

# **MYSTARAN ALMANAC & BOOK OF FACTS**

## **VOLUME VI, AC 1015**

Version 2.00

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- \* reformatted into .doc (word 97) and .rtf format
- \* typos corrected
- \* "shadow elves", "shadowelves", "shadow elves" thing (hopefully) fixed
- \* added new events for glantri by andrew theisen
- \* added new npcs by andrew theisen
- \* credits given to shawn stanley (gombar and suma'a) and steve wilson.
- \* some events for nace and alphantia reworded
- \* added 1 new event for alphantia by herve musseau

July 6, 1998 fabrizio paoli <brizio@lunet.it>

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- \* added missing texts of the month
- \* added hollow world events
- \* added new events for thyatis by james ruhland
- \* added 1 new event for wendar by marco dalmonte
- \* some events reworded
- \* added geology of mystara section
- \* added predictions and pronostications
- \* table of contents revised and files renumbered

May 11, 1999 fabrizio paoli

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## A Word or Two about this Material

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The intent behind the Mystaran Almanac is to continue to keep alive the wonderful world of Mystara. It is therefore the compilation of ideas and suggestions from all members of the Mystara Mailing List, and not those of the staff and/or management of TSR.

This manual has very little in terms of game stats, as it does not want to infringe on TSR's copyright (meaning: you want the stats of NPCs and such, buy the appropriate book/references by TSR). We hope that TSR sees this merely as the work put in by those who love Mystara and wish to see it grow rather than any attempt at stealing their setting and infringing on their copyrights.

Our second topic regards permission to place this almanac up on your own personal web page. Go right ahead! We, the authors, give complete and free access to this material to everyone. You are free to do what you will with it, with one absolute restriction: Should TSR/Wizards of the Coast demand that you remove this from your web page, you must comply! As mentioned above, Mystara and all that is related to it belongs to TSR, so TSR has the final say on everything concerning Mystara and this non-endorsed material. If they want it removed, then it is gone.

Also, you are free to modify the contents of this Almanac as you see fit as well (after all, everyone has their own future for Mystara). We simply ask that, if you do so, please:

- 1- Change the title: we would like to keep the title "Mystaran Almanac" so people can find the rest of the series and know which material is the continuation of this particular group of authors' project. In other words, we are simply asking for the rights to the name "Mystaran Almanac."
- 2- Mention that you have modified it from the "Mystaran Almanac": in this case, say where it came from, and keep the original authors' names. Feel free to add a "modified by:" section at the top of that list. The writers have put a few hundred hours each on this project, so please, give credit where credit is due.

For example, call it "Bob's Almanac of Mystara" with the subtitle "Modified by Bob from the Mystaran Almanac."

Of course, we won't police you or harass anyone who doesn't comply with this. We just ask that you do, please.

Now comes the debate on "canon" or "not-canon" material. We do not in any way claim that the Mystaran Almanac is the "online official future of Mystara!" We, the authors, write this product because we enjoy writing it. It is not our attempt to make our own personal home campaign the official version! It doesn't even always match OUR own campaigns as we are several authors who each put in their own ideas (often conflicting until a consensus is agreed upon). We also steal/accept ideas left and right from posts made by the members of the Mystaran Mailing List or other sites. So the names on the author list is by no mean the only people who have shaped this "future" Mystara; many people on the Mystara Mailing List have participated, whether they know it or not (Unfortunately, we often forget who the source of a given idea was, so the Special

Thanks list is far from complete. If we missed you, sorry!).

This product is nothing more than a possible future for Mystara which we call the “Mystaran Almanac future” (hence the above expressed desire to keep the title should you change a part of this product). Use its contents or disregard them as you see fit. You are each the DM of YOUR own campaign, so decide what YOU like, keep what interests YOU, or throw out what YOU don’t like - and that’s the end of it. Do not take these events in your own campaign simply because we say so! There is no such thing as an “official” or “canon” Mystara. Use them because YOU want to.

And, more importantly, should TSR ever return to making Mystara products, odds are everything we’ve done here (as well as whatever has been happening in your own campaign) will probably disagree with what they say and become obsolete (as far as “canon” is concerned, that is). All this to say: **DON’T WORRY ABOUT CANON OR NON-CANON; JUST HAVE FUN!**

Next is the big decision between D&D and AD&D. This subject is always a strong debate on the mailing list. The “Mystaran Almanac” supports both games as it is very stats free. It deals mostly with the world of Mystara, NOT gaming systems.

The few times that stats are present, describing NPCs, the AD&D game stats were used. The main reason for this is the fact that potential new players will be used to the AD&D system, and the more of them that join Mystara, the better! Also, Mystara was completely converted to AD&D with their final projects, including Joshuan’s Almanac as well as the Karameikos, Glantri, and Savage Coast box sets (all copyright property of TSR). Should TSR revive Mystara, it will probably be in AD&D format as well.

Lastly, by now, all old D&D players should know how to convert back and forth between systems blindfolded. This is something the new AD&D players don’t know how to do.

All in all, this book is about Mystara, not the game system, so please don’t discard it because of that, but instead read it because it’s about Mystara!

So, if you have any ideas or comments concerning this Almanac or events for AC 1016, please, feel free to contact the above people. For AC 1016, expect the addition of the Hule Region (under the control of Fabrizio Paoli). Also, the Sea of Dawn will probably have Andrew Theisen as its new main author.

Read on, and enjoy your year-long visit to the grand world of Mystara.

Michael Roy.

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## *Preface*

Dear Reader

The wonderful book you now hold in your hands is the sixth in a series of rich volumes intent on describing the amazing world of Mystara.

Allow me to introduce myself to those who did not read last year's almanac. I am Belzamith Fingertackles, an illusionist of Highforge in the wonderful kingdom of Karameikos. Oh yes, before I forget: I'm also a gnome. I have several fascinating hobbies include poetry, tinkering, solving interesting mysteries, and political sciences. I am one of the few souls who truly enjoys 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. Of course, those of you who read my preface last year probably already know all this.

Sadly, the release of the Almanac was delayed this year due to an unfortunate fire at Joshuan Gallidox Publishing. Still, no one was harmed, and only a bit of information was lost, so we can still present you with this Almanac, although a few months later than usual. For those of you who have been waiting impatiently for the release, we apologize.

Now, of course you must all be wondering what changes have been made to this year's Mystaran Almanac. Well, we still have our famous on-sight correspondents and letters to describe places and events. I firmly 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 continuously encourage our writers to dig more behind the scenes. Unfortunately,

sometimes digging behind the scenes can be very dangerous and we cannot safely get all the information as to what is really going on. Despite this, the Mystaran Almanac is definitely the most precise and accurate account of last year's history that will ever be written.

The Mystaran Almanac is once more pleased to announce a live interview with one of the most talked about and important people of our time. This year, I must say, has one of my favorite interviews of all time!

As for changes, there is one I'm sure you'll notice. Since we are getting information from all around the world now, there is by far, way too much to write in the Known World section. This year, the Almanac has been divided into several parts, each representing a large fraction of our world. One deals with the Hollow World, another with the Savage Coast, and a third with the Old World. There are more, and I'm sure you'll agree with our divisions when you reach them.

Finally, we received mountains of letters and comments from you the reader, and have done our very best to fix all the mistakes you have pointed out, or add details that were left out, and so on. Again, thanks everyone for your comments!

Therefore, it is with great pleasure that I present to you the new and improved Mystaran Almanac, AC 1015 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  
Thaumont, AC 1016*

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## **To the Reader**

I'm Dorrik Stonecleaver, one of the two editors of the Mystaran Almanac. I'm a dwarf 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 try to keep the gnome's babbling to a minimum. 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 other small details meticulous people expect to find.

Once again, I would have loved to include descriptions 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.

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. Also, speaking from last year's experience, most of you should learn to write in proper Thyatian before sending us any letters!

And to those of you responsible for burning down Joshuan Gallidox Publishing, I know who you are, so you better be expecting company!

*Dorrik Stonecleaver, Co-Editor  
Mystaran Almanac  
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## Almanac Format

First of all, who should read this material. That's simple. Anyone who has interest in the world of Mystara. Of course, some need a more specific answer than this. As such, all the Atlas Sections (of the Old World, Norwold,...) can be read by both Players and DMs of Mystara. The information given is general, usually common knowledge, and

often slightly biased by the correspondents' point of view. Of course, this means that the information is not always 100% accurate, so players be warned: individual DMs might not accept the descriptions of any given place, changing it to suit their needs and campaign. And they're within their rights! After all, who said that the correspondent wasn't a complete fraud? DMs may want to limit the PCs' knowledge to just one area of Mystara (after all, why should someone from the Old World know anything about the Savage Coast?).

The Mystaran Miscellanea section is left to the DM's judgement as to whether or not his players know this information. As such, merchant PCs should have access to the Economica part, while superstitious PCs will probably know their horoscope.

The timeline section, dealing with events for the year of AC 1015 is for the DM's eyes only. It reveals certain secrets that players are just not meant to know unless they discover them the hard way. Of course, this only makes it easier for DMs to change any timeline event to match events that are occurring in their own world of Mystara.

The format used throughout the Mystaran Almanac is similar to the various previous Almanacs in this line. As such, each nation will have an entry which will give a brief summary of location, size, population, languages, coins, taxes, industries, and flora and fauna.

There is also a section which lists the names of important people at any given entry. The format is as follows:

Name (title or occupation, race, gender, class/level)

Class/level is presented in the form of a letter (or more) followed by a number, such as F6 or T12. The number indicates level, while the letter represents the class according to the following legend:

F = Fighter	M = Mage
Pa = Paladin	M(ab) = Abjurer



R = Ranger	M(co) = Conjuror
T = Thief	M(di) = Diviner
B = Bard	M(en) = Enchanter
C = Cleric	M(il) = Illusionist
P = Priest	M(in) = Invoker
P(dr) = Druid	M(ne) = Necromancer
P(cr) = Crusader	M(tr) = Transmuter
P(de) = Defender	WD = Witch-Doctor
P(mk) = Monk	P(?) = other Specialty Priest

These letters will also be used in the Famous People section, as well as anywhere else where character classes are given.

Finally, a new section on Further Reading is also given. We strongly recommend purchasing all the wonderful books and adventurer modules on Mystara, as they truly give a much deeper understanding and description than this Almanac can ever give.

Nation descriptions will, as before, have a brief intro section from the correspondent, a section on the land and another on the people of the land. Now, many will have already heard these descriptions several times over. What do you expect? There are only so many ways to describe a given place and its cultures. In fact, entries which have been repeated from last or previous years might actually have paragraphs with the exact same text, word for word. We, the editors, saw no reason to change a description that is already accurate.

On the other hand, the section on recent events will be different each year. I would think this would be obvious.

Finally, the last sections give us a peek at places that are highly recommended, either to visit or avoid. For this section, we made an effort to have something new to talk about, since each nation probably has more Don't Miss sites that could possibly fit in this entire Almanac.

*Dorrik Stonecleaver*

## *The People of Mystara*

Various intelligent beings live on - and in - Mystara. No almanac of the world could ever be complete without at least describing the major races that one can encounter during her travels. This section will therefore give a brief overview of the most important known intelligent species that have helped shape the history of Mystara. There are obviously more sentient races than those listed, but these are by far the more common.

### **Humans**

Humans come in all shapes and sizes, without really any common theme to unite them. Historians claim that all the humans on Mystara are descendants from three ancient races of humans: the Neathar, Oltec, and Tangor. A fourth major race, the Alphatians, arrived on our world just over 2,000 years ago, and have also contributed to the various cultures now found today. With such a short lifespan (compared to demi-humans), humans have evolved rapidly and there are now more races of humans on Mystara than one can possibly keep track off.

Humans can be found on all the continents of Mystara, and seem to have adapted to almost any climate. As mentioned, there are too many races of humans to describe fully, but the two most common are the Thyatians with their olive complexion and dark hair as well as the Common Alphatians with coppery complexions and brown or red hair.

If there is anything that can be said to generalize humans is that they are all unique. Racial unity is rare, and only takes place when there is a non-human threat close by. Otherwise, they fight more often amongst themselves than with other races.

### **Dwarves**

The dwarves of Mystara, often called Rockborn Dwarves, all came from the same source: the mountains of Rockhome. They claim that Kagyar - their patron Immortal - created them circa BC 1800, and they have since spread throughout the continent of

Brun. Some have even sailed across the sea and made their homes in the land of the now sunken continent of Alphatia [in the former nation of Stoutfellow. Ed.]. Whether the dwarves have colonized other continents during the past, remains to be discovered.

Dwarves are lawful beings who only change their ways of life after a very, very long period of time. Every Dwarven colony still speaks the exact same dialect of Dengar that is still used in Rockhome. The same holds true for their physical characteristics: all dwarves on Mystara are still identical to their racial ancestors. Rockborn Dwarves are the only race of Dwarves that exist on the surface of Mystara.

Rockborn Dwarves are stocky and muscular with a deep tan or light brown skin, often with ruddy cheeks. Their hair is often black, gray, or brown, with similar colors for their bright eyes. They vary in height between 4 and 4 ½ feet. [AD&D: Rockborn Dwarves are considered to be the Hill Dwarves of Mystara, as described in the PHB and Complete Book of Dwarves.]

A second race of Dwarves, the Kogolor Dwarves, have been found in the Hollow World. There doesn't appear to be any connection between these dwarves and Rockborn Dwarves. Their description is still unknown to the authors of this Almanac.

### **Elves**

The elves claim that they were born from the soul of Mystara and the Immortal Ordana several thousand years ago. At first, guardian spirits of the land watched over them, but then one day they were let free to inhabit the world of Mystara. Some sages speculate that the ancient elves were actually colonists from another world, much like the Alphatians. The departure of the "guardian spirits" is interpreted as a loss of contact with their home world. Elves scoff at this idea, however.

Five main races of elves exist on Mystara: the Aquarendi, the Ee'ar, the Shadow Elves, the Shiye Elves, and the Sylvan Elves. Sages

claim that all except the Shadow Elves evolved [or arrived, depending on the sage. Ed.] while the elves were still watched over by the “guardian spirits.” In general, elves stand about 5 feet in height, are more slender than humans, and have pointed ears.

The most common race of elves encountered is the Sylvan Elves, who are named after their legendary homeland, the Sylvan Realms. Sylvan elves have either pale blond hair and blue eyes, or dark hair and intense green eyes. A few clans have red hair, and grey is also not unheard of. Unlike all other elven races, Sylvan Elves can grow mustaches and beards, a trait that is often noticed on the elves of Belcadiz. Sylvan Elves are scattered throughout the continent of Brun and Davania, and almost all the elven clans found in the Old World and the Savage Coast are Sylvan Elves. Sylvan Elves prefer the simple life and live high up in the trees of many forests. Some clans have different attitudes, however. The Belcadiz of Glantri enjoy prestige, reputation and living in human-styled houses, while the Meditor and Verdier elves of Minrothad love money and are renown sailors. The Sylvan Elves of the Savage Coast have actually abandoned all elven ways and adapted the lifestyles of the nations they live in. [AD&D: Sylvan Elves are considered to be the High Elves of Mystara, as described in the PHB and Complete Book of Elves.]

The Aquarendi are an aquatic race of elves that inhabit the various seas of our world. Gill slits in their neck permit them to breath while underwater. They have webs between their fingers and toes, and small fins on their ankles. Green and blue hair is common among the sea elves, although brown or black have been spotted on rare occasions. Skin colors range from light tan for those living near the shore to bright green or blue for those living deep beneath the sea. [AD&D: Aquarendi are considered to be the Sea Elves of Mystara, as described in the PHB and Complete Book of Elves.]

The Ee’aar is a rare race of winged elves that inhabit the western end of the Savage Coast and the Arm of the Immortals. They look much as the Sylvan Elves, except appear much more delicate and with more angular facial features. Of course, they also have large feathered wings with a wingspan of at least 10 feet. They usually have white or silver hair, although black and grey are not uncommon. Their wings are the same color as their hair. Eyes tend to be amber, violet, or deep green. [AD&D: Ee’aar are the Avariel, or Winged Elves, of Mystara, as described in the Complete Book of Elves.]

The Shadow Elves are a mysterious race of underground elves. They have gray skin and white hair, and their philosophies appear to be much different than other elves. To date, not much is known about them. Shadow Elves inhabit the nation of Aengmor in the Old World with rumors of a large Empire deep beneath the ground. The nation of Schattentalheim in the Hollow World is also composed of Shadow Elves. [There is no AD&D counterpart for the Shadow Elf.]

Finally, the Shiye Elves are slightly taller than other elves. When the elves left their ancient homeland, the Shiye Elves went with the Sylvan Elves and helped create the Sylvan Realms. But the differences in philosophies, especially the Shiye’s xenophobia, eventually caused them to leave. Their new migration brought them to the continent of Alphatia where they founded Shiye-Lawr, the largest nation of Shiye Elves. They usually have silver hair and amber eyes, although a few rare Shiye Elves have pale golden hair and violet eyes. They are more reclusive than Sylvan Elves, and live a much more ordered life than their chaotic cousins. Shiye Elves are found throughout Alphatian territories such as Norwold and Bellissaria. Also, one colony of Shiye Elves seems to have settled in Eusdria on the Savage Coast. [AD&D: Shiye Elves are considered to be the Grey Elves of Mystara, as described in the PHB and Complete Book of Elves.]

## Gnomes

Like dwarves, gnomes claim they were created by their patron Immortal - Garal Glitterlode - who also placed them in the mountains of the area now known as Rockhome. Unlike the dwarves, however, gnomish colonization of the rest of the world wasn't so successful. Only where they colonized areas with the dwarves [such as Highforge in Karameikos or Stoutfellow in Alphatia. Ed.] did their colonies survive. Seeing how they couldn't forge nations on the ground, the gnomes of Mystara built Serraine, their wondrous flying city, and there they remain to this day. Still, small scattered communities can still be found in the Old World and Norwold. Elsewhere, gnomes do not seem to be present.

Strictly speaking, there is only one race of Gnomes present on Mystara, and they are simply known as Mystaran Gnomes. The second "race" of gnomes are the Sky Gnomes which inhabit the flying city of Serraine. As such, physically the two races of gnomes are identical (hence the reference to just one race of gnomes), although their attitude and culture are so different that many sages prefer to separate them into two races.

Gnomes stand about 3 feet tall and have rather pronounced noses of which they are quite proud. They have either pale blond or red hair, which often turns white as they age. Their skin ranges from dark tan to woody brown, and they usually have bright blue eyes. [AD&D: Mystaran Gnomes are considered to be the Rock Gnomes of Mystara as described in the Complete Book of Gnomes and Halflings. Sky Gnomes enjoy inventing things, and are similar to Tinker Gnomes, but have more common sense and less chances of exploding inventions. Serraine does fly, after all!]

