmor and believes it to be rather dangerous. Her own spies report that the Atzanteotl elves are preparing a rebellion against the shamans of Rafiel, although they have no idea how they are planning to do it. Although Tanadaleyo herself dislikes the shamans and wants to get rid of them, she would rather keep the power for herself rather than simply replacing the control of the shamans of Rafiel with the control of the shamans of Atzanteotl. That is why she would like her people to see the way of the elves of Alfheim as there was no religious control in their nation. Admittedly, the priests/Tree Keepers of Ilsundal were respected, but they did not have the political power shamans have in the shadow elf lands (more accurately, they did have the power, just rarely used it beyond advising the Clan Leaders, but the shadow elves don't know that). She would therefore rather see her elves become more like the surface elves than those of the city of Aengmor.

#### **SVIFTMONT 14, AC 1014: Zorok's Scouts Return**

**Location:** Torolai lands, Neathar Lands. HW

**Description:** Chief Zorok hears about his people been held as slaves by Alphatians. He declares that the Torolai will once more

war on the Alphatians and sends messengers out to the other tribal chieftains to inform them what is going on. (See Sv 10; Sv 20, Sv 28.)

**What This Means:** Zorok has never liked the Alphatians and believes that the Empire merely declared peace so it could continue with its hidden agenda. He has always believed that they were too imperialistic and ambitious, and now he has been proven right.

Zorok intends to rid Neathar of the Alphatians once and for all, starting with the new town of Dogrel. If he were to learn that Dogrel was acting on his own, he would probably not believe it.

#### **SVIFTMONT 19, AC 1014: Defense League Wants to Help**

**Location:** Ylaruam City, Emirates of Ylaruam. KW

**Description:** The ambassadors of the Western Defense League in Ylaruam inform the Sultan that they are willing to send him, the rightful ruler of Ylaruam, troops to help stop the rebellion. Sultan Mohammed Al-Kalim refuses their aid as to bring in more infidels to help him will only make matters worse in the eyes of his people. (See Am 20, Sv 6; Ei 1, Ka 15.)

#### **SVIFTMONT 20, AC 1014: Neathar Leave Haldemar**

**Location:** Haldemar, Alphatian Neatharum, Alphatia. HW

**Description:** Many of the Neathar living in and around Haldemar slowly start to leave the area. (See Sv 10, Sv 14;

Sv 28, Ei 14.)

**What This Means:** Zorok has been spreading the news about the enslavement of the other Neathar back in Dogrel, and the Neathar are losing their trust in the Alphatians. They are leaving Haldemar now while they still have a chance.

Dogrel notices the mass departures, but cannot do anything without arousing the suspicions of Empress Eriadna.

### **SVIFTMONT 25, AC 1014: A Plague on Isla del Cayo**

**Location:** Isla del Cayo, Baronia de Gargo™a. SC

**Description:** A dreaded disease breaks loose on la Isla del Cayo, killing the isolated Afflicted which live there. When word spreads throughout the Baronies, most people begin to shun and fear the afflicted even more, believing that they are carriers of this deadly plague. Rumors also begin to circulate that maybe this is another side-effect of the Legacies; since they have only been around for a few years now (or at least widespread for a few years), no one really knows what the long term effects are.

**What This Means:** This is just a disease which happened to affect the Afflicted living on the island, and nothing more. It's a sad case where people's fears are turning things much worse than what they really are.

### **SVIFTMONT 28, AC 1014: Dogrel Raided**

**Location:** Town of Dogrel, Northwest of Kogolor lands. HW

**Description:** Zorok and the Torolai, along with a few other nearby minor Neathar tribes, lead a raid against the town of Dogrel, freeing several of the slaves forced to work in the mines. (See Sv 14, Sv 20; Ei 14, Ei 16.)

**What This Means:** King Dogrel sends more troops over to Dogrel, but cannot send too many without drawing Imperial attention to his actions. The Neathar will continue to harass this outpost for the next several weeks.

### **EIRMONT 1, AC 1014: Sandstorm**

**Location:** Emirates of Ylaruam. KW

**Description:** A significant portion of both the Kin and Preceptor factions' armies are wiped out on the battlefield by a sandstorm. (See Sv 6, Sv 9; Ka 15, Ka 19.)

**What This Means:** This is just bad luck for both sides of the war. The sandstorm is completely natural, and just happened to strike on the battlefield of the two groups. Although the number of casualties are roughly equal on both sides, the Preceptors have just lost their best leaders in the storm.

### **EIRMONT 5, AC 1014: Dwarves in Aegos**

**Location:** Stronghold, Fortress Island, Minrothad. KW

**Description:** Guild leader Oran Meditor, seeing great trade opportunities to come in Aegos, solicits help from the dwarves of Fortress Island to help in the redigging of the pit. Some dwarves accept the challenge.

**What This Means:** Human engineers have been unable to reopen the pit, their work hampered by the occasional earthquakes that occur irregularly in the region. Oran Meditor reasoned that dwarves would be better at this task, because evidences have been discovered that the Alphetians had used dwarven workers (this is true, but only partially, since gnomes from Serraine also participated in the works alongside dwarves from Denwarf-Hurgon).

### **EIRMONT 7, AC 1014: Dissent Among the Warriors**

**Location:** Sind. KW

**Description:** Tension begins to grow among the Freedom Warriors. Many of the units not directly under Anand or Sitara's command start to ignore her suggestions or plans. This begins to cause loses in various strikes that should have been easy victories. (See Kl 5, Fe 6.)

**What This Means:** The underground movement of Sind had been started by the Rishiyas. They have been wanting to get rid of the Prophet of Gareth for some time



now, but since she has been helping their movement so well, they decided to leave things alone for a while. In fact, this has helped them out tremendously, as Sitara and Anand have done amazing feats for the rebel movement. But now the common people are beginning to associate the Freedom Warriors with Gareth, and this is beginning to scare the Rishiyas once more. The occasional rumor that Sitara is the mortal incarnation of Himayeti has struck an even bigger nerve to the priests of the traditional cleric caste. They are beginning to fear that the Immortals will take offense at such blasphemy and curse them to fail at freeing their nation if they allow it to continue.

But the Prophet is too much of a hero now, so they cannot simply eliminate her. The Rishiyas are taking an indirect route by ignoring her plans and suggestions, hoping that the people notice the Freedom Warriors make mistakes and blame it on their “leader”, the Prophet of Gareth.

None of them seem to think of the possible result of losing Sind to Hule by destroying their own resistance movement themselves with such internal conflicts.

#### **EIRMONT 9, AC 1014: Saved by Orcs**

**Location:** Sandros Valley, Black Mountains. SC

**Description:** Stephan Karvich, the exiled regent of Nova Svoga, and his group are attacked by hobgoblins in the Sandros Valley. The outnumbered humans are about to be slaughtered by the goblinoids when they receive unexpected help by a group of orcs.

Once the hobgoblins are defeated, the men of Nova Svoga prepare to defend Anya from the orcs, but they are taken by surprise when one of them speaks Thyatian Common. He introduces himself as Thurgg, leader of the Dark Fangs, and welcomes them to their village but a few days away. After a bit of unease, Stephan Karvich accepts the offer and they start marching to their village. (See Ei 15.)

**What This Means:** Stephan Karvich and his group have been hiding within the valleys of the Black Mountains since the summer of AC 1012. With him, he has Anya, the nine-year-old heir to the throne and only remaining member of the margrave’s family. He intends to keep her alive and safe from the orcs no matter what as she is their only legitimate claim on the lands of Nova Svoga.

#### **EIRMONT 9, AC 1014: Dead Place Discovered**

**Location:** Emirate of Nithia, Emirates of Ylaruam. KW

**Description:** The Glantrian agents of Synn discover the obsidian dome that covers the portals of the Dead Place. They kill their guides to prevent them from telling anyone else that they have found it, then begin to dig up the huge obsidian bowl so they can examine it further.

The leader of the group teleports back to Glantri to inform Dolores (Synn) of their discovery and to gather more servants to help in the digging (probably goblinoids). (See Am 3, 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, as they fear using magic too close to such a magical place, which could have disastrous consequences.