## Goblinoids

Goblinoids is a generic term used to describe various barbaric races seemingly related to goblins. There are far too many types of goblinoids to describe here, and many volumes at the very least would be

required. Suffice to say that the following goblinoid species are present on Mystara: bugbear, gnoll, goblin, half-ogre, half-orc, hobgoblin, kobold, ogre, orc, and troll. Of those mentioned above, kobolds seem limited to the Old World, while the rest can be found in all areas of Mystara.

Within each species of goblinoid there are several dozen to hundreds of races. For example, in the Broken Lands, there are three races of orcs: Yellow Orcs, Red Orcs, and the Hyborean Common Orc. Several hundred other orc races exist outside the Broken Lands. [AD&D: Stats for these goblinoids can be found in the Complete Book of Humanoids.]

## Half-Elves

Half-elves are so rare in the Old World as to be almost legendary [in fact, if playing D&D, they don't exist at all. Ed.]. Many sages believe that a Mystaran Elf/Mystaran Human couple somehow have a harder time at producing offspring than is reportedly possible on other worlds. When they do, the result is invariably a half-elf [or a human with elven blood or elf with human blood if playing a pure D&D game; see GAZ 5 - The Elves of Alfheim for more details. Ed.]. Strangely enough, half-elves are more common on the Savage Coast. Some speculate Immortal involvement, others a side effect of the Red Curse [two possible reasons for having half-elves on the Savage Coast in a pure D&D game. Ed.]. Half-elves are unknown in the rest of the world.

Half-elves appear like a mix between their human and elven ancestors, hence can have a large variety of appearances. A look through both the human and elven races can give an idea of the possibilities. Despite this, half-elves are considered to be of one race: Half-Elven [or Half-Human if you're talking to an elf. Ed.]. Unlike most other worlds, half-elves aren't treated with total scorn by the elves of Mystara; they are so rare that most are curious about half-elves and will gladly accept their company for a while just to learn more about them.

## **Hin (Halflings)**

The Hin, often called Halflings by other races, are a small folk who enjoy a good life. Hin have no knowledge of their creation or arrival, although historians trace them back to the original elven homeland, leading them to speculate they “appeared” [that is, were created or arrived from another world. Ed.] with the elves. Hin tend to blend in with the surrounding communities rather than create their own. Most Hin are therefore found in human nations. The Five Shires of the Old World and the city-state of Leeha in Norwold are the only known true Hin communities. On the Savage Coast, they have been completely absorbed into the local nations.

Hin rarely grow larger than 3 feet in height. They have ruddy complexions, sandy to dark-brown hair, and blue or hazel eyes. Their faces are small and childlike when compared to a human. Hin also have thick hair atop each foot. [AD&D: Hin are considered to be the Hairfoot Halflings of Mystara, as described in the PHB and Complete Book of Gnomes and Halflings.]

## **Lupins**

Lupins are race of dog-people that have spread over the world of Mystara. The origins of the lupins are unclear; some believe they are merely a type of more civilized gnolls, and if this were the case, then gnolls would be a race of lupins and not goblinoids. Others think that they are the descendants of the Hutaakans, a race created by the Immortal Pflarr during the height of the Nithian Empire. Because of this belief, some lupin have returned to worshiping Pflarr, and this has caused much trouble in the lupin nation of Renardy.

Over the centuries, lupins have scattered over most of Brun and the rest of Mystara, evolving into several different races. Like humans and other short-lived species, there are too many races of lupins to mention here, just as there are far too many breeds of dogs to describe in a couple of paragraphs. I shall therefore limit this entry to naming a few and

giving a general location where they can be found.

Grand Bloodhound are excellent trackers from the nation of Renardy, while the Carrasquito are a small breed that live in El Grande Carrascal of the Savage Coast. The Ogrish Chow-Chow was once a slave race to the ogre-magi of Ochalea but are now free. The Foxfolk is scattered throughout Brun, while the Glantrian Mountaineer is limited to the Glantrian Alps. The Heldann Shepherd are a goat and sheep raising race found in the Heldannic Territories.

Many, many more exist, especially cross-breeds and mongrels (as they are called). For a more complete list and better descriptions, I strongly recommend an article written by Raman Nabonidus of the Princess Ark. The article is entitled “Lupins of the Mystara setting” and can be found in Dragon Magazine #237.

## **Rakasta**

The Rakasta are a race of cat-like beings who also claim that a patron Immortal created them. This time, it is the Immortal Ka who transformed a cat into a human when it fell in love with her master. But when Ba-steh [the human/cat in question. Ed.] still behaved like a cat, Ka instead transformed her and her human lover into cat-people: the first Rakasta. When this happened is still unknown, but it is believed to have occurred prior to the Great Rain of Fire, explaining how they have since spread throughout most of the world [and even beyond if you believe they have a colony on an invisible moon. Ed.]. They have adapted to various climates and evolved into several sub-races.

Rakasta are mainly wild, and most have fled lands that were colonized by humans, and as such are almost unheard of in the Old World. Rakasta have one nation on the Savage Coast [Bellayne. Ed.], but beyond that are mostly scattered tribes throughout the world. Like all short-lived races (that is, those of less than

100 years), rakasta have evolved rapidly and many races now apparently exist in the wild, so below we'll only describe those who often come in contact with the rest of the civilized world. In general, rakasta are man-sized, but weight easily two or three times as much. One noticeable difference is the fact that rakasta need 12 hours of sleep per day.

The Msongo, also known as the Fast Runners, have a coarse coat varying from yellowish-gray to golden. A reddish-fawn with small dark spots is also common among them. They are tall and lanky, but can achieve great speeds when running. The Msongo are known to inhabit the Meghala Kimata grasslands of Davania, the Steppes of Jen of Skothar, and on the Thothian Plateau on the Isle of Dawn.

The Jakar are found in the rainforests of the Arm of the Immortals. They have beautiful spotted coats which are prized by Vilaverdan hunters. Not much is known about them except that most Vilaverdans hunting the Jakar fail to return from their expeditions.

Mountain Rakasta are the most common rakasta of the Savage Coast, and have also been spotted in the remote wilderness of Norwold. Their fur varies from plain grey-brown to reddish and even black. A tribe of mountain rakasta is rumored to inhabit the Kurish Massif, and if this is true, they are the only known rakasta in the Old World.

Many other races of rakasta exist, and those seeking more information should look up the "Rakasta of Mystara," written by Raman Nabonidus of the Princess Ark. [This article can be found in Dragon Magazine #247. Ed.]

*Dorrik Stonecleaver*

## ***The Immortals***

The people of Mystara worship powerful beings known as Immortals. These beings fill in the same roles as Gods (or Powers) would on another world, and most religions focus

on the desires of the Immortals. The main difference between Immortals and Gods are that the Immortals were once mortal that have since advanced to a state of being far beyond their former peers by accomplishing deeds of heroic proportion.

Some claim that the Immortals are merely another family or collection of gods. The name Immortal merely refers to the group of Mystaran deities, much like Olympians refers to the gods of the Greek people, and Aesir is the name of the Norse powers. Or, perhaps the cultures of Mystara simply developed the term Immortal instead of God. Some reverse the same debate, stating that Gods and Powers are merely other terms used to describe Immortals.

Other sages state that Immortals are not Gods. They are powerful beings akin to Gods and Powers, and are definitely deities in their own rights, but they are not the same. They use the fact that Immortals have been slain by very powerful mortals on rare occasions, while Gods simply cannot be slain by mortals.

Regardless, whatever the Immortals truly are simply does not matter to most people. They are more powerful than mortals can imagine. They serve as the basis of faith and grant clerics and priests their spells. With their powers and priests, they manipulate the world into outcomes that they favor. Anything beyond that is probably beyond mortal comprehension anyway.

*Belzamith Fingertackles*

## ***Physical Characteristics of Mystara***

By now, most readers would have heard various rumors and fairy tales about how our world is a large hollow sphere floating in the emptiness of the void. In this void are also the sun, Matera, the stars, and a few other planets discovered by astronomers.

Well it seems those rumors are indeed true. Several groups have reportedly successfully

crossed the large polar opening into the Hollow World, each reporting that it looks like the inside of a sphere with an eternal red sun within. Also, by recently laying my hands on a copy of certain sections of Captain Haldemar of the Princess Ark's logbook, even an outside description of Mystara from the void only serves to further validate this belief.

Prospero, the owner and author of the Poor Wizard Almanacs (property of TSR/WotC), claims that Mystara has a diameter of 6,190 miles, giving it a circumference of 16,352 miles. The three volumes also state the entire Hollow World is approximately 3,790 miles in diameter. The polar openings are supposedly 774 miles in diameter at their narrowest point, 1,030 miles in diameter on the Hollow World's side and 1,548 miles in diameter on the outer world's side. The crust is about 1,200 miles thick.

Now, where this information comes from is still unknown to the authors of the Mystaran Almanac, and Prospero refuses to reveal his sources. Most sages we have brought this knowledge to admit that the values do seem reasonable. It should be noted, however, that Julinius Dicrodion, a renown Thyatian map-maker, claims that the values are wrong and that Mystara is actually much larger than that. He is currently organizing and financing several map-making expeditions to try and prove his point. Other map-makers scoff at his, as they say, "ludicrous" idea.

From more reliable sources (not to say that the previous information is false, just that we do not know where it came from), the world of Mystara is surrounded by a magical bubble known as the Sky-Shield. This Sky-Shield allows objects to enter the world of Mystara, but not to leave. Thanks to this, the air that we breath remains on Mystara and does not spill out into the empty void that surrounds us.

Again from Haldemar's journals, the Sky-Shield is reportedly situated 15 miles above

the ground. A friend of mine in the Heldannic Knights confirms this report.

Various rumors we've heard claim that Sky-Shields occurs on every planet on the Prime Plane. Although we again have no way to verify this, I've heard similar tales from various groups, so I've decided to publish this rumor anyway. Still, a sage of Aeria once told me that Sky-Shields are only a localized phenomenon to our crystal sphere. He has yet to inform me what exactly a crystal sphere is though. I'm still trying to figure this one out.

Our atmosphere is completely normal up until about 20,000 feet in altitude. After that height, it's much harder to breath, and most expert skyship sailors recommend some sort of magical breathing apparatus or spell.

Now, with the physical description of Mystara as a whole done with, it is time to start examining various areas in closer detail. We, the authors of the Mystaran Almanac, have decided to divide the known sections of Mystara into 6 separate areas. Each sector differs both geographically and sometimes even culturally from one another. Admittedly, each zone does vary considerably in cultures, as anyone can plainly see that Ethengarians are in no way similar to the mages of Glantri. Overall, however, there is a somewhat different tone, or atmosphere, in each zone of Mystara. At least, we the authors believe so.

The heart of civilization, which includes the fine nations of Karameikos and the Five Shires is known as the Old World. The less civilized and more frontier areas covered with the dreaded Red Curse are called the Savage Coast. The lands of feudalism to the north fall in the area of Norwold. The islands of the Sea of Dawn create another sector, while the large open waters of the New Alphatian Confederate Empire will be called the Alphatian Sea. Finally, the colonies of Davania fall into the area now known as the Jungle Coast.

So, without any further delay, welcome dear readers, to the lands of Mystara.

*Belzamith Fingertackles*



# *Atlas of Mystara*

## **Atlas Of The Old World**

Welcome dear reader to the atlas of the Old World. Formerly called the Known World and the Dread Coast, the Old World is the seat of civilization on the world of Mystara. It is the place where technology is at its peak. It is the place where art and music are awe inspiring. Civilization is almost everywhere, and it is rare indeed to walk for more than a day and not have any village or town to rest in for the night.

In this enlightened land, education is on the rise, and most people can read and write. It is an age of knowledge and discoveries. Even magic, once held secret by old mages in their remote towers, can now be learned through various schools and universities. Slavery is almost abolished, and most people are considered citizens of their nations, having the freedom to do as they please. Diplomacy is the favored method of accomplishing one's goals, and savage brutality is almost non-existent.

Of course, this does not mean there is no danger to be found. Some places are still savage, such as the Atruaghin clans or the hordes of the Ethengar Steppes. Goblinoids can still be found almost everywhere, and their brutality is unmatched in the entire world. Even diplomatic nations cannot achieve everything with words, and therefore their armies march across the land. It is simply that, here, in the Old World, such events are normally much rarer than anywhere else on Mystara.

Instead of brute force, this land is ripe with intrigue and behind-the-scenes powers. Manipulations are everywhere, and strong guilds and organizations rule almost as much as the kings on their thrones. Those that think that adventure cannot be found here in the Old World simply aren't looking in the right place.

The Old World is a large stretch of land found in the south-eastern margin on the continent of Brun. It is bordered by the Sea of Dread to the south, the Sea of Dawn to the east, the Great Wastes to the west, and the Mengul Mountain Range to the North. Within this land are 21 "nations," most of them enlightened, but a few still hold on to barbaric traditions. These nations have influenced every other corner of the world, and just as Mystara is the center of the multiverse, the Old World can honestly be said to be the core or Heart of Mystara.

***B.F.***

### ***Correspondents for the Old World***

Here is our list of correspondents that give us detailed information on the nations, places, and events of the Old World of Mystara. Some of them you will recognize from previous almanacs, while others are new writers with us. We wish to welcome all of them into our fold.

#### **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 once more describes to us the nations of Darokin, Ethengar, and Sind.

#### **Filferil Feadiel**

Assistant Treekeeper to Jorodrin Feadiel, Filferil is part of the group of Alfheim sages that tries to understand how to revert the

evil magic that made Canolbarth a twisted forest.

Filferil describes to us the nation of Aengmor. Being an Alfheim refugee his words are often harsh to those who conquered and spoiled his former homeland. Next year we hope to have a true shadowelf correspondent, until then Filferil will be our only eye into the reclusive nation of Aengmor.

### **Joshuan Gallidox**

The owner and publisher of this fine Almanac, Joshuan Gallidox has taken leave as editor to once more visit far-away and interesting places. Describing himself as world traveler, pipeweed smoker, collector of knowledge and spinner of tales, the halfling adventurer describes to us his homeland of the Five Shires, as well as the nations of Ierendi and Karameikos.

### **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.

In AC 1015, Alasdhair describes to us his homeland of Glantri, as well as the neighboring Broken Lands.

### **Misha Mananov**

An itinerant priestess of the Church of Traladara, Misha has given herself the goal of bringing the various goblinoid tribes to a level of civilization equal to those of other nations. She has therefore left her homeland of Karameikos for Soderfjord, where goblinoids had been running rampant the past few years.

Misha describes the three nations of the Northern Reaches for the Almanac.

### **Astrid Ragnisdottir**

Alas, it is with sad news that I must announce that our brave skald from Ostland did not survive her injuries suffered at the siege of the Falun Caverns. The Editors of the Mystaran Almanac wish to express their sympathy to her family. We should praise such a worthy adventurer who died heroically facing fiends summoned from the very Pits themselves.

### **Ryuk-uk Tshaa**

Ryu is a Hsiao - an intelligent, owl-like creature - and a scholar in the ways of goblinoids. He hails from the forests of Vestland, and he and his companion Starkad Grimmson, a warrior from Soderfjord, will be bringing us all the information on the Great Migration.

Additionally, as Joshuan Gallidox Publishing is the primary backer of his expedition, we have convinced Ryu to send us information on all the nations through which they travel on their way, such as the Atruaghin Plateau and Sind.

### **Favonius Viator**

The second son of a well-to-do Thyatian senator, Favionus 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.

Favionus was recently freed from his captivity by the merfolk and now describes to us the wondrous places he has seen. He is also the writer for the entries on Minrothad, Ylaruam and the Empire of Thyatis. It has been noted that his recent captivity has given Favonius a rather cynical outlook on life.

## **Faisel ibn Yasir**

It seems that our former friend Faisel ibn Yasir no longer deems us worthy of his correspondence. Thanks to the philosophies of the Kin faction, he now views us, along with the rest of the world, as infidels who do not deserve his respect.

## ***AENGMOR (City of)***

**Location:** South of Glantri and Ethengar, north and west of Darokin, former Broken Lands.

**Area:** 60,000 sq. ft. (5,400 m<sup>2</sup>)

**Population:** 15,000 (75% shadow elves, 15% various humanoid).

**Languages:** Elvish (shadow elf dialect, Oenkmarian dialect), Tharian Common, and other goblinoid tongues.

**Coinage:** Bright (gp), shine (sp), glint (cp), kalafi (varnished strips of hard, bark-like fungus, they come in 10 gp, 50 gp and 100 gp denominations). Oenkmarian coins can also still be found: Quetzal (gp), axolotl (cp), ixitxachitl (jade ingots).

**Taxes:** Unknown.

**Government Type:** Independent city, formerly part of the Shadow Elves' Kingdom.

**Industries:** Military, mining (gold, copper, tin, jade), fungus production.

**Important Figures:** Xatapechtli (Atzanteotl's minion, shadow elf, male, M15)

**Flora and Fauna:** Mosses, fungus, leeches, mosquitoes, striders (bipedal lizards).

**Further Reading:** GAZ 10 - The Orcs of Thar, GAZ 13 - The Shadow Elves, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3.

### **Description: by Dorrik Stonecleaver**

Due to the shadow elf civil war and the following clashes we were unable to get a

report from the Aengmor area. Actually we sent there our accomplished archeologist Julius Fyodorov, the one who wrote about the rising of Aengmor in last year's Almanac, but as of today we get no news from him. Anyway, in order to give you an overview of the former Jewel of the Depths, we charged our correspondents all-over the Old World to collect rumors and tall tales about the City of Aengmor.

One thing that might be of interest to the reader is how the shadow elves distinguish the city of Aengmor and the nation of the same name. Apparently, they don't have the same name. Both shadow elves and elves that I have talked to confirm that there is a difference between the two, but humans (and other demihumans) can't hear it. They claim it has to do with the sensitivity of their elven ears. Of course, when humans talk about Aengmor to the elves, the elves become just as confused because the humans can't pronounce the difference either.

### **The Land**

"The city is built on a series of concentric plateaus over what was probably the top of a rocky hill. Though usually wrapped by smoke (probably coming from the local foundries), it's sometimes possible to see a huge maze of narrow, chaotic streets. Except the heavy walls there're a couple of notable buildings in the city. On the top of the central plateau there's a big temple, like the Thothian ones but with stepped sides instead of sheer surfaces. North-east of the temple there's a circular arena, much smaller than the Thyatian coliseum, but similar in shape. The city also has parks and a couple of lakes."

- *Young gnome in Serraine.*

"Soldiers told me that the shadow elves conquered all the Eastern Broken Lands [11,600 sq.mi (26,100 km<sup>2</sup>). Ed.] killing or enslaving all humanoids out there."