#### **EIRMONT 12, AC 1014: Dunadale Contacts the NACE**

**Location:** Province of Dunadale, Isle of Dawn. KW

**Description:** The Thyatian Province of Dunadale, whose citizens are mostly of Alphatian descent, declares it will open up diplomatic ties with the New Alphatian Confederate Empire, like Helskir did the previous month. (See Am 21, Am 22.)

**What This Means:** The Thyatian governor of the province did this to please his

citizens, as he was fearing an uprising. He hopes this won't upset Emperor Eusebius.

#### **EIRMONT 14, AC 1014: Haldemar Attacked**

**Location:** Haldemar, Alphatian Neatharum, Alphatia. HW

**Description:** A large band of dinosaur riding Neathar attack the town of Haldemar, destroying the houses and causing as much damage as they can. One group is sent to destroy as many of the docked skyships as they can.

After much destruction from this unexpected attack from the inside, the Alphatians manage to chase the Neathar away. (See Sv 20, Sv 28; Ei 16)

#### **EIRMONT 15, AC 1014: Allies Are Made**

**Location:** Dark Fang village, Black Mountains. SC

**Description:** After staying with the orcs for a few days, Stephan Karvich has come to trust Thurgg as an ally. He still mistrusts the other orcs, but Thurgg tells them they are still in the process of change and says to give them time.. they are not used to helping others, especially not humans.

Thurgg teaches the regent and the young Anya about the philosophies of Gareth, hoping to spread his wisdom to the humans of the City-States. (See Ei 9.)

**What This Means:** When Stephan Karvich will be ready to reclaim Nova Svoga from the Huleans, it seems he will have orcs to help him. This could be a great surprise against the forces of Hule, since they believe that all the orcs in the area work for them.

#### **EIRMONT 16, AC 1014: Empress Demands to Know What Happened**

**Location:** New City, Jafilia, Alphatia. HW

**Description:** In an audience with Empress Eriadna, King Dogrel must explain what happened down in Haldemar and why the

Neathar attacked. Dogrel claims to have no knowledge of what is going on.

Eriadna sends down several ambassadors to find and talk with the chieftains, as she did a couple of years ago. (See Sv 28, Ei 16.)

**What This Means:** The Empire is now taking a closer look at what is happening to the Neathar, limiting Dogrel's choice of actions. Dogrel begins to panic, and starts planing an escape route in case something goes wrong.

#### **EIRMONT 23, AC 1014: Revolt in Hockstein**

**Location:** Hockstein, Heldannic Territories. KW

**Description:** The commoners of the Heldann Freeholds start a massive riot/rebellion in the city of Hockstein. Unlike other revolts, this one is well led, planned, and funded (by the gold stolen several months ago). Geoffrey of Grunturm has been in the city for a while, making the plans and providing magical support to the revolt. (See Ya 14, Fe 7; Ei 28, Ka 20.)

**What This Means:** There is no hidden meaning here. The people of the Heldannic Territories are once again trying to free their land of the rulership of the Heldannic Knights. This time, the revolt has been well planned, and the Knights are lacking in their magical (clerical) support they normally have, giving the rebels the best chance they have had in decades.

#### **EIRMONT 28, AC 1014: Hockstein Captured**

**Location:** Hockstein, Heldannic Territories. KW

**Description:** After a few days of fighting with the garrisons of Knights present in Hockstein, the peasants manage to take over the city while the Knights barricade themselves in the central keep. By this stage, most of the commoners of the city have joined sides with the rebellion seeing

that there is actually the chance that they might win.

Geoffrey immediately sets men to watch the city walls, now heavily fortified thanks to the rulership of the Knights for the past several decades. He prepares plans for surviving the siege that is sure to follow by the reinforcements sent by Freiburg. (See Fe 7, Ei 23; Ka 2, Ka 20.)

#### **KALDMONT 2, AC 1014: Reinforcements Arrive**

**Location:** Hockstein, Heldannic Territories. KW

**Description:** As predicted, forces from Freiburg and Grauenberg arrive to help the Knights in Hockstein, but are kept outside by the peasants who are driven to ridding their lands of the Knights. A long siege starts. (See Ei 23, Ei 25; Ka 20.)

#### **KALDMONT 4, AC 1014: Daring Raid at Corisa**

**Location:** Corisa, Milenian Empire. HW

**Description:** Captain Targos of the merry pirates, sails into the harbor of Corisa passing as a merchant vessel.

During the night, with the help of a few new mages - Alphatian crewmen who have since joined the merry pirates - Targos and his men sneak onto three other ships, stealing their cargo and valuable.

Their ship, the Manticore, sails out of the harbor afterwards, before anyone realizes what has happened.

#### **KALDMONT 8, AC 1014: No Official Sect of Rafiel**

**Location:** Rafielton, Aengmor. KW

**Description:** After the rising tensions between various factions of elves within Rafielton, Princess Tanadaleyo declares that there will be no official religion of Rafiel in Rafielton. Elves may choose themselves which one they want to follow. The statement is backed by General Garafaele of Aengmor.

The City of Stars declares such acts as rebellious and warns that necessary actions will be taken to restore the religion of Rafiel before too much blasphemy transpires. (See Am 22, Sv 12; Ka 22.)

**What This Means:** Tanadaleyo is trying to reduce the tensions without declaring either Way of Rafiel the right one. She would rather abolish the Way of Rafiel altogether, so choosing one or the other will just make it all the harder for her to get rid of it later.

Unfortunately, this answer satisfies none of the groups, especially with the cult of Atzanteotl hiding in the shadows, pulling strings, and just causing trouble while drawing little or no attention to themselves.

#### **KALDMONT 11, AC 1014: Shrine to Gareth**

**Location:** Akorros, Darokin. KW

**Description:** In the city of Akorros, a shrine built in the honor of the Immortal Gareth is completed today. (See Va 25, Th 7.)

**What This Means:** The shrine is a small church; nothing fancy enough to be called a temple. Still, the high priest Arturo Olivera has managed to attract enough followers in the city to fill it during the ceremonies. It seems the people of Darokin can accept the philosophy of Gareth; mortals are not the playthings of the Immortals above.

Many also simply come to see what this Immortal who has a priestess who seems to be single-handedly running the underground movement in Sind (or so claim the rumors that leak back to Darokin) can do.

#### **KALDMONT 15, AC 1014: Pirates Raid Cinnabryl**

**Location:** Gulf of Hule. SC

**Description:** During the second exportation of cinnabryl from Slagovich this year, the small fleet carrying the cinnabryl is ambushed by a larger group of pirates. The Knights of Halav in the fleet are slain to a man, and all the cinnabryl is taken.

**What This Means:** The main supplier of cinnabryl to the Savage Coast is Slagovich, and their shipment has just been stolen. Expect the price of cinnabryl to increase noticeably throughout the land, placing it out of reach for many of the poorer families.

The Inheritors also view this act as one of the most treacherous anyone could ever do. They begin to gather information and to discover who could possibly be behind such a deed. A reward is offered to anyone who can prove who the thieves are.

### **KALDMONT 15, AC 1014: Ylaruam Besieged**

**Location:** City of Ylaruam, Emirates of Ylaruam. KW

**Description:** After weeks of fighting throughout the Alasiyan Desert, the Kin faction finally makes its move on the City of Ylaruam. The capital of the Preceptors is surrounded and all trade supplies are blocked off, including access to the oases just outside of town. (See Sv 19, Ei 1; Ka 19, Ka 21.)

**What This Means:** The Kin faction has had the advantage ever since the sandstorm. Although both sides lost an almost equal number of men, the Preceptors lost their best leaders and warriors, while the Kin only lost ordinary warriors. Since then, the Kin have been out-maneuvering the Preceptors on the battlefield and slowly winning the war in the desert.

### **KALDMONT 17, AC 1014: Synn Plots Again**

**Location:** Fenswick, Glantri and Broken Lands. KW

**Description:** Having started to feel the loss of power she once had in Glantri, Synn decides to try and cause trouble elsewhere in the Known World. She sends a powerful lich called Deimos to work on harassing Darokin to the south. Using her connections, Synn sends several humanoid forces with Deimos to the Broken Lands.