- *Darokinian farmer in Corunglain.*

“The road is completely blocked, you can no more cross the Eastern Broken Lands now. Before it was dangerous, now it’s suicidal. Shadow elves kill humans on sight. The only way to bring these carts back to Darokin is crossing through New Kolland and the Great Crater, unless you want to travel the long way through Fort Sablestone and the Sind desert.”

- *Glantrian army officer talking to a Darokinian merchant.*

### The People

“Ruthless xenophobic shadow elves, that’s what they’re!”

- *Anonymous adventurer*

“Shadow elves are not so bad, you know. It’s just that they mistrust the other races and so they appear evil and aggressive. My word, they’re a misunderstood race. Do you remember what happened a few years ago when some unscrupulous Thyatian kidnapped two of their children? They (rightfully) blamed humans for that and were ready to wage war on Darokin. Fortunately someone was able to stop both armies just in time, otherwise there would have been a real carnage for a misunderstanding. Hear me, my friend, let them learn the ways of diplomacy and they’ll look less evil.”

- *Dav Curan, adventurer.*

“We’ve managed to capture an orc alive a few months ago. Actually he was so frightened that he spontaneously surrendered. We tried to ask him about Aengmor, he looked scared and grunted a few words about Oenkmar, evil elves rallying humanoids and a feathered serpent. Not much in my opinion. I don’t know what’s going on there, but it’s certainly something dangerous. Believe me.”

- *Darokinian Sgt., Ft. Nell.*

### Recent History

Before the Great War the Broken Lands, probably the most desolate and inhospitable land in all Brun, were home to thousands of goblinoids. Forgotten by Immortals, humans and dwarves too (not to mention elves) these rugged lands were probably the most dangerous area in all the Old World. But things changed dramatically in AC 1006. A meteor crashed in the Kurish Massif creating the Great Crater. Life was never the same in the Broken Lands. The feared orcish leader Thar and King Kol IV of the kobolds moved their hordes to the Great Crater (Western Broken Lands) to better raid on Glantri as well as Darokin. Only a few tribes remained in the Eastern Broken Lands. In AC 1010 brave dwarf scouts found the lost City of Aengmor floating on a lava lake in the caves beneath the Eastern Broken Lands. The mighty dwarvish army left Rockhome to defeat the hated orcs and conquer the fabled city.

In Flaurmont AC 1012, after many bloody skirmishes, the humanoids surrendered to the dwarves, but joy was to last very short, because shadow elves attacked the city. In the following months Aengmor was conquered and lost many times by dwarves, shadow elves and humanoids with heavy losses on all fronts. Dwarves abandoned the city in Felmont, Alebane’s ogres ransacked the city in Ambyrmont just a few days before the shadow elves’ final attack. In AC 1014 shadow elf mages managed to raise the city back to the surface and their troops secured all the Eastern Broken Lands. From then on little is known about who inhabits the city and what happens there. There has been a civil war among shadow elves and it seems that a few rebels elected Aengmor as their stronghold rallying the few scattered humanoids in the area and using them as slaves.

### Don’t Miss

If you happen to be in Serraine when it’s cruising in the Darokin area don’t miss to take an aerial tour over the City of Aengmor. The skilled gnomish pilots will

bring you on a breathtaking and completely safe journey over the formerly buried city of Aengmor, something you'll never forget. Guaranteed. The tour costs 100 gold pieces, but if you show the gnomes a copy of this almanac you'll have a reduction. [Editor's Note: With the recent reports of a civil war in Serraine, its is quite probable that this tour is no longer available.]

#### **Do Miss**

If possible avoid crossing the Eastern Broken Lands, especially by night. If you go and you're surprised by shadowelves immediately drop your weapons and keep silent until they capture you. Maybe they'll spare your life and you'll have the chance to go back home, although it's rumored that they use captives as slaves in their mines.

If someone offers you to go in the arena in exchange of freedom, then refuse. A few orcs, captured by Darokinians, said that really terrible things happen in that arena.

### ***AENGMOR (Colony Of)***

**Location:** In eastern Darokin, north of the Five Shires and Karameikos.

**Area:** 17,950 sq. mi. (40,388 km<sup>2</sup>)

**Population:** 130,000 shadow elves.

**Languages:** Elvish (shadow elf dialect).

**Coinage:** Bright (gp), Shine (sp), Glint (cp), Kalafi (variously rated at 10 gp, 50 gp and 100 gp).

**Taxes:** One fourteenth of a shadow elf's earnings goes to the Temple of Rafiel and the King. Employers deduct this amount from the wages they pay and send it to the tax collector each month. Tax evasion is very rare among shadow elves.

**Government Type:** Semi-autonomous Kingdom under the jurisdiction of the Shadow Elves' Kingdom.

**Industries:** Military, mining (precious metals).

**Important Figures:** Tanadaleyo (Radiant Princess, shadow elf, female, F13/M13).

**Flora and Fauna:** Deers and other small forest animals, basilisks, gorgons, and lycanthropes. Evil faeries are also reported to have moved in. The flora is now predominately twisted, and blight oaks are practically the only trees that have managed to survive.

Also, the shadow elves have imported many of their skinwings to the surface, so they can continue to act as flying mounts for their soldiers. Some have since broken free and now live in the wild of the forest.

**Further Reading:** GAZ 5 - The Elves of Alfheim, GAZ 13 - The Shadow Elves, CM7 - The Tree of Life, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, and Joshuan's Almanac.

#### **Description: by Filferil Feadiel**

Long are gone those joyful days when the luxuriant Canolbarth forest was home of peaceful elves and merry faeries, when robins twittered in the fresh air and the sons of Ilsundal danced among evergreen trees. Now everything is dark and dangerous here, the only clear thing being the pale skin of shadow elves. [To learn more about the shadow elves' invasion check "Timeline of Alfheim Invasion" by Fabrizio of Lizzieni and Hervé of Vyonnes published in Rymskigrad by the Igorov institute. Ed.]

#### **The Land**

Gone are the mighty oaks that made Alfheim famous all over the so-called Old World (and even beyond), now the once-green forest is a dark and dry land, very similar to the dry steppe that covered the area before the arrival of Ilsundal's sons. Aengmor, as the shadow elves renamed my motherland, is located completely inside the Republic of Darokin, lying on a plain

bordered by the huge Streel River (to the West), the cursed Cruth Mountains (to the South), where many friends died while fleeing to Karameikos, and the dangerous Orclands (to the North and East) home of nasty Orcs and hungry Trolls.

The forest receded a few miles since the invasion giving ground to lush Darokinian grass. The Canolbarth's trees turned into twisted version of their former selves, their gnarly and intertwined branches forming an impenetrable canopy that shrouds the forest undergrowth in darkness. New fungi of an unknown sort and strange mosses now grow under the twisted trees, but without water the once-mighty forest is slowly dying.

Gone are the rivers and the lakes, gone are the fresh streams and the small waterfalls, gone is the water from Alfheim. [this is not completely true. As far as I know the northern rivers and the Selinar lakes aren't entirely dry, because of water runoff from the Dwarfgate mountains. Ed.]. Nothing lasts of my homeland, only darkness, drought, death and decay.

### **The People**

Gone are the sons and daughters of Ilsundal, gone is High King Oberon and his court of merry faeries, gone are the dryads and the fauns. The current dwellers of Aengmor are shadow elves, a xenophobic and violent race, a pale imitation of real elves. Shadow elves are really different from elves: they live in (disgusting) stone houses or in (even more disgusting) caves, like the burly dwarves from Rockhome. Unlike dwarves they like to sing, but they have horrible squeaky voices. The shadow elves' way of life has indeed little to do with the "standard" elvish one: usually shadow elves spend most of their time underground, because the sun is harmful to them; they don't eat bread, berries or boars, but trania, a strange food that they grow underground; they know very little about trees and usually prefer stone over wood to build their houses or temples.

These underground elves are a very religious race. Their priests, usually called "shamans", wield a tremendous power inside their society. You can recognize these shamans from the purplish mark on their forehead, this mark identifies as favorites by Rafiel [the marked ones don't belong to a particular race as written in last year's almanac. Ed.]. It's rumored that some among them are very accomplished spellcasters, able to destroy a whole army with a simple gesture of their hands; personally I doubt it.

Another peculiarity of this twisted race is their favorite mount: horrible squeaking flying monsters called skinwings.

### **Recent History**

Though the memory of the shadow elves' invasion is still fresh in my mind, I won't say anything here about that sorrowful occurrence, because too many people already spoke about that, often out of turn.

After the invasion the forest has never been the same again: no more elves to tend the trees, no more trees to shelter the birds, no more twittering birds to enliven the elves' lives. Anyway life has not be easy for the invaders either. The first problem has been the forest itself, because the powerful evil magic used by shadow elves has completely destroyed the forest enchantments causing the nightly rainfall to stop and thus the once-mighty oaks to slowly die. Shadow elves asked the Norwold elves for help, but they could do little to restore the original spells.

That same evil magic caused another big problem, one that should worry everyone in the Old World, not only the shadow elves: bad magic points. These sources of evil magic already existed before the invasion, but recently they grew in number and power. Strange monsters appeared in Canolbarth and odd things happened near these areas, only the Immortals know what will happen in future.

Because of their warlike nature shadow elves had also problems with peaceful Darokin: first the silly shadow elf request of extending Aengmor borders just after the end of the Great War, then the kidnapping of young princes Erian and Calenderi that put Aengmor and Darokin on the verge of a war, and finally the invasion of Oenkmar, with shadow elf troops boldly crossing the Darokinian soil as if it was their home! Unfortunately the Darokinian army has still to recover from the war against the Master to be able to face the aggressive shadow elves, so they must put up with such blatant violations of Darokinian ground.

Anyway, after the civil war that razed the forest even more, it seem that Princess Tanadaleyo decided to take the diplomatic way in a desperate attempt to save the twisted forest. As assistant to Treekeeper Jorodrin Feadiel I'm here in Rafielton with Alfheim diplomats, but I must admit that, after last years assassination attempt, I don't trust these elves very much and I think there will never be peace between us.

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

In my opinion there's nothing worth seeing in Aengmor and you've better keep out of the forest if you wish to live long. Anyway for those foolhardy adventurers who like to live on the edge always risking their life there's one thing to see: Rafielton, the only permanent settlement of shadow elves.

When the shadow elf troops invaded Alfheim in the fall of 1007 AC, all the elvish villages were destroyed or burned down in the short battles that occurred. The westernmost area of Alfheim Town suffered from magically-started fires too [actually shadow elf authorities blame the fleeing Alfheim elves for setting their cities on fire. Probably the truth stays somewhere in the middle. Ed.], anyway, the shadow elf decided to preserve this city and, after renaming it Rafielton, elected it as Aengmor's capital. As you may know Alfheim Town wasn't the real capital of Alfheim, but more correctly a trading post

where humans and elves might exchange their goods, anyway it was also the only human-looking city with a few stone buildings and a surrounding wall and this is probably why shadow elves decided to put the capital here.

Not being so skilled in working with wood, though they're trying to learn, shadow elf decided to remove the ironwood wall and replace it with one made of solid rock. This wall and the many new stone buildings give Rafielton a gloomy dwarvish look. King Celedryl Plaza was immediately renamed Rafiel Square and covered by a linen canopy held up by tall poles, this canopy shelters the pale shadow elf from the burning rays of the sun. On the western side of the square (in the former non-elvish area) the Merchant Brotherhood Office now houses the Radiant Princess court, in front of it the former Darokinian cathedral shelters a small group of shamans. A new temple to Rafiel was under construction on the eastern edge of Rafiel square, but the civil war caused the works to stop. The dwarvish compound is now the army headquarters, while the air-force (skinwings) has its headquarters in the former Alphantian embassy. No foreign ambassador has now an official seat in Rafielton, though a permanent envoy of the DDC has a room in the only inn of Rafielton: "The Golden Skinwing".

Nothing lasts of the sky city except a few rotten axes and ropes.

Rafielton now houses roughly 15,000 shadow elves, mostly soldiers, while the majority of them live in the caves near the Sump and Weir.

## **ATRUAGHIN CLANS (Territories Of)**

**Location:** Along southern shore, west of Darokin and the Five Shires.

**Area:** 46,380 sq. mi. (104,355 km<sup>2</sup>), with 19,172 sq. mi. (43,137 km<sup>2</sup>) on the plateau itself.

**Population:** 230,000 humans. (On the plateau: Bear Clan: 45,000; Elk Clan: 30,000; Horse Clan: 70,000. In the lowlands: Tiger Clan: 60,000; Turtle Clan: 25,000.)

**Languages:** Atruaghin, although each clan has its own dialect.

**Coinage:** Coinage is uncommon, as most use barter for goods. The few coins that do exist are called Cloud (5 sp) and Land (cp).

**Taxes:** None.

**Government Type:** Numerous independent tribes, each led by a chief and/or shaman, loosely collected into larger clans.

**Industries:** Trapping, fur production, leather production (especially Horse and Turtle clans), pottery and woven goods (Bear Clan), woodworking (Turtle Clan). The Tiger Clan is known for its raids into Darokin.

**Important Figures:** Powakuan Sleeps-With-Open Eyes (Bear Clan chief, human, male, F10), Tulabal Shadowfall (Elk Clan Chief, human, female, F4/T13), Hovar Duck Watcher (Elk Clan shaman, human, male, Pr14 of Atruaghin), Eyela Moonstalker (Horse Clan chieftainess, human, female, F10), Naravipa Dagger Tooth (Tiger Clan chief, human, male, F17), Eelsha Spider's Kiss (Tiger Clan cleric, human, female, Pr10 of Atzanteotl), Talinguk Rolls-His-Canoe (Turtle Clan chief, human, male, T13).

**Flora and Fauna:** Horses, buffalo, birds of prey and many types of snakes can be found atop the large plateau. Down in the jungle below, great cats are often encountered, as are other typical jungle beasts. There is even

rumor of a huge green dragon lairing somewhere in the region.

**Further Reading:** GAZ 14 - The Atruaghin Clans, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, and Joshuan's Almanac.

### **Description: by Ryuk-uk Tshaa**

It is with grave misgivings that I submit to you this chronicle of the way of life of the Atruaghin peoples. The study of human cultures, tribal though they may be, is not my field of scholarly interest. Even were it so, I fear that to attempt to condense the cultures of an entire people, particularly one so wonderfully diverse as those of the Atruaghin clans, into a few paragraphs, is a tragedy.

For a more comprehensive treatment of these folk, however, I refer you to the writings of my colleague, Hoo-ti Ruk, who has done extensive ethnographies of the Atruaghin people. [Attempts to contact the above mentioned Hsiao were unsuccessful. He was last seen mounting an expedition to Davania in 1013 AC. Ed.].

### **The Land**

The predominant feature among the lands of the Atruaghin people is the great Atruaghin plateau. An immense natural wonder, rivaled in stature only by the Adri Varma plateau to the northwest of Glantri. Such is the majesty of this plateau that the Children claim Atruaghin himself raised the plateau in ancient times, using his powerful magics.

It is atop this plateau that the majority of the Atruaghin peoples live. To the northwest, where the plateau dips downwards, live the peoples of the Horse clan, on a combination of grassy plains and soil rich lake regions. To their east live the Bear clan, in large pueblo cities built in the side of the plateau. Bear clan farms line the upper ridge, catching the rains that blow northwards from the Sea of Dread. South



of the Bear clan, in thick forests, live the tribes of the Elk clan.

Below the plateau, to the east, live the deadly tribes of the Tiger clan, in their thick jungles. On the lands south of the plateau, along the shores of the Sea of Dread, live the Turtle clan, plying the seas in their canoes.

### **The People**

Outland scholars have long divided the Children of Atruaghin (as they often refer to themselves) into five major cultural traditions- the Bear, Elk, Horse, Tiger, and Turtle clans- though such distinctions are broad generalizations that do not do these people justice. In any event, the Children themselves do not use such terms to identify themselves, and regard outlanders who do with amusement.

The Children are largely tribal in nature, though the extent of their social organization varies between cultural groups. Individual tribes of the Turtle and Elk clans, for instance, primarily consist of small bands of extended families, that seasonally come together as a tribe. Leadership among them is very informal, and it is only in instances of great necessity (such as war) that the clan acknowledges one overall chieftain. Such a system suits these peoples well, as their hunter/gatherer lifestyle does not accommodate itself to more than a semi-sedentary means of living. [They move around a lot. Ed.]

The Tiger and Bear clans, on the other hand, have very complex social structures. These people live sedentary lifestyles, building large cities and relying heavily on farming as their means of subsistence. They are very much like modern nations, with very formal leadership - the Tiger clan in particular denotes itself as a kingdom (a fact which seems to have slipped by outlander scholars, so keen on presenting them as 'primitive barbarians'). Both nations also have organized religions as well, as opposed to the largely shamanic ways of the Elk and Turtle clans. It is interesting to note that,

whereas the Bear clan priests complement the role of the chieftain, the Tiger clan priests seem to wield as much (if not more) power among those people than the monarchy.

The peoples of the Horse clan deserve special mention, as they have perhaps been most wronged by outland scholars. My observations show that there are really two separate, but closely connected, groups that make up these people. There are the plains tribes, which roam the steppes on their horses year round, and the village tribes, which live a largely agricultural lifestyle around the lakes on the northern edge of the plateau. Both groups interact closely, which undoubtedly has led less observant scholars to assume they were one and the same. As to their religious activities, the village people have more formal priestly organizations, while the plains folk rely predominantly on shamans.

Additionally, I must note here that the Horse clans do in fact have spoken languages. Many tribal dialects, in fact. They do not use their spoken language with outsiders, however, only amongst their own tribes. In dealings with others, they use the sign language they have become renowned for. The nonsense about the plains folk not using bows in hunting is untrue as well. They use the bow and arrow most often in hunts; it is only when performing acts of bravery to improve their status, or impress outsiders, that they attempt to take down buffalo with close quarter weapons.

### **Recent History**

The Atruaghin region was largely unaffected by the Great War years ago, primarily due to the sheer logistic improbability of an invading force being able to take and hold the plateau.

A group of Alphantian mages, fleeing the sinking of their continent, arrived on the plateau and subjugated the various tribes of the Bear clan, in 1010 AC. They were driven off by the Children of Atruaghin by the following year, though the World

Elevator that connected them to Darokin was destroyed.

Recently, maps of trails through the interior of the plateau have allowed Darokinian merchants to resume trade with the Children. I should note here that, while visiting the Bear clan, my keen vision espied activity at the base of the plateau where the World Elevator once conducted commerce. I can only presume that Darokinian merchants are perhaps seeking to repair the enormous contraption. What effects this might have amongst the merchant houses of the Republic are certainly beyond my ability to comment on.