She also sends one of her shadow elf agents to act as Deimos' general of the goblinoids.

Once in the Broken Lands, the lich uses his magic to create a tower to act as his headquarters while his humanoids roam the area, gathering all the humanoids still alive and hiding on the shadow elves. These goblinoids, still afraid of the shadow elves, are eager to join what appears to be a powerful horde in the making. Deimos calls his base Sable Tower.

Synn herself 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. (See Am 13, 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. Darokin has now become one of her targets.

The shadow elves sent with Deimos will help keep the shadow elves of the city of Aengmor away from the tower, hiding the humanoid forces there from the elves. The civil war brewing in Aengmor also helps. These shadow elf agents were originally spies on Glantri, but came to love the power, magic, and cutthroat politics of the human nation and decided to stay in Glantri rather than return to the City of Stars. Dolores Hillsbury learned of them and hired most of them to work for her. The spies, having been trained by Xatapechtli, were already evil since they are assassins without any compassion for their enemies. They got along rather well with Synn.

Anyone who recognizes the names will know that Deimos and the above plot comes from the arcade game "D&D: Tower of Doom." The adventure of the arcade games are rather good and can easily be made into a standard rpg-module type game

and even a complete campaign plot. It is my belief that the events of the arcade game take place in the year AC 1015, while those of the follow up game “D&D: Shadow over Mystara” take place in the year AC 1017. The actual details of the plot will be given in the AC 1015 version of the Mystaran Almanacs.

### **KALDMONT 19, AC 1014: Kin Are Victorious**

**Location:** City of Ylaruam, Emirates of Ylaruam. KW

**Description:** The Kin faction breaks into Ylaruam and manages to take over the city. Sultan Mohammed Al-Kalim is captured by the Kin faction, as well as several members of the Council of Preceptors.

The Kin declare that the Council of Preceptors will now be replaced with the Council of the Kin, and that the new Sultan of Ylaruam will be Hassan Al-Kalim, a true blood descendant of Suleiman Al-Kalim (for more information on the two factions and Al-Kalim’s “bloodline,” see GAZ 2: Ylaruam, p.4). (See Ei 1, Ka 15; Ka 21.)

**What This Means:** The Kin have just taken over Ylaruam. Although most of the Council of Preceptors has been captured, some have escaped, as have the other Preceptors not on the council.

### **KALDMONT 20, AC 1014: Knights Retreat**

**Location:** Hockstein, Heldannic Territories. KW

**Description:** Winter finally arrives in the Heldannic Territories, and the Knights are forced to retreat from besieging the city of Hockstein. (See Ei 25, Ka 2.)

**What This Means:** A part of the rebel’s plan was to wait until winter to make their move, as the snow and cold would force besieging enemies to leave or freeze to death. With the departure of the Knights outside the city, the rebels now have the whole winter to rest and recuperate, as well

as prepare for the next onslaught come spring.

### **KALDMONT 21, AC 1014: Sultan Executed**

**Location:** City of Ylaruam, Emirates of Ylaruam. KW

**Description:** After a “trial”, Mohammed Al-Kalim and the Council of Preceptors are executed for treason against the nation of Ylaruam, having let the foreigners roam freely on sacred and holy ground and corrupt the citizens of Ylaruam.

Foreigners in Ylaruam are also ordered to leave the country on pain of death, and all laws of murder and assault shall no longer apply when inflicted upon an infidel. The Council of the Kin close the borders of Ylaruam to foreign trade.

Ylaruam also withdraws from the Western Defense League. (See Ka 15, Ka 19.)

**What This Means:** The position of Hassan is now very secure.

The few remaining Preceptors flee to various nomad tribes still loyal to their beliefs. They intend to stay in hiding until the time is right to reclaim their rightful rulership of Ylaruam. Anyone harboring a Preceptor is considered to be an outlaw under the new Sultan, so the tribes are very careful about this.

As for the foreigners in Ylaruam, it is now acceptable for any Ylari to kill them. The new Sultan has ordered them to leave, and has not given them any time of grace for them to do so. The only ones who will get out without any trouble are the ambassadors in Ylaruam who will be escorted under guard back to the borders.

### **KALDMONT 22, AC 1014: Elves at War**

**Location:** Rafielton, Aengmor. KW

**Description:** With the propaganda spread by the worshippers of Atzanteotl in Rafielton, many of the elves begin to see Princess Tanadaleyo as a heretic who is

turning her back completely on the Way of Rafiel. Tensions rise higher, people accuse each other of being traitors, and then a blow is struck. Soon, the city of Rafielton is at war; shadow elves are fighting shadow elves.

The City of Stars declares war on the rebellious kingdoms of Rafielton and Aengmor, and shadow elf armies begin their march to retake the surface lands from the traitors. (See Sv 12, Ka 8.)

**What This Means:** The cult of Atzanteotl has started a civil war, and they don't even have to fight (although they are more than likely to get caught in the crossfire). Within a few days, the fighting quickly spreads throughout the Canolbarth Forest as "resistance" groups scatter and hide everywhere, taking up hit and run tactics on "traitors."

Although the original battle was small enough to be contained by the Rafielton military, the cult of Atzanteotl started running around the city, yelling that the military was on one side or another, making them believe that others were being unfairly treated. Before anyone could sort out the truth behind what has happened, it was already too late; fighting broke out throughout the town, and militia groups had taken off into the forest to fight their war.

The actions taken by the City of Stars has more to do with the influence of the shamans of Rafiel than the desires of King Telemon. The King himself cares nothing about the shamans or their way, but he knows that to openly defy them in the City of Stars, where they still have direct control, would be suicidal. Porphyriel doesn't care about the renegade elves and is glad to be rid of them, but there's still the matter of principle behind the revolt, so she uses her influence to force a punishment on the blasphemers.

### **KALDMONT 28, AC 1014: Day of Dread**

**Location:** Worldwide

**Description:** On the 28<sup>th</sup>, Glantri time, the Day of Dread takes place once again. No

one has yet been able to solve this problem and eliminate the curse or magical effect that seems to cause the day without magic.

The effects take place an hour earlier for every 15 degrees west of Glantri City, and an hour later for every 15 degrees east of Glantri City. (15 degrees at Glantri's latitude is roughly 800 miles.)

## ***A New Sultan On The Throne***

[Ed. Notes: citations are from the Nameh, the Holy Book of Al-Kalim.]

O infidels, hear so “that you may know and understand” that all citizens of the Emirates of Ylaruam, from the lowly street-sweeper to the most holy Champion of the Eternal Truth, shall no longer tolerate your presence within our holy lands. The corruption of the uncivilized, with their greed and lecherousness, bodes ill for the True Believers as “wealth does not avail before the Terminator of Earthly Delights.”

During the World Games, the infidel was welcomed with open arms as “the grateful host is indeed blessed by the Immortal Ones.” We accepted with open hearts and minds the infidel, knowing that we could show him the error of his ways, bring him to the Eternal Truth and give him an understanding of life. It is said that Al-Kalim foretold that “the stranger must be succored in times of need” as they sure are in now.

Yet the infidels betrayed their host and entered the household with deceit and lies. They came because of greed and pride, desiring to acquire ill-gotten gains and steal from the True Believers all in the name of peace and the World Games. The words of Al-Kalim, as they are written in the Nameh for all to read, warn us to “not deceive one another, O my children, lest your enemy the wolf devour you with the deceitful words of his mouth, for his teeth are like a thousand swords and his mouth is like the dark abyss from which there is no return.” Clearly, the infidels are indeed the wolf, for they have brought greed, lecherousness, and unholiness to our Sacred Land all under the false pretense of friendship.

The dishonorable Mohammed Al-Kalim, a blood descendant of the Bringer of Truth himself, was the first to feel “the sting of the viper” from the infidels. His mind was weak, and his devotion lacking, for he brought the evil into our land. Such a man who has fallen from grace, like “an arm

infected with a grave disease, must be removed lest it spread into the whole body. It will be a painful act, but one that only the brave can accomplish without fear as he knows it must be done.”