Last year, Eelsha Spider's Kiss was confirmed as the Tiger Clan high priestess, following the death of the former high priest. In the subsequent months, she has apparently utilized her influence in her position to spur the Tiger clan to vicious raids on Turtle clan tribes and nearby Darokinian towns in the Tenobar region.

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

I noted during my brief stay among Bear clan cities a surprising degree of outland clothing (notably Sindhi and Darokinian) and trade goods. It would appear that Old World merchants are beginning to make great inroads into this previously isolated region of the world. I am unsure if that is a good thing or not.

Additionally, while asking about the Bear clan manner of building cities on the side of the plateau, I was mildly surprised to learn that there were legends of a time when the Bear clan lived on the ground below the plateau. Bear clan priests tell of large cities, thriving centers of commerce between Bear clan peoples and those of other peoples in the surrounding areas (I suspect these people must be early settlers of the Darokin region and perhaps Tiger clan people, in the days before the split between clans). There was a disaster of some kind that destroyed the cities and drove the survivors to return to their home on the plateau, though what sort of disaster is unclear. The tales speak

of wars and invasions, from Tiger clan peoples or some other, outside force. It would be interesting to see whether any record of these cities may exist in ancient Darokinian scrolls, or even if remnants of these cities still remain below.

### ***BROKEN LANDS* (Goblinoid Territories Of The)**

**Location:** South and south-east of Glantri, north of Darokin.

**Area:** 11,600 sq. mi. (26,100 km<sup>2</sup>) on the surface, with an unknown amount of territory underground.

**Population:** 5,000 goblinoids.

**Languages:** Elvish (shadow elf dialect), Tharian Common (most dialects), and most other goblinoid tongues.

**Coinage:** Any, as all are stolen from neighboring lands. No local coins are produced.

**Taxes:** Whatever a horde leader can take.

**Government Type:** Feudal monarchy.

**Industries:** Warfare above ground, while fungus growing and mining (of gold, copper, tin, and jade) take place underground.

**Important Figures:** Deimos (human lich, male, M18).

**Flora and Fauna:** The Broken Lands are just swarming with creatures driven out of human lands. This includes herds of goats, giant ants, rock baboons, every race of goblinoid, giant lizards, rats, giant scorpions, and giant spiders.

**Further Reading:** GAZ 10 - The Orcs of Thar, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3.

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

If there is any place on Mystara that one could consider a part of the Pits [AD&D:

Mystaran name for the Abyss] made real on our world, it would be the Broken Lands. Only the most foolhardy would enter the area voluntarily, and unfortunately, that list includes any merchant who wish to travel between Darokin and Glantri. Since it's a major trade route between the nations, I have traveled through the Broken Lands several times, so I can give this description from my experiences.

### **The Land**

Unfortunately, not much beyond the sight of the two major caravan routes are known of the area, and my knowledge is just as limited. From what can be seen, the Broken Lands are an endless series of winding ravines, high cliffs, rocky outcropping, jagged hills, sharp mountains and impassable wasteland. Needless to say, one rarely travels here for the scenery.

Along the Vesubia River, a beaten path barely 3 meters (10 feet) wide is all that guides the caravan from one end to the other. The river itself is convoluted, twisting and turning too many times to be counted. Greater rapids dominate almost its entire length. Still, there are a few spots where the water slows down, and at two of these, the caravans actually ford across the river.

The Vesubian trail crosses straight through the mountains of the area, making an arduous climb a daily event. Even the walk back down is dangerous and the slopes are very steep. Near the Glantrian end of the trail, off to the East, one can barely see a huge mountain peak covered in snow; this unnamed mountain is about the only sight on this side of the broken lands.

A second trail follows the Strel River to Ethengar. This trail is wider than the Vesubian trail. Since it passes through a rough valley, it often reaches widths of up to several hundred meters (yards). Although no less exerting than the Vesubian trail, there is definitely more scenery. First, after leaving Corunglain, there are two active volcanoes, each belching fire and lava down

their slopes. Of course, because of the dangers of the volcanoes, the caravan route fords across the river and makes its way into the high mountains.

In the mountains, it passes along the base of Mount Valdomir, named after a Traladaran merchant who died here. Mount Valdomir reaches incredible heights and is perpetually covered with glaciers.

Once back along the river, both the trail and river pass in a huge canyon located between two very high plateaus. Often, unless the sun is at high noon, the caravan will remain in the shadows of the cliffs on either side of it.

Finally, a dangerous swamp known as the Mucks, where entire caravans have been known to be sucked down into the mud, is all that remains in the way to Ethengar.

### **The People**

The people of the Broken Lands consist of nothing but barbaric goblinoids who follow the rules of the jungle. The strongest one leads the groups simply because he kills anyone who challenges him. Those goblinoids who manage to take charge of large groups often style themselves kings and queens, but these titles mean nothing in the civilized world of men and elves. And that is about the extent of civilization in the Broken Lands.

Along the Vesubia river, trolls are the most frequent encounter. They mindlessly attack any caravan they see, not even fearing their own death. This of course makes them formidable opponents. Be warned: if you travel in the area, make sure to always - and I do mean ALWAYS - have a fire handy in case of a troll attack.

Near the Strel River, orcs and gnolls are the major threat to caravans. Although easier to deal with than trolls, they are more numerous and a lot craftier, making this journey dangerous in its own way. On the interesting side, these goblinoids seem to outright fear Heldannic Knights, remembering clearly the massacre the

Knights caused on their people during the Wrath of the Immortals. Having a few Knights with your caravan is therefore a very good idea. Another idea that caravan leaders enjoy is to have some of their men dress up as Heldannic Knights, which causes the same effect. Of course, the Heldannic Knights themselves view this as heresy, so such activities are not without risk either.

### **Recent History**

The Broken Lands have been without any true leader since Thar united the tribes under his banner [having lost most of his previous horde to Prince Kol of Glantri. Ed.], and invaded Rockhome while the dwarves were in the middle of a civil war. Thar lost that battle and never made it back to the Broken Lands. The only other goblinoids of note, King Alebane and Nizam Pasha, also left the Broken Lands, each striking out in their own direction. Only a handful of the goblinoid who lived here now remain, and even that population is dwindling.

Now, various new kings are trying to dominate the area, but none have had much success. As such, this only helps to create anarchy among the goblinoids. Only one has had any success so far; an individual named Deimos. Deimos' race still remains a mystery as none have seen him, but many speculate he is an orc [Adventurers who defeated Deimos after this account was written describe Deimos as a former human lich. Ed.].

But another threat has risen in the area - literally. The City of Aengmor is now the base of a group of shadowelves who themselves are trying to dominate the tribes of the area. Since the goblinoids are too busy bickering among themselves for power, the shadowelves are succeeding rather easily. I can only speculate that in a few years, all that remains of the Broken Lands will belong to the city of Aengmor. Still, on the brighter side, the constant battles between the shadowelves and

goblinoids have made caravan travel much safer in the area than it has been in years.

### **Don't Miss**

The only sight worth seeing in the Broken Lands, if one is powerful enough to survive the trip, are the twin volcanoes along the Streel River. These volcanoes are the only two in the Old World which spill lava down their slopes. The three volcanoes in Glantri, as well as those in Rockhome are ash volcanoes, belching out destructive clouds of burning ash [more information on the volcanoes are available in the Geology of the Old World entry in the Mystara Miscellanea. Ed.]. This makes them a unique sight found nowhere else in the Old World.

These lava flows follow predictable paths and are usually easy to avoid, so one can safely navigate in the area to good vantage points. Still, many have died when they believed they were safe (hence the reason the trade route takes a long detour around the area), so do not attempt anything without an expert to guide you along. When in a safe area, a favorite hobby of some is to place an item into the lava edge then remove it slowly. The lava will cool down and solidify, placing the emerged sections of the item in solid rock. These "items-in-a-rock" make good merchant curiosities, since most people believe that magic was involved somehow.

## ***DAROKIN* (Republic Of)**

**Location:** West and north of the Five Shires.

**Area:** 68,964 sq. mi. (155,169 km<sup>2</sup>), not including the Orclands, which is only nominally under control of the Republic.

**Population:** 1,260,000 humans, plus a scattering of elves, dwarves, and halflings.

**Languages:** Thyatian Common (Darokinian dialect), but many other languages are represented among the populace.

**Coinage:** Daro (gp), half-daro (ep), tendrid (sp), passim (cp). For transactions involving large amounts of money (larger than 500 daros), a CLOC - Certified Letter of Credit - is used.

**Taxes:** 5% of annual income (8% for incomes over 100,000 daros), collected annually on Thaumont 1. Every 5 years, a net worth tax is assessed; anyone whose income has increased since the last assessment must pay 5% of the gain in taxes. There is also a 3% sales tax.

**Government Type:** Republic Plutocracy; it is a republic as leaders are voted in, but only the wealthy can apply for positions of power, therefore Darokin is also a plutocracy.

**Industries:** Agriculture, fishing, mercantile ability, and diplomacy.

**Important Figures:** Corwyn Mauntea (President, human, male, T6)

**Flora and Fauna:** Herds of cattle, horses, sheep, goats, and buffalo. The various mountains around the nation are home to mountain lions and bears. Malpheggi Swamp is known for its crocodiles and giant lizards, as well as being the refuge for roving gangs of bandits and goblinoids.

The southern part of Darokin is mostly covered with oak forests, while to the north, evergreens dominate. Around the nation of Aengmor, blight oaks can be encountered within the borders of Darokin.

The northeastern section of Darokin is known as the Orclands and is completely dominated by bands of goblinoids.

**Further Reading:** GAZ 11 - The Republic of Darokin, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, and Joshuan's Almanac.

### **Description: by Ursula Bremen**

It is with the utmost pleasure that I am able to submit this description of my home, the Republic. It is a particularly nice change to be able to write a report that hasn't been

carefully censored to relieve it of any potentially dangerous information. Without further ado, allow me to introduce you to the highlights of this land that I love.

### **The Land**

The wealth of our nation can be traced back to the resources of the very land we live in. The vast Steel Plain - rich, fertile farmlands - provides food for all of Darokin's population, and the surplus is exported to many of our neighboring countries, as well. A long history of struggles against outside oppressors, notably goblinoids from the northern Amsorak Mountains and the Broken Lands, has ensured that most of our heartlands are free and safe for people to live in.

Merchants and fishermen alike prosper in the waters of Lake Amsorak and the Steel river, while the surrounding mountains provide a wealth of natural resources to mine. Even the great, dismal Malpheggi swamp harbors hidden treasures - oil, exotic plants, and more - though it is only the most daring of merchants who attempt to take advantage of those.

### **The People**

Derogatorily termed the "Land of Leftovers" by outsiders, the Republic boasts one of the single most diverse populations of any nation in the Old World. Thyatians, Karameikans, Ylari, Glantrians, elves, dwarves, halflings - all contribute to the long and rich cultural and racial history of the nation.

The people of the Republic benefit from the great wealth of our nation, perhaps more so than any other nation. Though there is a significant minority of truly wealthy people, even the most poor citizens (those of the Copper class) are still more well off than lower class citizens of other nations... and there are more opportunities for raising one's status in Darokin than anywhere else, too!

Most of the nation is ruled by the Outer and Inner Councils, with a heavy influence from

the various Merchants' Guilds. There are still a number of dominions that are more feudal in nature; they are owned and governed by individuals, and their ownership is inherited. Such Borderlands tend to be less organized and often more dangerous than Heartland territories. Occasionally a Borderland is absorbed into the Heartland when its owner dies without an heir, or when the Council buys it out.

### **Recent History**

Darokin's economy suffered greatly during the Great War, but has been steadily on the rise ever since. The DDC (Darokin Diplomatic Corps) was largely responsible for the creation of the Western Defense League in AC 1010, a union of Old World nations that mutually agree to provide assistance to each other. The WDL consisted originally of Darokin, Karameikos, the Five Shires, Ylaruam, and Rockhome. Rockhome withdrew over the Oenkmar incident in AC 1012 and Ylaruam withdrew in the midst of their civil war last year. The WDL hopes to renew its ties to these countries, as well as induct new members.

Trade with the nation of Sind has been steadily on the rise, following the events of the Great War, and ties have been renewed with the Atruaghin peoples to our south - notably with the Bear Clan on the northern side of the plateau. Tiger clan attacks on the Tenobar Borderland territory have been on the rise since the induction of a new high priestess last year.

### **Don't Miss**

The city of Athenos is certainly a notable spot for tourists to visit. One of the largest cities in the nation (pop. 15,000), it is also one of the most ethnically diverse. The port town boasts travelers from all over the Old World- Ierendians, Minrothaddan, Sindhi, even the occasional Yavi. The Hin quarter is the largest population of halflings in Darokin next to the town of Hinmeet, and the city and surrounding regions boast the largest concentration of Makai tribesmen outside of the Ierendi Islands. Having one's

fortune told by a Makai Oungan (shaman) is a popular tourist attraction.

The Averoigne Quarter is also popular. Averoignians fleeing the Forty Years War in Glantri [c.788 AC. Ed.] ended up in the region of Athenos, which was then a minor port town. The Averoignians were among the earliest settlers of the region, along with the Makai (many of whom had fled there centuries earlier, following Thyatian invasions of the Ierendi Isles). When the Athenos Canal was finally completed in 868 AC, and the city burgeoned as a major commerce center, the Averoigne and Makai cultures were already well ensconced within the populace. They remain so to this day, and the Averoigne Quarter is one of the greatest legacies to their influence. Athenos is also one of the few cities in Darokin (Selenica being the other one) where most of the population is bilingual (speaking Darokinian and Sylaire).

Another site of interest is the Great Wall. Work began on the Great Wall of Darokin way back in Sviftmont AC 1010 [see PWA1, ed.] and was finally completed in Vatermont of AC 1014. The 6 meters (20') high wall runs for 200 kilometers (125 miles), from Fort Fletcher to Corunglain City, following the southern edge of the Broken Lands. It is a remarkable feat to have built such an immense project by human hands. I also find it rather amazing to stand on the wall, look to the horizon, and still being able to see the exact same wall stretch all the way out of sight.

## ***ETHENGAR KHANATES***

**Location:** Central plains area, north and west of Rockhome.

**Area:** 57,970 sq. mi. (130,433 km<sup>2</sup>)

**Population:** 325,000 (population down from previous years due to internal civil war in 1014 AC). There is also an unknown number of goblinoids.

**Languages:** Ethengarian.

**Coinage:** All referred to as tangs. Coins of platinum, gold, electrum, silver and copper come in 1x, 5x and 10x their normal value denominations.

**Taxes:** None; all property belongs to the khan. Each year, on Sviftmont 23 (the Day of Counting), all families herds are returned to the main herd. On Flaurmont 15 (the Day of Blessings) the khan divides as he sees fit all herds and wealth among the families of the tribe.

**Government Type:** Nomadic tribes ruled by khans (chieftains), loosely allied under a Great Khan (king).

**Industries:** Cattle, horse-breeding.

**Important Figures:** Moglai Khan, (The Great Khan, human, male, F19) and his bodyguard Gundai (a sabre-tooth tiger), Batu (Khan of the Bortaks, human male, F11), Ghazan (Khan of the Taijits, human male, F7), Huaji (Khan of the Kaeruts, human male, F15), Hulagu (Khan of the Uighurs, human male, F16), Jemugu (Khan of the Yakkas, human, male, F8), Kadan (Khan of the Kiyats, human male, F15; rumored to be possessed by an evil spirit, HD16), Temur (Khan of the Yugatais, human, male, T16).

**Flora and Fauna:** Grasses and small patches of short, wiry trees called tobai trees dominate the land. On the animal side, goats, yaks, deer, ibex, dogs, bears, boars, horses, lions, lynxes, panthers, lizards and spiders are commonly encountered. Dragons, wyverns, and griffons have also been spotted in the steppes.

Finally, in the area known as the Land of Black Sand, various undead are said to be haunting the place.

**Further Reading:** GAZ 12 - The Golden Khan of Ethengar, AC1010 Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, and Joshuan's Almanac.

**Description: by Ursula Bremen** [*Excerpted from a report submitted to the Darokin Diplomatic Corps; reprinted with permission*]

Dear Sir,

I have the honor to submit my second report of the [CENSORED] mission to the Ethengar Khanates. The purpose of the mission is to report on the changing political climate and the possible dangers posed by the Great Khan's declaration of war on the Principalities of Glantri.

### **The Land**

From the moment of the mission's entry into the Ethengar Plain (called the Sea of Grass by the Ethengarian people, due to the way the waist high grasses blow in the wind like waves on the ocean), it was evident that preparations for war were in progress. The lands of the Taijits, in particular, were particularly heavily patrolled, with a strong non-Taijit military presence in evidence. Of note, bands of Yugatai horse warriors and Keshak (the Great Khan's personal bodyguard), were present, as well as members of the [CENSORED] and the [CENSORED], two groups of the Great Khans' brataks (spies)- see Attachment B.

It is the estimation of this observer that the non-Taijit military presence is due to the civil war of 1014 AC as much as it is fortification of the Glantri/Ethengar border.

Of other note, the road leading from the region now known as Aengmor (the former "Broken Lands"- see report [CENSORED]) has been paved all the way from that region up to Bargha, an improvement from my last report, and construction of a newer trail leading through Taijit territory is well underway. Such a major construction by the Ethengarians is unusual, and I speculate that it, too, is of military significance. Specifically, for the transportation of [CENSORED], which I noted in the camp of Bargha in my last visit.

### **The People**

The various clans have gathered in their winter camps earlier this year, following the proclamation of war by the Great Khan. Evidence of preparation for the war are present, as the warriors of the clan begin to conscript [Ethengarians do not actually conscript people, as most join voluntarily, but the term does aptly describe what is going on. Ed.] younger men in order to bolster the Great Khan's forces.

The anti-Glantrian sentiment that is always present in Ethengarian society is at a new level. Priests of the Ten Thousand Fists of Khan (see Attachment H) have been traveling to the many winter camps, stirring up feelings of hatred towards the Ethengarians' neighbors.

In the Great Khan's camp of Bargha, the number of dwarves is at an unusual high. Many dwarves from Rockhome have come to join in the war against the Glantrians, whom they have hated since the Great Persecution of 802 AC, when the dwarves were driven out of Glantri, under suspicion of bringing a plague with them to the land.