With such blessing from the words of Al-Kalim himself did the Kin faction strive to remove the tainted Sultan from his undeserved throne. Under the leadership of Hassan the True, descendant of Al-Kalim, the brave Kin warriors rose to fight off the corrupted whose faith “is as empty as the bottom of a dry well.” Like a sandstorm that springs out of the empty desert, so to did an army appear where there was none. Truly Al-Kalim had foreseen such a fate and blessed the Kin to grant them such a courageous army in but a fortnight.

Mohammed feared the Kin, and refused to step down, as any man who cared about the True Believers and his own faith would have done. Instead, he urged those who had been corrupted as him to raise their own scimitars and defend their new way of life, however misguided it may be. Sadly, as is the case when the desert swallows a caravan, those weak of mind were also overtaken by his words. Many flocked to him, as his title of Sultan and the blood of Al-Kalim in his veins were convincing, unable to see the Eternal Truth in the words of the Kin. Yet they failed to understand that it is only the blood of Al-Kalim in his veins and the he is not Al-Kalim. He is mortal and just as vulnerable to error as any man, dog, or donkey. The blood of Al-Kalim helps him, just as training with a scimitar helps a true warrior, but it does not guarantee victory.

The two armies clashed in the desert, as “a great storm created by the clash of the efreet and djinn.” Many shall be mourned for they sacrificed their lives to the great Truth. The armies of the Sultan were formidable, their scimitars cutting a path through the Believers as sand covers the long forgotten ruins. Still, the Kin continued to fight bravely, assured that they were right and destined for victory. “We must be the candles that burn so that others might have light,” Hassan quoted to his tired warriors.

And, o infidel, let it be known that he was right. The furious wrath of Al-Kalim overswept the battle field in a large sandstorm, causing even the bravest soldier in the Sultan's army to fear his chosen path. The leaders of the Sultan's forces disappeared beneath the sand "as a sinking ship into the waters of the sea." The storm clearly indicated that "there is no power but in the Immortals," and that the Immortals were on the side of the Kin.

That was the first sign of Al-Kalim as to who was the True Believer and who was the infidel. Many soon flocked to the Kin, clearly seeing with their new eyes where the blessed stood and where corruption was spreading. That is when the Kin cut a path to the capital of Ylaruam, unable to be stopped by the best the cursed Sultan had to offer, as "the sword of truth smites the unbeliever and the cruel man. Its path is like lightning, and its aim does not err."

The battle of the capital was long and bloody, but the army of Kin, still true its their faith, was "strong and true, invincible in its might." It took but four days and four nights to overthrow their defenses and capture the center of all corruption, the Sultan himself.

The leaders of the Kin disbanded the Preceptors, traitorous as they were, to place only True Believers on the Council. It is before this council, called the Kin Council in honor of those who were strong in faith, that Mohammed Al-Kalim's trial was decided. His acts of transgression against the true will of Al-Kalim deserved nothing less than a dishonorable execution. So was his fate decreed.

The courageous Hassan 'the True' Al-Kalim was named the new Sultan. With the power and authority which were rightfully his, the new Sultan began the process of healing our wounded souls and restoring the Eternal Truth to its respectful place in our scarred society. As it was destined, the infidels were to be punished for their heinous crimes against the One True Faith. Sultan Hassan Al-Kalim banished the infidels from the

Holy Lands, declaring that no longer will they be welcome guests in our homes, no longer will they enjoy our protection, no longer will they receive our gifts of water and gold. The True Believers were granted permission to punish any infidel they found as they saw fit as surely "Al-Kalim will guide them in their judgement if their hearts are well placed."

O evil infidels, let this message be your warning to never return to the sacred lands. We have given you your chance, and you repaid us with mockery and the near destruction of our honorable ways. Any such persons trespassing will be viewed as terrorists who commit acts as vile as tainting our water and will be killed such as a dog deserves, without glory or honor.