### **Recent History**

In late Flaurmont of AC 1014, Moglai Khan uncovered the treasonous activities of Oktai, Khan of the Taijits. Our agents have uncovered information that Oktai was working with both goblinoids, under the control of Moghul-Khan (currently of Dast, in Orcland - see Attachment K), as well as Glantrian forces (see attachment L). Moglai Khan mobilized the Keshak as well as other Ethengarian forces, to attack his rival. Once evidence of Oktai's treachery was revealed by [CENSORED], the majority of the Taijits abandoned their khan to Moglai's wrath. Oktai was captured and executed on Ambyrmont 8, AC 1014. He was replaced by his eldest son, Ghazan. Ghazan had publicly denounced his father's treachery, and was instrumental in tracking down Oktai and bringing him to justice before Moglai Khan. Minor uprisings among the Taijits (see Attachment L) over the intervening months have resulted in the

large presence of non-Taijit forces noted above.

On the day immediately following Oktai's capture, Moglai Khan declared war on the Principalities of Glantri. He has spent the time since then building his forces, conscripting [again, using a term most people are familiar with. Ed.] more warriors from among the clans, and building his strategy. Of note, there appears to be a lot of activity in the dwarven enclave of Bargha. I suspect that [CENSORED].

### **Don't Miss**

The winter court of Bargha continues to be the site of great improvements. In particular, the Great Khan has begun construction on fortifications to surround the camp (see Attachment N), many of which are being built by his dwarvish allies. Their purpose is not entirely clear, as it is unlikely that Glantrian forces will attempt to invade Ethengar (should the war turn badly for the Great Khan). It is possible that Moglai Khan is using the war as an excuse to continue to upgrade and modernize his camps, or is making preparations for possible future civil wars, such as that of AC 1014. I suspect it is a little of both. At any rate, Bargha is beginning to take on the appearance of a small town- certainly the single most permanent settlement in the Ethengar Khanates.

In any case, the Ethengar Khanates are not a good place for outsiders at the moment, as the [CENSORED] are on high alert for Glantrian spies, and have been capturing and interrogating any outsiders into the Sea of Grass.

## ***FIVE SHIRES***

**Location:** Along the south shore, west of Karameikos, east of Atruaghin territories.



**Area:** 10,660 sq. mi. (23,985 km<sup>2</sup>)

**Population:** 210,000 halflings, 10,000 other demi-humans and humans.

**Languages:** Thyatian Common (Darokinian dialect). Some hin sages can speak Lalor, the ancient language of the halflings.

**Coinage:** Yellow (gp), Star (sp), Sunset (cp).

**Taxes:** None. Each year, the Clanleaders determine what money and chores need to be done to maintain their strongholds and towns. Clan members then share in cost and labor (according to their wealth) to accomplish these chores. This usually comes out to about 5 to 10% of their yearly income.

**Government Type:** Each shire is governed by a council of clanleaders with their elected representative, a sheriff.

**Industries:** Agriculture, especially vegetables (peas, beans, radishes, mushrooms, carrots, onions, and asparagus).

**Important Figures:** Joam Astlar (Sheriff of Seashire, halfling, male, F9), Tarisco Highnose (Sheriff of Highshire, halfling, male, F7/T7), Maeragh Littlelaughts (Sheriff of Eastshire, halfling, female, F8) Dulene Darkeyes (Sheriff of Heartshire, halfling, female, F8), Sildil Seaeyes (Sheriff of Southshire, halfling, female, F8).

**Flora and Fauna:** As well as all the normal flora and fauna usually found in the Five Shire's climate and terrain, this land also has many faerie-type creatures (like dryads or wooddrakes), as well as the unnatural monsters (such as lycanthropes and vampires) typical of unsettled forest areas. Various goblinoids can also be found in the northern Cruth Mountains.

**Further Reading:** GAZ 8 - The Five Shires, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, and Joshuan's Almanac.

### **Description: by Joshuan Gallidox**

Hello dear readers. I am glad to hear that, despite my absence as editor of the Almanac

that you continue to purchase future volumes in the series. Since last year, I have been traveling through my homeland as well as spent a rather extensive visit on the isles of Ierendi. I believe that I must have once more embarked upon Yallara, that continuous urge to wander that many Hin acquire during their youth. I guess being editor of the Almanac was just not my purpose in life. But that doesn't prevent me from writing about my adventures.

So, to you, dear and faithful readers, I give the description of the Five Shires - the homeland of the Hin [Halflings, as you probably refer to them. Ed.].

### **The Land**

By far the most beautiful land in the Old World, the Five Shires are dotted with pleasant hills, green fields, and large stands of woods. This scenic paradise is due to moist air blowing inland from the Sea of Dread, only to leave its water behind as it rises and cools in the mountain air. This creates many rivers ensuring fertile land within the Shires.

During the winter months, the Black Spires block the cold Continental Sweep Winds from the north, keeping the land warmer than most other nations of the region. This does not mean that there is no snow in the Shires. Quite the contrary; heaving coastal storms are common, bringing plenty of rain to the mountains, which usually fall as snow. The northern mountain roads of the Shires are often blocked during the winter months, closed to all but the foolish. The rest of the Shires, however do tend to be snow free.

Eastshire is, logically enough, the eastern-most shire. It is mostly farmlands that feed off the Wardle River. Eastshire is the land most often visited by non-Hin, a practice on the rise since the fall of the dread Black Eagle Baron of the former Fort Doom.

Heartshire is a rural hill country that was once rich with mineral and metal deposits. Now, the mines are mostly depleted and the inhabitants are broiled up in industry.

Almost everything is made or crafted here; everything but cloth, that is.

Highshire is mostly wilderness, with high mountains, rolling hills, and dark forests. New mines have been opened in the area, and the local economy is on the rise.

Seashire is the coastal country, characterized by its numerous ports and harbors. It is the wealthiest of the Shires because of its booming trade with other nations. Seashire boasts the largest towns in the Five Shires, including the capital Shireton, as well as Thantabbar. The numerous rocks and islands dotting the Sea of Dread in Seashire's territory are also the most notorious pirate haven this side of the Old World.

Finally, Southshire is the most settled region of the Five Shires. Its woodlands have long been turned into productive farmlands and many well-used roads criss-cross the countryside.

### **The People**

When thinking of halflings, most people immediately stereotype them as mischievous and childlike. Another common belief is that we are lazy and fear to leave the safety of our homes. While it is true that Hin are creatures of comfort and many never leave the town of their birth, it does not mean that all Hin are the same.

Unlike true children, Hin have far more respect for the property and dignity of others. Vandalism is unheard of in the Shires. Also, halflings have none of that wide-eye innocence that can be plainly seen in all human children.

Upon the arrival at adolescence, many Hin experience the Yallara. This is an urge for excitement and adventure. Some grow out of becoming yallaren after only a year, while others - like me, from the look of things - never do. It is during this time that Hin travel the world and can often be found in just about any civilized land. It is from the returning yallaren that the people of the Five Shires manage to learn about the going-ons in the rest of the Old World. Hin are often

a lot more knowledgeable than humans about the world around them.

Most Hin are simple farmers, brewers and shopkeepers. They are always merry and happy. Nothing is more enjoyable to them than a warm fire, a good ale and a moving story. Still, a few are bold, daring, and even dangerous. Ask any Thyatian unfortunate enough to encounter a ship full of Hin pirates. These halflings have a well-earned reputation of being a danger of the Sea of Dread.

Finally, Hin do not worship any of the traditional Immortals like the members of other races do. Instead they revere Hin Heroes; Hin who have accomplished great deeds during their lives, often saving the Shires against incredible odds, and now watch over the Hin forever [essentially, they are Immortals; the Hin just call them Heroes instead. Ed.]. Despite this, Hin priests are still rare. Those that do exist are called Masters, and their goal is to protect the Five Shires from all dangers. Very rarely do they ever step foot off of the sacred grounds of the Hin nation.

### **Recent History**

Although the Five Shires have faced more than enough invasions, conquerors, and rebellions in the distant past, their recent history is rather uneventful; and that's just how they like it. During the Wrath of the Immortals, several Hin units marched to the aid of Darokin when Sind invaded their lands. They were also present to repulse a goblinoid horde pouring out the Broken Lands shortly afterwards.

In AC 1012, the Five Shires was one of the founding nations of the Western Defense League and has remained a member since. The Five Shires also invaded the Black Eagle Barony recently, after King Stefan Karameikos granted them permission, of course. Unfortunately, the Black Eagle escaped his punishment and is now hiding in the magical nation of Glantri.

This Fyrmont, Shireton will be the host of the famous World Games. This will obviously bring many foreigners to the burrows of the Hin, who will only be too glad to show the humans and other races how Hin truly live and behave. I believe this will be the ultimate enlightenment on outside knowledge of the ways of the halflings.

### **Don't Miss**

One site often visited by travelers to the Five Shires is the ancient and mysterious ring of stone pillars known as Ringrise. Since I've described this site before in Joshuan's Almanac, I'll talk about something else this year.

Mistmyr Falls is the name of the large waterfalls at the head of the Cruth River along the Karameikan border. Mystmyr Falls is actually a series of several smaller waterfalls in a row, with a net result of water dropping over 300 meters (1000 feet) in about 120 meters (400 feet) of distance. The rush of water is so fast and violent that a fine spray always enshrouds the foot of the plunge in a rolling mist. Rainbows can be seen everywhere, creating such beautiful scenery. Hin children from nearby villages can often be seen playing under the safer sections of the falls, enjoying the sensation of water falling from above.

Another place of interest to some visitors of the land would be Shumbril Tower, also known as The Hin's Own Magic & Mysteries Shop. Here, gentle Alace Shumbril (human, female, M8) sells various potions and spell components. Occasionally, she even has a magical item or two available. I mention this because Shumbril Tower is the only place in the Five Shires where a wizard can find spell components - unless he's willing to go out in the field and gather them himself, that is.

## **GLANTRI (Principalities Of)**

**Location:** North of Darokin, south of Wendar, west of the Ethengar Khanates.

**Area:** 116,650 sq. mi. (262,463 km<sup>2</sup>)

**Population:** 597,500 humans, with a small percentage of them elves and half-elves [D&D: just elves]. There is also an unknown amount of goblinoids in the Principality of New Kolland.

**Languages:** Thyatian Common (Glantrian dialect), Alphatian Common (Flaemish Dialect), Elvish (Belcadiz and Erewan dialects), Sylaire (also known as Averoignian), Traladaran (in Boldavia), Ethengarian and numerous goblinoid languages.

**Coinage:** Crown (pp), ducat (gp), sovereign (sp), penny (cp).

**Taxes:** Quarterly income tax of 10% as well as a hearth tax of 1 ducat per household. Also, almost every activity - including speaking in public, carrying weapons, wearing armor and spellcasting - requires a license of some sort with fees ranging up to 50 ducats a year for each activity.

**Government Type:** Magocracy, ruled by a wizards' council. Only mages can be nobles, and their voting power in the council is determined by their rank (prince, duke, count, etc.)

**Industries:** Various, as each principality specializes in something different. See below for details.

**Important Figures:** Jaggar von Drachenfels (Prince of Aalban, human, male, M24), Carnelia de Belcadiz y Fedorias (Princess of Belcadiz, elf, female, F12/M18), Juliana Vlaardoen (Princess of Bergdhoven, human, female, M14), Morphail Gorevitch-Woszlany (Prince of Boldavia, human vampire, male, M19), Urmahid Krinagar (Prince of Bramyra, human, male, T5 dual-classed to M14), Carlolina Erewan (Princess of Erewan, elf, female, M10), Dolores Hillsbury (Princess of Fenswick, human, female, M14), Brannart

McGregor (Prince of Klantyre, human lich, male, M20), Jherek Virayana (Prince of Krondahar, human, male, M18), Kol (Prince of New Kolland, kobold, male, Wd7/M10), Isidore d'Ambreville (Princess of Nouvelle Averaigne, human werewolf, female, M11), Malachie du Marais (Prince of Morlay-Malinbois, human werewolf, male, M11), Harald of Haaskinz (Prince of Sablestone and Grand Master of the School of Magic, human, male, M17).

**Flora and Fauna:** Because of the magical interferences and summoning of countless mages, absolutely any plant, animal, or creature - whether native to Mystara or not - can be found within the principalities.

**Further Reading:** GAZ 3 - The Principalities of Glantri, PC4 - Night Howlers, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, Joshuan's Almanac, and Glantri: Kingdom of Magic boxed set.

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

Known as the Kingdom of Magic by many around the Old World, Glantri isn't even a true kingdom. It's a collection of independent principalities each ruled by a Wizard-Prince with several smaller independent dominions owing fealty to one of the Princes. If only one word could be used to describe Glantri, I believe I would choose "Chaotic." There are more rules in this nation (often conflicting at that!) than anywhere else in the Old World, with license for almost anything you can imagine. I dare say they've even tried to place a license for breathing on a couple of occasions. Their bureaucracy is a mess, and trying to get something done quickly is next to impossible unless you do it illegally.

Despite all this, it is the land of intrigue, backstabbing (both political and literal), and most of all, magic. That is why I love it so. Everyone knows Glantri is a nation of mages for mages. All wizards are automatically higher in social standings than

non-mages. Non spellcasting races such as dwarves and halflings are abnormal to Glantrians and are often chased out of their land.

Clerics and Priests are also disliked by Glantrians. Although they have recently been permitted to cross the Glantrian borders, it is still punishable by death for any of them to openly preach about their religion or Immortals.

Glantri, above anything else, is isolated. High pine-covered mountain tops surround the entire nation. Whether it's the impassable Wendarian Ranges to the north, the rugged and sharp Broken Lands to the south, or simply the high cliffs of the Great Northern Wildlands to the west, very few trails permit entry into this nation.

### **The Land and The People**

Because Glantri is actually a mix-match of peoples, cultures, and lands, I have taken the liberty to combine the Land and People sections for this nation. As such, I will describe each Principality in turn, giving both a brief description of the land as well as the culture found within.

Aalban is a principality of plains and pastures. Despite this peaceful look, it is the most militaristic dominion of Glantri. Warriors and mercenaries are plentiful in the area, and the locals are renown for their remarkable siege weapons and equipment.

Belcadiz is a lightly forested area that serves as the home of the famous winemaking elves. Not only is their wine in high demand throughout Glantri, but so is their metalwork, something unheard of for elves anywhere else on Mystara. Belcadizians are hot-tempered, easy to offend, and enjoy nothing better than a sword duel or two to try and prove their superiority.

Bergdhoven, resting in northern Glantri, is relatively flat. It is a picturesque land with wild flowers growing almost everywhere. These flowers are the base of Bergdhoven's perfume and oil industry. They also attract

several mages who need the rare flowers for rare or unique experiments.

Boldavia is a word that causes many to shiver as that principality is often associated with rumors of powerful undead and necromancers. The local Traladarans, who live in small villages among the craggy bluffs and forested hills, are a superstitious lot and are accredited with all the undead legends of the area that spread through Glantri.

Bramyra is a principality that was created to serve as the first line of defense should the Ethengarians decide to invade Glantri. There is nothing of note here except for the vast herd of sheep that roam the hills.

Erewan was once the home of many famous poets, scribes, and artists. Now, the Erewan elves sulk and whine about the goblinoid dominion, spreading false reports about several evil deeds Kol and his minions apparently committed. These elves have been threatening to leave Glantri if the Princes don't fix the situation. So far, all the Princes have been ignoring them.

Fenswick is the newest dominion granted to the remarkably charming and attractive Dolores Hillsbury. As yet, not city or town has been built as the Princess is content to let her land prosper with its logging industry. This principality is almost completely in the mountains.

Klantlyre, the famous fog-shrouded highlands, is another place where the sheep are probably the most interesting feature. The weather is the second most popular subject for the inhabitants; they often wager as to whether it will rain 3 days out of five or 4 days out of five.

Krondahar is one of the most cultivated lands in Glantri. The locals are renown for their silk as well as their leatherworking.

Morlay-Malinbois is a forested land where werewolves are probably as common as non-werewolves. In fact, they are considered full citizens while within this

principality and have all the rights that any Glantrian would normally have.

New Kolland can best be described as a giant hole in the ground. Created by a meteor impact and then populated by goblinoids, Kol was appointed Prince of the land in return for preventing goblinoid raids into Glantri. Despite this, humans traveling into New Kolland are considered fair game by the locals and Prince Kol.

Nouvelle Averoine was famous as the home of the late Etienne d'Ambreville. It is also renown for its cuisine, and theatre plays are so popular they often sell out months in advance. Nouvelle Averoine is flat near the river, but gets significantly more hilly further inland.

Sablestone is home to Harald of Haaskinz, the Grand Master of the Great School of Magic. There is nothing much in this principality either, except for stubborn farmers who continuously demand that the wizards just leave them alone.

Finally, there's Glantri City, home of the Great School of Magic and capital of the magocracy. In this city, canals replace the traditional roads of other cities, making the gondola the only way of getting around. Glantri is the heart of fashion and style for the nation, and any new trend will soon be copied by all of high-society. Currently, the dark gothic style of Boldavia is in favor, where aristocrats dress up as vampires and werewolves (or at least how they imagine vampires and werewolves would dress).

### **Don't Miss**

Unfortunately, now is not the time to plan a visit to Glantri. The Ethengarians have declared war against Glantri, and the nation is scrambling to marshal its defenses. If you are of the mercenary type, then you are most welcome to help defend the land, but otherwise, for your own safety, I would suggest postponing any visit this year.

## ***HELDANN* (Heldannic Territory Of)**

**Location:** North of Ethengar and Rockhome, east of Wendar.

**Area:** 25,000 sq. mi. (56,250 km<sup>2</sup>)

**Population:** 250,000 humans.

**Languages:** Thyatian Common (Hattian dialect), Heldannic. Thyatian is the official language of the nation.

**Coinage:** Groschen (pp), gelder (gp), erzer (ep), markschen (sp), and fenneg (cp).

**Taxes:** 15% income tax collected four times a year. 10% tithe to the Heldannic Knights collected once a year. 1 Gelder head tax collected once a year from all those not in military service. There is also a 5% sales tax on all items but food and clothing.

**Government Type:** Military Theocracy.

**Industries:** Agriculture (wheat, barley, and potatoes), mining (iron), sheep herding and fishing.

**Important Figures:** Herr Wulf von Klagendorf (Oberherr, human, male, P19 of Vanya), Sir Geoffrey of Grunturm (rebel leader, human, male, C20 of law).

**Flora and Fauna:** One can commonly encounter sheep and elk herds, bears, boars, wolves and yeti. Rarer, but more deadly, are the snow apes, hill and stone giants, gnolls and lycanthropes. Occasionally a dragon will be spotted, but the Heldannic Knights hunt them down as soon as possible.

**Further Reading:** AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, and Joshuan's Almanac. Also, several articles of the Princess Ark series can be useful.

### **Description: by Sir Hendrik Gultzer, servant of the Glorious Lady Vanya.**

It is with pride and honor that I write to you about the magnificent Heldannic Territories and the glory of Vanya. I hope that this entry into the Mystaran Almanac will help

refute all disparaging remarks made about the Heldannic Knights and show the world the true valor behind our ideals and way of life.