Faisel ibn Yasir



## PREDICTIONS & PROGNOSTICATIONS

Considering the great success this section had in last year's issue, we decided to invite Patricia Fortunatus and Bertram Smith to once more make their predictions of what will befall the Known World during the year AC 1015. As before, the editors of this Almanac make no claim as to their accuracy, nor as to the best way to interpret these prognostications.

The following predictions were provided by the respected Thyatian psychic Patricia Fortunatus:

1. A return to power, they believe to obtain,  
With journeys far, through the ocean's splash,  
But the territory is claimed, much to their disdain,  
And hence will Empires come to clash.
2. United they stand against a magical foe  
For vengeance they fight, but also to plunder,  
Their leader shall fall, much to their woe.  
Divided shall they become, and then fall under.
3. In the Holy Land, a black curse spills out;  
Dark fiends are loose, and villages burn.  
The faithful are ready, warriors yell and shout,  
True Believers rejoice, the Sultan shall return.
4. Her will has been shown, they suffer repentance,  
And rise to the challenge, as battles they savor.  
Heroic actions and deeds will end the sentence,  
And return them to glory and in Her favor.

The following prognostications are from Bertram Smith, who can be found most evenings in the Hart and Harrow inn in Mirros. As before, the editors of the Almanac would like to state that Bertram has no divination or psychic powers, but rather makes educated guesses and keen observations to foretell the future.

"Didn't I tell you that there Gareth was worth payin' mind to?"

"Well, now, the troubles ahead will be a coming from the north this time 'round. From what I heard, that Ostland country gotta new king on the throne. A young lad at that! Now, when ya get a new king in charge, there's always some sorta trouble, with people left and right tryin' to take his crown and rulership away from 'im. But this year, not a sound or dagger raised. If ya ask me, which ya are, that means somethin's going on behind the scenes. Just ya wait an' see. I'm tellin' ya, that place will be in a civil war faster than ya think."

## CLASSIFIEDS

Dragon parts offered for sale. A rogue green dragon terrorizing the elves of Achelos Woods has been defeated and its corpse brought back to Mirros. Except for the chest area and various burns by magical spells, most of the dragon is still intact, including the head, wings, claws, and even the brain and heart. Contact Mikev Stalonus of the Company of the Spell and Sword at the Black-Heart Lily in Mirros. First come, first served.

A natural cure for the Kobold Flu, which ran rampant in the Hardanger Mountains this year, is available at Fordson's Herbs and Spices in Soderfjord. If you are coughing, sneezing and have a runny nose [as well as -2 Str, Con, Cha and -1d6 Dex. Ed.] and you or someone around you has been in the Hardangers recently, then you have it. Why sit around and look feeble for the month or two it takes to get over it? Come to Fordson's Herbs and Spices, where a cure is only 5 gold markkas. Guaranteed to work within a week and completely non-magical.

Gasteno's World of Adventure on Safari Island, Ierendi, is inviting you on an adventure. The Original. The Best. The One You Don't Want to Miss. Experience the thrill and excitement of your very own adventure. Learn what it takes to be a tough and wise adventurer. Completely safe - little pain and no permanent injuries.

If you need a great army, the Lion's Legion is what you are looking for. Guaranteed the best trained mercenaries, militant wizards, and war priests this side of the Great Wastes. Awarded several medals during the war with Alphatia. We supply our own equipment and healing. Prices are negotiable depending on the mission and how many men are needed. Those wishing to hire us must obtain a charter granting the Lion's Legion permission to operate within the nation in question. Can be contacted at the Lion Legion's barracks in Thyatis City.

Looking for a Instant Fortress [Daern's. Ed.]. If anyone would happen to have such a magical item and be willing to part with it, please contact Master Tremanorius of the College of Lucinius, Thyatis City. Willing to negotiate price.

Need to travel quickly? Contact Cardia's Carpet Service. Can bring up to two passengers on a flying carpet to and from anywhere in the Kingdom of Karameikos. Cost is 2 gold royals/person/mile for 2 passengers, or 5 gp/mile for just one passenger. Send reservations to Cardia's Carpet Service, Westron Alley, Merchant District, Mirros.