I now give you a description of Heldann, the Gateway to Norwold.

### **The Land**

The lands of the Heldannic people is harsh and unforgiving. Our winters are noted for their cold winds that pierce right down to your bones, and the summer is not much warmer. Cold waters from the northern regions of the Alphatian Sea splash upon our shores, keeping the warm months cooler than most other nations of the Old World.

The land is as beautiful as it comes, with many renown painters traveling to Heldann just to paint portraits of the landscape. Pines and spruce are everywhere, and mountain runoffs create numerous small, crystal-clear lakes.

Although covered in pines, the land is rocky and not very adequate for agriculture. Despite this, hardy Heldanners work the lowlands, producing enough food for the people to survive. Further from shore, tall rough-edged mountains dominate the land, effectively marking our border with Wendar and Denagoth.

### **The People**

While our land is definitely picturesque, it is the people of the Heldann Freeholds that are the true heart of our nation. They are hardy and resourceful, never giving up on any task they set to heart. The fact that they manage to grow crops and even thrive in this harsh land is proof enough of this fact.

Heldanner commoners are a tall, light-skinned people most likely related to the men of the Northern Reaches. They toil the fields and are at peace with themselves and the world. The more worthy and brave among them join the ranks of the Heldannic Knights.

The majestic Heldannic Knights were once majority Hattians (from Thyatis), but now they are equally represented between Thyatians and Heldanners. They preach of conquest and glory, and as has been proven in the land of Norwold, these are not empty words. One day, as foretold by Vanya, the Heldanners and Hattians will rule the world in Vanya's name. You, the readers, may scoff at this idea, but do not say we have not warned you. Join us now and become a crusader in the armies of Vanya.

Victory and glory are assured.

### **Recent History**

Heldann has had a remarkable growth period recently. The Heldannic Knights have converted the people of lands all the way up to Oceansend to the beliefs of Vanya and the glory of the Heldannic Knights. In fact, the land under our control was so great, we had to divide it into several territories [Notably, Heldann, Heldland, and Vanya's Rest. Ed] which, together, form the Heldannic Empire. Admittedly, a few stubbornly resisted our rulership, but our armies crushed these lawless bands who were known to trouble the other inhabitants anyway. Many have thanked us for our remarkable control on crime and punishment of all criminals.

You have probably heard about the troubles the Heldannic Knights have had within their own lands. Maybe you even heard the rumor that the priests of Vanya lost their spells. This is simply untrue! The Heldannic Knights merely chose to no longer use their spells for a period of time just to show the world that they can conquer lands without magic. And we have! On our own, we are a formidable army, yet we also have the blessing of the Lady Vanya. Do you still doubt our glory and destiny to rule the world?

Yes, there was a rebellion in our land led by Sir Geoffrey of Grunturm (there is a 100,000 Gelder reward for his head), but it has been squashed without any problems for the Knights. This rebellion is simply an

event blown out of proportion. There is no truth to the rumors that we mistreat the peasants, hence causing the revolt. In fact, the Oberherr himself solved the problem by placing a new leader in the rebellious land - one of the rebels themselves. If this is not proof that we take care of our people and listen to their pleas, then what is?

### **Don't Miss**

Freiburg, the capital of Heldann, was once a filthy and tightly-packed town. But the Heldannic Knights destroyed most of it, rebuilding it with spacious streets (so a parade of Knights on horseback could easily get through town) and sturdy buildings.

At the center of town lies the majestic Star Chamber, a temple and barrack dedicated to the Lady. From this magnificent chamber Herr Wulf von Klagendorf rules the land and the will of Vanya is interpreted by the high priests.

Freiburg also has the most impressive city walls on Mystara. The Knights claim that nothing can or ever will breach the walls. Many architects and siege engineers agree with them.

## ***IERENDI* (Kingdom Of)**

**Location:** South of the Five Shires and Karameikos, west of the Minrothad Guilds.

**Area:** 17,240 sq. mi. (38,790 km<sup>2</sup>)

**Population:** 58,000 locals, plus as many as 20,000 visitors during the summer tourist months.

**Languages:** Thyatian Common (Darokinian dialect; for trade and tourist business), Makai (native language).

**Coinage:** Pali (10 gp), geleva (1 gp), sana (sp), and cokip (cp). All foreign currency is also accepted.

**Taxes:** Tourists must pay a 10% room tax wherever they stay, as well as a 5% sales tax

on food. There is also a sales tax of 5% on everything else for both tourists and locals. Locals must pay a poll tax of 10 gp per person per year.

**Government Type:** Constitutional Monarchy; power is held by elected members of noble families, while a king and queen act as figureheads for a year-long reign.

**Industries:** Tourism, fishing.

**Important Figures:** Reston of Akesoli (King, human, male, F16).

**Flora and Fauna:** There are not many monsters that can harm people found on the islands of Ierendi, with the exception of Safari Island which is purposefully populated with dangerous animals and monsters from all over the Old World.

On the sea, pirates are the real danger. Sharks are rather common as well.

**Further Reading:** GAZ 4 - The Kingdom of Ierendi, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, and Joshuan's Almanac.

### **Description: by Joshuan Gallidox**

Ah, the relaxing lands of Ierendi, known by everyone as the touristic capital of the world. And, I must admit that after spending several months there, I long to return. The trip was one of the most pleasant and comfortable ones I have ever taken during my years as a yallaren.

### **The Land**

Ierendi is composed of a series of volcanic islands located on the southern edge of continental Brun. These beautiful islands are covered with lush, tropical rain forests with many colorful exotic animals and birds. The western shores of the various islands are rugged and steep, often containing numerous spectacular waterfalls or viewpoints. On the eastern side of the islands, almost every shore are long sandy beaches with wide sandy bays - ideal for swimming or just plain sitting in the sun.

And the water is completely crystal clear and absolutely refreshing. And the water is never too cold thanks to the warm currents from the southwest.

Ten islands compose this nation. Each island has a specialty in terms of activities for the tourists. Well, eight of them do, anyway; the last two are strictly off limits to tourist and even to most natives. Of the most famous islands are Ierendi Island, Alcove Island, and Safari Island.

Ierendi is the largest island of the nation and the location of Ierendi City, the capital of the kingdom. This is where the famous Crown Tourney of Ierendi takes place.

Alcove Island specializes in deep-sea treasure hunting, with several actual sunken pirate ships serving as exhibitions. Actual treasures have even been discovered by a lucky few divers.

Finally, Safari Island is purposely populated with monsters and exotic animals. Here, local guides bring tourists on safari hunts and give guided tours of the ancient penitentiary of the island.

The other islands are mainly residential in purpose, but they also have their own, less talked-about touristic experiences. Still, I've visited most of them, and they are also well worth a trip, even if you don't hear about them very often back on the mainland.

### **The People**

The original native humans of Ierendi call themselves the Makai. Of course, over the years additional colonizations from both Thyatis and the Five Shires have added members of each race into the Ierendi stock. Despite this, the Makai still make up the vast majority of the Ierendians.

Makai are friendly and generous, always willing to help someone out. Of course, since most are also in the tourist business, they are also always ready to sell visitors to



the islands worthless trinkets, Makai tribal good luck charms (which never really existed in their ancestral tribes), and anything else to make a silver piece. Makai are easily recognized thanks to their brown colored skin.

The Ierendians live by the money brought in from tourist, and they know it. That's why they are always cheerful, happy, and helpful. When a foreigner is well treated and enjoys his stay, he'll return and give them more money.

On a stranger side of things, the Ierendians have a very unusual method of choosing their monarch. Each year, on Klarmont 1, they hold a fierce competition known as the Crown Tourney. Only renown and successful adventurers can even apply to participate in this tourney. Nationality is irrelevant, as is race. The male and female who score the most points during the competition are awarded the title of King and Queen for a year.

### **Recent History**

The only thing of exception in their recent history would be Reston of Akesoli, the King of Ierendi. This daring soul first won the Crown Tourney back in AC 1007 and has been undefeated since. Reston has set a new record with 9 kingships in a row. There is talk of naming him King-For-Life.

Also of note to some sages and geologists are the recent minor eruptions of several of the volcanoes. Most have only let out small plumes of smoke and ash, with the exception of one major eruption back in Vaternont of AC 1012. Many volcanic experts speculate that the eruption was only the first of several that will soon rock the island nation. Of course, Ierendi officials deny this, expecting that any serious investigation into the matter is sure to hurt their tourist industry.

### **Don't Miss**

To put it bluntly, EVERYTHING! There is not an island or town that is to be missed if

one has the time - and money - to enjoy an extensive tour of the islands of Ierendi.

For those of limited budget, however, I recommend Ierendi Island. First of all, it is the site for the Crown Tourney, and interesting things always happen at these competitions between powerful adventurers. Reston always performs admirably, and is well deserving of the title of king. Two years ago, a red dragon participated, causing quite the uproar. This year, an impromptu challenge took place as competitors (and a few other bystanders, myself included) helped a young lady in the crowd of spectators give birth to her child. Judges awarded bonus points to the adventurers who participated. I can't wait to see what happens next year.

Also, Ierendi City is the home of the most famous Adventurers' Club. If you want to meet famous and powerful adventurers - and I'm talking about dragon-slayers, planewalkers, fiend destroyers and the likes - then this is the place to be. If you wait patiently outside their prestigious clubhouse just east of the marketplace, you'll probably see a dozen such heroes and plenty of soon-to-be-famous adventurers. Myself, I enjoyed sitting on a bench in a nearby park watching several of them display their skills to an on-looking crowd. Even more impressive is the fact that all members of the Adventurers' Club will respond to the call of the King or Queen of Ierendi should the fate of the nation depend on it. This gives Ierendi the most powerful and unpredictable defense force in the Old World.

## ***KARAMEIKOS (Kingdom Of)***

**Location:** East of Thyatis, west of the Five Shires, and south of Darokin and Aengmor.

**Area:** 46,750 sq. mi. (105,188 km<sup>2</sup>)

**Population:** 351,000 humans (40% Thyatian, 60% Traladaran) and 81,000 demi-humans (90% elves, 5% gnomes, 3% dwarves, 2% halflings).

**Languages:** Thyatian Common, Traladaran, Elvish (Callarii, Vyalia, Alfheim and Erewan dialects). Thyatian is the official language of the nation.

**Coinage:** Royal (gp), crona (sp), and kopec (cp).

**Taxes:** Quarterly income tax of 25% for commoners and 20% for nobles. Sales tax of 5% as well as an import tax of 1%.

**Government Type:** Monarchy.

**Industries:** Logging, mining (gold and silver), agriculture.

**Important Figures:** Stefan Karameikos III (King, human, male, F15), Olivia Karameikos (Queen, human, female, T12), Terari (Headmaster of the School of Magecraft, human, male, M20).

**Flora and Fauna:** The wilderness of Karameikos is inhabited with all sort of animals and monsters. Various reports of lycanthropes, vampires, and other undead are very common.

**Further Reading:** GAZ 1 - The Grand Duchy of Karameikos, AC1010 Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, Joshuan's Almanac, and Karameikos: Kingdom of Adventure boxed set.

### **Description: by Joshuan Gallidox**

Having lived and wandered through Karameikos for several years, I am honored to be able to describe the richness and beauties one can find in this energetic, young nation. Karameikos is a land that seeks a bright future, but is also highly respectful of the past. It is home to several large cities of civilization, yet covered in untamed wilderness. Even the people can be divided in two direction: the Thyatians and the Traladarans. Despite all this, it is

wonderfully united all in one, making Karameikos the vibrant kingdom it is today.

### **The Land**

Thick, dark primeval forests is probably the best way to describe the lands of Karameikos. Only a few small stretches of land around the larger cities have been cleared for farmlands, while the rest of the nation is uncharted woods.

Despite being mostly wilderness, King Stefan has been working hard on creating numerous roads throughout his nation. While these roads are impressive near the cities of Mirros and Kelvin, with their fine cobblestones and Thyatian engineering, once the city walls are out of sight, they quickly turn into nothing more than a well-used trail. Still, the King's men patrol these narrow dirt roads, making them some of the safest in the Old World. Also, many villages with welcoming inns and households dot these trails, allowing a traveler to always get a comfortable night's sleep.

Further up north, the relatively flat shorelands slowly turn into rolling hills. Many veins have been discovered in these hills, and the mining industry of the nation is slowly on the rise. Soon enough, the hills turn into the towering Cruth Mountains, marking the northern limits of the nation.

To date, only five baronies can be found within the nation:

Halag, once known as the Black Eagle Barony, is a land trying to recover from a former tyrannical ruler. To date, there is no baron to rule over the land, only a castellan appointed by the king.

Kelvin is a major trade city at the heart of the nation. Almost all trade goods from the northern lands of the kingdom will pass through this walled city. A sturdy stone bridge allows caravans to cross Hillfollow River at the city gates. Strangely enough, it is illegal to cast wizard spells within city walls; a fact that annoys the mages studying at the School of Magecraft in nearby Krakatos.

Rugalov is the newest barony and the first with a Traladaran Baron. Baron Yuschiev is currently settling his land with only Traladarans and discouraging all Thyatians from even visiting.

Threshold is a smaller barony whose main industry is logging. For some unknown reason, the village of Threshold seems to create more adventurers than anywhere else in the kingdom.

Vorloi is named after the Thyatian merchant family who owns the dominion. Vorloi is one of the largest sea ports in the nation, second only to the Mirros.

### **The People**

As I have already mentioned, two peoples actually form the inhabitants of Karameikos.

The first are the ancient Traladarans who have lived here for more generations than most people can count. They are short, well, for humans anyway, and have dark hair and pale complexions. Traladarans enjoy a simple life and are often viewed as superstitious by most other humans. This has to do with their love of good luck charms, evil curses, and omens from the Immortals.

The second group consists of the conquering Thyatians. The Thyatians have so many racial stocks mixed into their Empire that there is no one Thyatian look to describe them all. Thyatians care more for efficiency and end results than the Traladarans.

Unfortunately, there is much tension between the two. Thyatians believe that the Traladarans waste too much time with their superstitions and religion. They also believe that as conquerors of the land, they are naturally superior to the Traladarans. On the other hand, many Traladarans view Thyatians as greedy, corrupt, and predatory. Older Traladarans view the Thyatians as simply the next wave of bad luck preventing them from re-attaining the Golden Age of Traldar.

In the more cosmopolitan cities of Mirros and Kelvin, interaction with other races have given the urban Karameikans a better understanding of each other. These Karameikans view themselves as Karameikans, with Traladaran or Thyatian blood being irrelevant. King Stefan calls these multicultural people the “New Karameikans.” Since most foreigners usually encounter New Karameikans within these large cities, it is no wonder that they all believe the two races to be strongly united into one nation.

Whether the two Karameikan peoples will manage to solve their differences and truly unite as New Karameikans in the future remains to be seen. I, for one, hope that they do.

### **Recent History**

Karameikos is a young nation making almost all of its history rather recent. Still, a few events in the past couple of years can be singled out for the purpose of the Almanac. Most of them pertain to Karameikos trying to make his nation strong, independent of other nations, yet united from within.

In AC 1006, then Duke Stefan Karameikos crowned himself King, declaring complete independence from the Empire of Thyatis. In AC 1012, he renamed his capital of Specularum to Mirros to better represent the Traladaran people of his nation. Also in AC 1013, Queen Olivia Karameikos began financing several public schools throughout the villages of the nation in the hopes of making Karameikos one of the best educated lands of the Old World. Finally, just this year, King Stefan granted nobility to Sir Yuschiev, his first Traladaran Baron.

On the other hand, Stefan Karameikos also removed the title of nobility from his cousin Ludwig von Hendriks. When brave his adventurers managed to show the King just how cruel and corrupt the Black Eagle was, the Five Shires were granted permission to invade the barony and dispose of the dark baron.

Karameikos was one of the founding members of the Western Defense League, and still remains a member, just like the Five Shires and Darokin.

### **Don't Miss**

While visiting the city of Mirros, I most definitely recommend staying a few nights at the Black-Heart Lily. This notorious inn is where the famous Yolanda of Luln began her singing career over a decade ago. If you are lucky, you might manage to hear her wonderful voice, as Yolanda often returns to the place of her origins (career wise, that is), giving free performances to the patrons of the tavern below.

The Black-Heart Lily was apparently named after a woman who broke the heart of an ancestor of Luthier Sforza, proprietor of the Lily. Although Sforza is a broad, homely man with bristly brown hair, mustache, and beard, he is a jolly fellow who enjoys sharing drinks with his patrons. He also has a good ear for events that occur on the streets of Mirros, and anyone searching for something - or someone - in Mirros could do worse than talk to him.

Even if not in the mood for socializing, the Black-Heart Lily has many comfortable rooms on the second floor, available for the reasonable price of 2 gp per night. This price includes a good hearty meal early the next morning.

Sforza has been known to accept capable adventurers into his inn on a more or less permanent basis at no cost in exchange for their services as bouncers in the tavern on the first floor. Needless to say, the bouncers here are usually capable of dealing with any trouble that might arise, so one had better be prepared to behave while visiting.

## ***MINROTHAD GUILDS***

**Location:** South of Karameikos, east of Ierendi and west of Thyatis.

**Area:** 8,120 sq. mi. (18,270 km<sup>2</sup>)

**Population:** 208,000 (approximately 50% elves, 43% humans, 5% dwarves, 2% halflings).

**Languages:** Minrothaddan, Thyatian Common (known mainly for trade and business).

**Coinage:** Crona (gp), byd (ep), quart (sp), and plen (cp).

**Taxes:** Officially, guilds owe a 20% annual income tax, while individuals owe 10%. Yet, there are many extenuating circumstances which can reduce or increase the amount owed of which only Minrothaddan tax collectors can keep track of all of them. There is an 8% sales tax for local items, while all imported items (or services) have an 18% sales tax. Foreigners must also immediately pay a 20% income tax for all income earned while in the nation.

**Government Type:** Plutocracy; every guild master has a seat on the Council, with the most powerful guild master ruling over the council. Now, Oran Meditor is growing in power and trying to assume a presidential role.

**Industries:** Crafts, trade, and services.

**Important Figures:** Oran Meditor (Ruling Guild Master, elf, male, F10/M11).

**Flora and Fauna:** Birds, donkeys, goats and lizards are commonly spotted on the various islands. Monkeys and small, wild pigs are also known to be present deeper inland.

Vegetation is dominated by mahogany and teak, although numerous fruit-bearing trees are also common.

**Further Reading:** GAZ 9 - The Minrothad Guilds, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, and Joshuan's Almanac.

**Description:** by Favonius Viator.

Being a merchant myself, I find that makes me perfectly qualified to talk about the

money-grubbing Merchant-Princes of the Minrothad Guilds and their nation. They currently enjoy supremacy of the sea-trade, but mark my words, Thyatis is about to claim that title from them.

### **The Land**

Like many of the islands of the Dread Coast, the Minrothad islands are volcanic in origin. The mountain ridges are covered with forests, while the closer to shore are scattered patches of palm trees. The beaches on the eastern shores, are long and shallow, while the western shores tend to be dominated by cliffs and black sand beaches.

The islands of Minrothad have only a few forests remaining, and these are mostly replanted. In their constant pursuit of the domination of the sea, the Minrothaddans nearly cut down every tree in sight to make their precious little boats. Although I admire their enthusiasm, this simply goes to show how short-sighted they are to long-term profits.

Minrothad is situated right where the moist Dragon Winds from the south meet the cold Continental Sweep Winds from the north. This has two main effects on the weather of the area. First, it creates a lot of fog (something the local pirates enjoy), which makes any sea journey treacherous to those who do not know the location of every reef and rock that sticks out of the waters. Second, it creates tornadoes, which can devastate towns or create huge waterspouts to capsized boats, neither of which are useful to anyone.

There are six main islands that compose this mercantile nation. Trader's Isle contains Minrothad City, the capital of this bureaucratic nation. There are two volcanoes on this island which are, unfortunately [we hope he meant to say fortunately. Ed.], inactive.

Alfeisle is home to the wood and sea elves of the nation. It is the one place where forests are still rather abundant, but that's only because of the elven love of trees.

Admittedly, these elves are extraordinary sailors. Fortress Island, on the opposite side, is the stronghold of the Minrothad dwarves - dwarves who live on an island and sail the seas. Something about that just screams treachery against the essential nature of dwarves.

The other isles have little importance. North Isle is simply a stopover for ships heading north. Both Blackrock Island and Fire Island are active volcanoes, hence are uninhabited by the Minrothaddans.

### **The People**

What can be said about the Minrothaddans besides the fact that they will do anything to get your money. They call this "the Ethics of Competition," which blatantly means that anything short of murder and treason is acceptable, provided that Minrothad comes out ahead. All the races of the islands believe in this; even the elves and halflings, who are just as bad as the human Minrothaddans [As you might have guessed, these are obviously the opinions of the writer, and not of the editors of the Almanac. Ed.].

Their laws are all aimed at profiting the locals and hurting foreigners, especially their merchants. Just look at the ridiculous surtax they have on foreign goods! Worse, unlike any other civilized nation, their punishments are more severe on foreigners who don't know their laws than on the locals. Death is a very common sentence to many crimes, including anything that has to do with money.

Speaking of laws, they have the most complicated system anywhere. Every dispute is handled by the courts instead of with an honorable duel. And the winner is usually the one who can afford the best lawyers. Needless to say, with the extra tax on services for foreigners, it's usually not the foreigner who can afford such legal services.

### **Recent History**

Minrothad hasn't done much recently, besides continue to make money and not care one way or the other about the rest of the world. During the Wrath of the Immortals, although they did supply Thyatis with ships and transportation, they were just as eager to get their hands on Alphatian gold and provided them with the same services.

More recently, Minrothad has made an attempt to gain control of the Aegos Pit to the Hollow World. Of course, we beat them to it, but our governments came to an agreement to clear the Pit together. Now, they blame us for recent sabotage on their project to steal wealth from the Hollow World. I think they should take a long look at the large list of other nations they have offend in their bid for money before accusing the Great Empire of Thyatis. What do we care for their little projects?

Back on the islands themselves, Oran Meditor is making a slow but steady bid for power. Many believe he will try to name himself king of Minrothad. Of course, the other guilds are plotting to overthrow the elf. I hope the whole lot of them fall in a civil war and destroy themselves. It will save us the trouble later on.

### **Don't Miss**

If you're a foreigner, the first ship leaving Minrothad. If you stay any amount of time, you'll probably get into an argument, face their dreaded court system, get arrested, and sooner or later obtain a death warrant on your head. Like I've said, they only care about their money, not about foreigners' welfare. One last warning, only members of the Tutorial Guild are allowed to cast spells; anyone else, including foreigners, will be swiftly punished if they try.

## **ORCLANDS (Goblinoid Territories Of The)**

**Location:** Northeast of Darokin and Aengmor, southeast of Rockhome.

**Area:** Approximately 12,936 sq. mi.

**Population:** Estimated at around 15,000 goblinoids (primarily orcs).

**Languages:** Tharian Common (most dialects, but Orcish dialect is the most common).

**Coinage:** Any (mostly stolen).

**Taxes:** Whatever can be taken from one's underlings.

**Government Type:** Coalition of semi-autonomous nations, each ruled by a chief.

**Industries:** Warfare, subsistence herding. Limited mining (primarily in the region of C'Kag).

**Important Figures:** Alebane (King of Xorg, ogre, male, F10), Hutai-Khan (Khan of New Hobgobland, hobgoblin, male, F9), Moghul-Khan (Khan of Dast, yellow orc, male, F9/rumored to be a Devil Swine), Tlatepetl (Governor-General of C'Kag, red orc, male, F10), Khordarg (Red dragon, male).

**Flora and Fauna:** Aside from the predominance of goblinoids in the region, many monsters can be found here. These include animal herds (primarily deer), apes (snow and white), black bears, mountain lions, and wolves. There are rumors that a large red dragon made its home in the area near C'Kag a long time ago.

**Further Reading:** GAZ 10 - The Orcs of Thar, and GAZ 11 - The Republic of Darokin.

Description: by Ryuk-uk Tshaa [*Ed. note: As this account was written early in 1014 AC, before Ryu left to join up with the Great Migration, we are happy to be able to expand upon it with additions from an intelligence report by Ursula Bremen*]

While searching for missing genealogical data linking the Trollhattan trolls to their ancestors in Trollheim [In the Broken Lands and Vestland, respectively. Ed.] my companion Starkad and I found ourselves in the Orclands, where decidedly interesting developments were taking place.

### **The Land**

The mountains of Orcland are an even more harsh, barren territory than those of the so-called Broken Lands. Sheer mountain bluffs, almost perpetually covered in snow, are the predominant feature here in the Dwarfgate Mountain range. Vegetation is minimal, and the few animals that we have seen appear woefully undernourished.

### **The People**

The majority of the goblinoid denizens are orcs, of the so-called ‘common orc’ variety. There are a surprising number of Orcus Hyborianus species intermixing with those of the species Orcus Porcus here [For more on the various species of goblinoids, see the ‘Orcs of Thar’ gazetteer by Sir Bruce Herdland, a noted Glantrian scholar. Ed].

Of the other goblinoid denizens, there is a large population of red and yellow orcs, with a smattering of hobgoblins and ogres. I suspect this is a very recent development, with displaced goblinoids fleeing their ancestral homes in the Broken Lands due to Shadow Elf incursions there. The sheer increase in numbers here in Orcland seems odd, though, as the Great Crater is a noted haven for goblinoids since the Great War. I suspect other factors at work.

The region of C’Kag was until recently inhabited primarily by trolls with a reputation for being uncharacteristically expansionist, particularly in a species of such low social sophistication.

### **Recent History**

The Orclands have always been a bone of contention for Darokin. The lands themselves have long been considered the Republic’s, due to the fact that no one else wanted them (which is perhaps suitable for

the ‘Land of Leftovers’, as Darokin is sometimes called). This has often led to diplomatic difficulties with surrounding lands, who assumed the Republic had some control over the raiding goblinoids who made their homes there.

In the years prior to the Great War, goblinoid activity was at a suspiciously low level. It was suspected that the orcs of the area were busy defending themselves against the trolls of C’Kag. Such concerns took a back seat when the hordes of Hule began their war with the Republic.

Recently, the goblinoids have once again become very quiet. Some of those stationed at Fort Hobart informed us that the Republic suspects another internal goblinoid war is taking place, but they are unsure of with whom. Darokinian forces are staying on the alert.

From a report by Ursula Bremen-

“... reports of their demise was premature. The ogre king Alebane, the hobgoblin Hutai-Khan, and a General Tlatepetl (see attachment E), apparently survived the Shadow Elf assault on the city of Oenkmor (now known as Aengmor- see attachment F) in 1012 AC. We suspect that they escaped by way of [CENSORED], and made their way to the surface.

“It appears as if they returned near the Orclands, where they formed an alliance with the orc Moghul-Khan (Moghul-Khan has been holed up in Dast since the end of the Great War. See attachment H). From there, it appears they spent the majority of the next year conquering the Orclands from the trolls of C’Kag, who had dominated the region since before the Great War. It is possible that [CENSORED] supplied the goblinoids with arms; we have sent an agent to investigate.

“The goblinoid coalition is now in control of the Orclands, though theirs is a tentative alliance at best. Religious differences plague the denizens of Dast and New Hobgobland (formerly Grukk). The greatest threat seems

to be the keep of C’Kag, which has been under heavy construction. General Tlatepetl is still an unknown, and it has been difficult to get an agent in past his patrols. We hope to [CENSORED].”

### **Don’t Miss**

There is a great deal of activity around the region of C’Kag. New construction is being built by the trolls, now apparently the slaves of red orcs. Starkad is quick to point out the effectiveness of the buildings as military fortifications [Ed. note: Ryu noted at a later date that these structures bear a strong resemblance to buildings in the lands of the Tiger Clan]. We were unable to stay for long, for fear of being spotted by the heavy patrols in the area. Starkad also reports that he spotted a red dragon in the vicinity.

From a report to the DDC by Ursula Bremen-

“... red dragon that has raided the surrounding lands for the past few weeks has returned to the mountains near C’Kag. This may bode ill, as Darokinian agents have suspected for years that there was some force masterminding the trollish attacks in the Orclands (see attachment L). [CENSORED] will remain in the region to investigate this development.”

## ***OSTLAND (Kingdom Of)***

**Location:** Off the coast of the Sea of Dawn, east of Vestland and south-east of Heldann.

**Area:** 8,920 sq. mi. (20,070 km<sup>2</sup>)

**Population:** 131,000 humans

**Languages:** Heldannic.

**Coinage:** Krona (gp), Eyrir (sp) and Oren (cp).

**Taxes:** None. All revenue is gained through raids into other nations.

**Government Type:** Monarchy.

**Industries:** Piracy, agriculture (grain, potatoes, and beets), fishing, logging, and trade.

**Important Figures:** Finn Hordson (King, human, male, F5), Yrsa Svlasdottir (Queen-mother of King, human, female, P10 of Odin), Asgrim the Bowed (Royal adviser, human, male, P15 of Odin)

**Flora and Fauna:** Sheep, horse, cattle, goats, dogs, deer, elk, and brown bears can be found on the islands of Ostland. The forests are composed of ash, yew, and conifers.

**Further Reading:** GAZ7 - The Northern Reaches, AC1010 - Poor Wizard’s Almanac to AC1012 - Poor Wizard’s Almanac 3, and Joshuan’s Almanac.

### **Description: by Misha Mananov**

Surely Halav has blessed me to allow me to visit such wondrous places far beyond the lands of Traladara. I deem it but a small task to write about these places so that others can learn and experience the same sense of wonder that I have.

### **The Land**

Ostland is composed of several relatively flat islands just off the shore of the mainland. Only Noblo Island has any form of high relief, with small mountains on its eastern shores. With only a few forests scattered about the land, the cold winter winds have nothing to block their entry into the homes of the Ostlanders. These freezing winters would seem like a bad omen to most people in Karameikos, yet to the hardy northmen it is simply a winter like any other.

Still, the other seasons are much warmer, allowing the hard working Ostlanders a long and blessed growing season for their agriculture.



Ostlanders live in small villages, usually composed of just a single clan. Everyone in such a village is therefore a blood brother, so they eagerly give each other aid when needed. Noblo Island is well populated with such clan settlements, having almost all cultivable lands used for their grain and potatoes fields.

The other islands of the nation are sparsely populated and much wilder than Noblo.

### **The People**

Above anything, the Northmen honor bravery and scorn the weak. The civilized way of words used by the Thyatians and Minrothaddans who visit their nation is dishonorable in their point of view. They fear nothing, not even the darkness of eternal death, and march off to battle foes even when hopelessly outnumbered. To a northman, death in battle is the only method of finding happiness in the afterlife.

Ostlanders give praise to their divine Gods [the “Gods” of the Northern Reaches are merely Immortals. The northerners simply call them Gods, much like the hin call their Immortals “Heroes” after the title they received when they were mortal. Ed.], just as any respectful people should. They maintain their ancient traditions and customs, despite many pressures from foreign powers to change. This is what I admire about them, having felt similar feelings of dishonoring Halav back home with the blending of Traladaran and Thyatian cultures. The reverence for Odin and Thor runs deep in their blood, and never will they accept any insults to their beliefs.

Yet they are quick to anger at any insult upon them, not just those toward their Gods. Battles to the death over a perceived wrong is commonplace here, and to be called a coward afraid to fight is the worse insult imaginable to them. And they do not forgive as easily as you or I; an enemy made is often for life.

Of the three Northern Reaches nations, Ostland is still practicing pirating and raiding of foreign nations. And they do not deny it when accused either. They view such raids as tests of manhood, and that only the weak whine about their fate. To most, such plundering is violent and brutal, but to the Ostlanders, it is a way of life.

### **Recent Events**

During the Wrath of the Immortals, King Hord of Ostland died while attempting to raid an Alphatian warship. He was succeeded by his son, Finn. Finn only recently turned 18 [in AC 1013. Ed.], and was unable to claim the throne until that point. The nation was therefore ruled by Queen Yrsa and High Priest Asgrim the Bowed until Finn attained manhood.

Since attaining manhood, there have been several attempts on the young man’s life. A civil war broke out for the earlier parts of this year, but the Young King showed wisdom beyond his years when he managed to end it peacefully. I foretell a future greatness for this Finn Hordson.

Now, Finn looks on to expand his nation, and his eyes are settling on the Isle of Dawn and Norwold.

### **Don’t Miss**

When visiting Ostland, one should enjoy the hospitality offered by the northmen. Since there are no inns in the entire nation, one might as well accept the comfort of their homes and a warm meal. Often, the men of the village will gather together in their main longhouse for drinking and tale-telling. The storytelling bards of Ostland are known as skalds, and the legends of bravery, heroism, and valor are some of the most moving I have ever heard. It is truly a pleasurable experience and not to be missed when presented with the opportunity.

## ***ROCKHOME (Kingdom Of)***

**Location:** East of Darokin and Aengmor, south of Ethengar, west of the Northern Reaches and northwest of Ylaruam.

**Area:** 41,140 sq. mi. (92,565 km<sup>2</sup>)

**Population:** 1,000,000 dwarves, plus a handful of humans who have been permitted to stay.

**Languages:** Dwarvish, Thyatian Common (which many dwarves learn during their trade dealings with the outside world).

**Coinage:** Sun (10 gp), trader (1 gp), moon (10 sp), star (1 sp), and stone (cp).

**Taxes:** Annual (Kaldmont 1) 100% Income tax collected by clan, which is then redistributed by the clan head according to need and productivity. Roughly 35% of the collected sum is paid as taxes to the King. Foreigners have a 5% sales tax on all goods purchased in Rockhome, as well as a 25% income tax on all wages earned in Rockhome.

**Government Type:** Monarchy, heavily influenced by clan leaders.

**Industries:** Mining (precious metals and iron), metalworking, stoneworking, crafts.

**Important Figures:** Everast XVI (King, dwarf, male, F15)

**Flora and Fauna:** The most important creatures of Rockhome at this time are the countless goblinoids running rampant throughout the valleys. Otherwise, one would have to worry about wild horses, deer, mountain lions, wolves, and yeti.

Pine forests seem to be the only type of forest that can make a living in the area.

**Further Reading:** GAZ6 - The Dwarves of Rockhome, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, and Joshuan's Almanac.

**Description:** by Ursula Bremen

Unfortunately, the dwarves of Rockhome have recently closed their borders to all foreigners, including to members of the Darokin Diplomatic Corps. The dwarves are still upset over the Western Defense League's refusal to help them in their war against the shadow elves in the caverns beneath the Broken Lands. Now, in their paranoia, they view all humans as allies to the shadow elves.

Rumors have left the dwarven nation claiming that they are facing constant goblinoid raids, yet are too stubborn to ask other nations for help.

I therefore have no report to give to you on Rockhome at the present time. I assure you, however, that the DDC will have a report for next year, whether or not the dwarves give them permission to enter their lands.

## ***SIND (Kingdom Of)***

**Location:** West of the Atruaghin Territories, Darokin, south-west of Glantri.

**Area:** 200,000 sq. mi. (450,000 km<sup>2</sup>), of which Azadgal: 10,000 sq. mi. (22,500 km<sup>2</sup>); Baratkand: 32,500 sq. mi. (73,125 km<sup>2</sup>); Gunjab: 17,000 sq. mi. (38,250 km<sup>2</sup>); Jalawar: 13,500 sq. mi. (30,375 km<sup>2</sup>); Jhengal: 32,000 sq. mi. (72,000 km<sup>2</sup>); Kadesh: 20,500 sq. mi. (46,125 km<sup>2</sup>); Nagpuri: 13,000 sq. mi. (29,250 km<sup>2</sup>); Peshmir: 12,000 sq. mi. (27,000 km<sup>2</sup>); Putnabad: 11,000 sq. mi. (24,750 km<sup>2</sup>); Shajarkand: 25,000 sq. mi. (56,250 km<sup>2</sup>); and Sindrastan: 13,000 sq. mi. (29,250 km<sup>2</sup>).

**Population:** App. 550,000 plus hordes of occupying goblinoids and other minions of Hule. (Azadgal: 45,000; Baratkand: 40,000; Gunjab: 12,500; Jalawar: 65,000; Jhengal: 40,000; Kadesh: 30,000; Nagpuri: 60,000; Peshmir: 35,000; Putnabad: 75,000; Shahjarkand: 65,000; Sindrastan: 80,000)

**Languages:** Sindhi, some Thyatian Common (Darokinian dialect).

**Coinage:** Guru (25 gp), rupee (5 gp), bhani (2 ep), khundar (sp), piaster (cp).

**Taxes:** Each mumlyket imposes and collects its own taxes. The occupying forces of Hule demand an annual poll tax of one Khundar per person, regardless of age, gender, or caste.

**Government Type:** Feudal monarchy (king and nobles called rajahs and maharajahs). The Master of Hule rules Sind through his puppet, Chandra ul Nervi, the current Rajahdhirajah.

**Industries:** Agriculture, trade (salt, silk, cotton, rice, and especially tea).

**Important Figures:** Chandra ul Nervi (Rajadhirahja, human, male, C13), Inay Paramesh (Rajah of Jalawar, human male, T13), Drisana Madhar (former Rani of Jalawar now in exile, human, female, M9).

**Flora and Fauna:** Monsters that are found in the regions of Sind include animal herds, giant ants, bandits (in the desert), basilisks, camels, cockatrices, djinn, red dragons, efreet, elephants, ghouls, gnolls, giant lizards, lupins, manscorpions, mummies, giant scorpions, shadows, sphinxes, and trolls.

Description: by Ryuk-uk T'shaa [*Ryu has been sending us descriptions of each of the various areas that he travels to on his way through Sind. Due to the chaotic situation in Sind during AC 1015, we have only been receiving sporadic reports from our Hsiao correspondent. The only entry we have yet received is on the Rajabstan of Jalawar, which we present here for our readers. Ed.*]

### The Land

The mumlyket of Jalawar is colloquially referred to as the "Gateway to Sind", due to its geographic location at the head of the Asanda river, one of the primary routes into Sind itself. The predominant features of Jalawar are its grass and farmlands; it is also home to one of the few remaining swaths of forest in Sind.

The waters of the Asanda bring generous deposits of silt down from its northern head in the Great Salt Swamp, making the lands along its shores some of the most fertile farmland in the Old World; certainly the most fertile in Sind. Hundreds of tiny farming villages line the eastern banks of the Asanda in Jalawar, where they produce more than enough food to support the mumlyket; the surplus helps to provide for the rest of the agriculturally starved kingdom of Sind.

Central Jalawar is populated by small families of cattle owners, who keep their livestock full on the short grasses that fill the landscape, and the forest to the far east provides the only elephant reserve within the borders of Sind.

### The People

The main human stock of Sind is a blend of Atruaghin and Urduk racial stocks, a combination which has resulted in the nut brown skin tone often equated to the Sindhi. The people of Jalawar, in particular, are a more reddish brown than most Sindhi, likely due to a greater Atruaghin influence based on their geographical location. Almost two-thirds of the population is rural, living in the hundreds of farming villages along the Asanda river, or in the central grasslands. The rest live predominantly in the large trading ports along the southern shore.

There is a large foreign presence in Jalawar, due to its preeminence as a trading center. As a result, there is a far greater portion of non-Sindhi to be found here than anywhere else in the nation. Peoples of all nationalities abound - Ierendians, Minrothaddans, Darokinians, Yavdlom; there is even a sizable population of Sindized Atruaghin peoples in the outlying towns and villages.

It is primarily this large foreign element that has led to a relaxation of the rules of the Sindhi caste system; for decades, I am told, there has been a gradual transition to a more "easternized" system of belief in equality, a move endorsed by the Madhar family that

has traditionally ruled Jalawar. Rajah Paramesh, from a more conservative branch of the Madhar line, has been attempting to reimpose the caste system in Jalawar, an action that has not served to make him any more popular among the people of this mumlyket.

### **Recent History**

Rajah Inay Paramesh came to power in 1005 AC, with the aid of the elite troops of then-Rajadhiraja Kiritan Ul-Nervi, deposing his distant cousin Drisana Madhar. Drisana, one of the few rajahs to maintain their loyalty to Chandra Ul-Nervi in the face of the Master's invasion, retreated to the Yavdlom Divinarchy, where she helped rally Chandra to return to Sind. She remains in Yavdlom still.

Rajah Paramesh has slowly consolidated his power in the years since, and has only recently been able to reopen trade with the outside world, bolstering the economy of Jalawar once more. There is still much resistance to the new Rajah, particularly as he is still closely allied with the Hulean invaders. Jalawar is heavily occupied with Hulean forces, as much for the income provided by its trading as for its agricultural surplus, which serves as the main source of food for Hule's Sindhi troops.

### **Don't Miss**

Though I was not able to visit it, I have been told that the capital city of Sambay (pop. 12,000) is quite a sight to behold. Traditional Sindhi architecture blends with a wide array of architectural styles from throughout the world - from as far west as Slagovich and the Savage Coast, to the easterly styles of Alphatia - and with a population as diverse. There is a large contingent of Hulean forces encamped in a shanty town just outside the northern gates of Sambay, along the banks of the Asanda, but that hasn't seemed to faze the foreign elements one bit. Life goes on as usual in the busy merchant town.

## ***SODERFJORD (Kingdom Of)***

**Location:** South of Vestland, east of Rockhome, north of Ylaruam and southwest of Ostland.

**Area:** 31,060 sq. mi. (69,885 km<sup>2</sup>)

**Population:** 153,000 humans, 8,000 dwarves.

**Languages:** Heldannic.

**Coinage:** Markka (gp), penne (ep), gundar (sp) and oren (cp).

**Taxes:** None. Most revenue is raised from tolls to use roads and bridges. The rest of the money is raised by raiding other nations.

**Government Type:** Monarchy, although the jarls (lesser nobles) still hold tremendous power.

**Industries:** Cattle, goats, sheep, fishing, logging, furs, piracy, and trade.

**Important Figures:** Ragnar the Stout (King, human, male, F17).

**Flora and Fauna:** Deer, elk, and wolves can be found throughout the coniferous forests of Soderfjord. Various herd animals, such as sheep, goats, cattle, horses, and bison can be found in the plains of the nation.

Goblinoids used to be very common in the southern Hardanger Mountains, but they have been defeated and now pose little threat.

**Further Reading:** GAZ7 - The Northern Reaches, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, and Joshuan's Almanac.

### **Description: by Misha Mananov**

Once nothing but a collection of petty jarls and nobles, Soderfjord has recently been united under the rulership of the charismatic Ragnar the Stout.

### **The Land**

The south and west of Soderfjord is nothing but a rocky plateau, uninhabited by all except for wild tribes of goblinoids. Along the coast, however, as well as the length of

the Soderfjord River, prosperous farmlands can be found. Since this is usually not enough to feed the entire population, fishing is very popular.

It is in the arable land that most of the northmen live in Soderfjord. These coastal plains are a good dozen meters above sea level, with cliffs dropping sharply into the waters below. There are very few places for a ship to land except at an occasional alcove along the coast.

Deeper inland lies the Great Marsh, a place where entire caravans have been reported to disappear. The northmen claim that the living dead haunt this evil swamp, and I for one believe them. Only the famous Marsh Road is safe, and even then only during the day.

Finally, there are the mountains themselves which act as borders to Rockhome and Ylaruam. Somewhere in the jagged Makkres Mountains to the east lives the Modrigswerg Dwarves, a clan of exiled dwarves who prefer to be left alone. Although the southern Hardanger Mountains are claimed by Soderfjord, no one has lived there since it has, up until last year, been populated by barbaric gnolls and kobolds.

### **The People**

Above anything, the Northmen honor bravery and scorn the weak. As with Ostlanders, they believe that using words is cowardly and dishonorable. They fear nothing, not even the darkness of eternal death, and march off to battle foes even when hopelessly outnumbered. To a northman, death in battle is the only method of finding happiness in the afterlife. Thor is the ideal example of their lives, and he is almost universally worshiped throughout the nation.

Northmen from Soderfjord are very closely tied to their clan and sadly view all others, including (if not especially) other northmen, as rivals. This has to do with generations of fighting between the clans - the blood spilled during those battles has yet to be

forgiven. But such feuds have been decreasing. The new King of Soderfjord has forbidden the most bloody of the clan wars under pains of death. He allows skirmishes and raiding (in fact encouraging it), but draws the line when outright massacre is involved.

Although just as fierce as their brothers of Ostland, the northmen of Soderfjord care little for one another unless they are direct kinsmen. During a battle against a common enemy, they will not watch out for each other, a fact that caused many deaths in the recent war against the Hardanger Kobolds.

Although I have mentioned that the Northmen do not fear anything, this is actually untrue. There is one thing they fear in this world: wizardly magic. To them, it is powers granted by Hel herself, and mages are reviled as stealers of souls and fiends incarnate. If in battle with northmen, by casting a simple magic spell, you might manage to cause all your enemies to flee, or, should your luck turn bad, cause them all to try twice as hard to slay the foolish mage.

### **Recent Events**

In the year AC 1012, war leader Ragnar the Stout managed to convince his fellow jarls to name him King of Soderfjord. With this, he promised to rid the Hardanger Mountains of all kobolds and embarked upon a holy war. Unfortunately, the battle was not easily won, and Ragnar lost a lot of prestige during the two years of fighting. Still, at the very end, the goblinoids were eliminated, but many of the jarls believe this was only accomplished with the help of Vestland, and not because of their king.

This year he participated in the civil war of Ostland, hoping to obtain plunder for his warriors. When the war ended peacefully and Ragnar returned home with very little gold, his reputation dropped more.

Now, rumors in the taverns talk about various Jarls plotting to overthrow the King in the near future.

### **Don't Miss**

There is a sight that marvels my eyes and makes me believe all the stories about the greatness of the Immortals. About 10 miles (15 kilometers) south of the mouth of the Angesan River, the coastal cliffs reach a height of nearly 150 meters (500 feet). This in itself is a breathtaking view, yet it is not the wonder I speak of. Carved directly into the cliff face are several large runes of unknown origin. These runes are nothing like those taught to worthy warriors and godar [northmen priests in plural form, singular: godi. Ed.] by Odin. Many believe that they are the ultimate runes, and when deciphered, it will allow the reader to attain Immortality at the side of Odin and Thor [course, those wanting to know what they really are should read p.22 of GAZ 7]. It is through such wonders that my faith in the Immortals is strengthened.

## ***THYATIS*** (Nation Of)

**Location:** South of Ylaruam, East of Karameikos and Minrothad.

**Area:** 42,300 sq. mi. (95,175 km<sup>2</sup>)

**Population:** 2,700,000 of various races.

**Languages:** Thyatian Common (Thyatian, Heldann, Kerendan, and Tel Akbirian dialects). Many other languages are spoken within the Empire, especially in Thyatis City.

**Coinage:** Emperor (pp), lucin (gp), asterius (sp), and denarius (cp).

**Taxes:** 25% income tax collected quarterly (Va. 1, Ya. 1, Fy. 3, and Ei. 1). Thyatians abroad must still pay their taxes.

Expensive and magical items are also taxed 25% of their worth. 5% sales tax on all but food and clothing.

**Government Type:** Monarchy influenced by elected Senate.

**Industries:** Agriculture, mining, warfare.

**Important Figures:** Eusebius Torion (Emperor, human, male, F15), Coltius Torion (Prince, human, male, normal human), Demetrian Karagenteropolus (Imperial Magist, human, male, M20).

**Flora and Fauna:** Bears, boars, centaurs, lycanthropes, mountain lions, dryads, and goblinoids can be found throughout the empire. Pegasus and griffons are common near Retebius, while absolutely anything can be found near the magical estates of Scarlas.

**Further Reading:** Dawn of the Emperor box set, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, and Joshuan's Almanac.

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

The glorious and magnificent Empire of Thyatis cannot possibly be described in all its grandeur with just a small entry in the Mystaran Almanac. Still, I will do my best to give the wondrous nation its due credits and describe the most important aspects of its people.

This entry describes the NATION of Thyatis, which is the heart of the EMPIRE of Thyatis. Thyatis is a nation like Karameikos or any other, its size almost identical. What allows us to call our nation an Empire is the fact that we control several other nations elsewhere in the world. These nations are called Provinces, and at the moment there are two: the Provinces of the Isle of Dawn, and the Thyatian Hinterland Provinces. Ochalea and the Pearl Islands were also provinces, but they have recently claimed their independence.

### **The Land**

The nation of Thyatis is mainly composed of farmlands, with hills and mountains to the north. Still, much variety exists, and only a brief description will be given. The nation of Thyatis is composed of eighteen dominions, from baronies to Grand Duchies. The most important of these are:

Hattias is a county known for its racial intolerance. The Storm Soldiers make their home here, and they preach about racial purity and how women should stay at home to raise families and not try to learn to fight or obtain power. Hattias has rebelled several times against the Imperial family, and the city is now forbidden to build defensive walls.

Kantrium, a fertile duchy which is the home to farmers and fishermen. Kantrium is a historical site since it was the first dominion formed within Thyatis.

The Duchy of Kerendas is the center for cavalry training and the source of the best horses within the Empire. The land is mostly grassland, and everyone in the duchy is horse-crazy.

Machetos is a rich farmland which is now the main source of food for the Empire. It has only recently regained its agricultural state after being severely ruined 30 years ago by the Emperor. This duchy was once the Duchy of Karameikos, but the duke gave it up to the Empire for clear rulership of the Grand Duchy of Traladara (now the Kingdom of Karameikos).

Mositius is an island duchy that is the center of tourism for the Empire. There is an active volcano which releases strange mists unto the island, influencing the behaviors of the inhabitants.

Retebius was the duchy named after the famous Retebius Air Fleet, a flying-mount cavalry renown throughout the world. The Retebius Air Fleet suffered tremendous casualties during the Wrath of the Immortals war, and has yet to recover from the losses.

Tel Akbir is a grassy duchy inhabited by Thyatians of Ylari descent. The Legion is keeping a close eye out for Ylari spies in the area.

Terentias is an island that is hotly contested between Thyatis and Minrothad. The elven inhabitants don't seem to care one way or

another, and focus their lives on pirating and sailing. So far, Terentias has remained mostly a Grand Duchy of Thyatis for the past 200 years.

Finally, the Duchy of Thyatis is the heart of the nation and Empire. It is the home of Thyatis City, the wealthiest, grandest, and most powerful city of Mystara. From here, Emperor Eusebius Torion decides on the fate of the Empire and the world around us. People of all races and cultures can be found in Thyatis City, as it boasts trade from around the world.

Other dominions include the County of Actius (shipbuilding), Barony of Biazzan (algebra university), Protectorate of Borydos(prison), Barony of Buhrohur (dwarves), Protectorate of Carythion (wealthy estates), County of Halathius (gold mines), County of Lucinius (port), Protectorate of Scarlas (wizards), and the County of Vyalia (elves).

### **The People**

Thyatians are a proud people, and by their accomplishments, they should be. Pure Thyatians have pale complexions and dark hair, although since any conquered race becomes a part of the Empire, absolutely any characteristic can be found among the people.

Thyatians are efficient and pragmatic. Others view this as treacherous, but we simply do what we need to do to get by. Of course we shall make deals that better our nation. To do otherwise would be foolish and inefficient.

If there is any common love for Thyatians, it would be fighting prowess. Coliseums can be found in almost every Thyatian city, and gladiatorial combats draw in crowds like never seen in other nations.

### **Recent History**

By now, almost everyone has heard of the war between Thyatis and Alpathia from AC 1005 to AC 1009. This war, often called the Wrath of the Immortals because the Immortals destroyed Alpathia for daring to

attack us in the first place, caused much death and destruction in the Empire.

Emperor Thincol also became gravely ill at the end of the war, and rebellions occurred almost everywhere when food became scarce. In AC 1010, the Emperor tried to conquer the remaining Alphatian kingdoms at the expense of not feeding his people. These plans shattered when more revolts occurred and when Thothia soundly defeated the Legions on the Isle of Dawn. These battles ended in AC 1012 when Thincol died and was replaced by his son Eusebius. Eusebius returned the food to his people, and Thothia sign the Isle of Dawn Treaty with the Empire insuring peace on the Isle of Dawn. This treaty cost the Empire the Grand Duchy of Westrouke and a few Alatian Islands, but the Empire has now recovered almost fully.

Eusebius is now looking at Davania and plans on expanding the Empire into the unclaimed Jungles of the southern hemisphere.

### **Don't Miss**

There are many things to see in Thyatis, notably the various gladiatorial games - especially during holidays when they are spectacularly bloody. Thyatis also boasts fine theaters and plays, and many nobles throw extravagant parties [some would say decadent. Ed.] in their estates throughout the city.

Of particular note, I would recommend a trip to Argevin Town in Mositius. This island is geared for tourism, and the taverns are open at all hours. In fact, no business ever closes, regardless of how late at night you visit. Servants are found everywhere and are ready to cater to your every need. Theaters, dancing halls, and gambling establishments make up every second building. What make the place even more famous is the Mount Mositisu; a volcano which emits magical mists that fall down upon the population of the island. This mist radically alters the behavior of those who inhale it, causing blind optimism, love,

drunken giddiness, laziness, giggling hilarity, or almost any other emotion imaginable. Duchess Triella Tien-Tang somehow controls this mist and makes sure only harmless emotions are inspired by its magic.

## **VESTLAND (Kingdom Of)**

**Location:** South of Heldann, east of Ethengar, north of Soderfjord and west of Ostland.

**Area:** 21,060 sq. mi. (47,385 km<sup>2</sup>)

**Population:** 155,000 humans, 6,000 dwarves.

**Languages:** Heldannic.

**Coinage:** Schilder (5 gp), guldán (gp), hellar (ep), floren (sp) and oren (cp).

**Taxes:** None. Revenue is raised from tolls to use roads and bridges. The king is planning on installing some form of income tax in the next couple of years.

**Government Type:** Monarchy.

**Industries:** Logging, furs, fishing, and trade.

**Important Figures:** Harald Gudmundson (King, human, male, F13).

**Flora and Fauna:** Bears, deer, elk, boars, and wolves can be found throughout the dark, eerie forests of Vestland. Various herd animals, such as sheep, goats, cattle, horses, and bison can be found in the plains of the nation.

Goblinoids used to be abundant in Makkres Mountains, but they have been routed and chased deeper into Rockhome.

**Further Reading:** GAZ7 - The Northern Reaches, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, and Joshuan's Almanac.

**Description:** by Misha Mananov



Not all the Northern Reaches nations are loyal to the ancient traditions of their people. Vestland is a kingdom which is trying hard to become like the nations of Darokin and Thyatis. To attain their goal, the Vestlanders are ready to abandon everything that once described themselves in both heart and soul.

### **The Land**

The southwest region of Vestland is composed of rugged foothills of the Makkres Mountains. It is a beautiful countryside where I enjoyed spending my days hiking around and admiring the beauty granted to this land by the Immortals.

The rivers of Vestland, known as fjords, are located within deep valleys with very steep sides. The lowlands around these fjords are very fertile and are the site for the numerous farms of the nation. Unfortunately, there is not enough such farmland to feed the entire nation. Once up the valley slopes, a rocky plateau unsuitable for agriculture dominates.

### **The People**

Vestland is a land torn between tradition and improvement. The northmen of Vestland do not wish to give up their old ways, but they also wish to become modern and civilized like the other nations of the Old World. So far, they are advancing slowly along the road of modernization.

They have schools that teach the former warriors how to read and write, and Norrvik even boasts having the only magic college of the entire Northlands [they study the magical runes taught to them by Odin and his priests. Ed.]. This means that they are slightly less fearful of magic than the other northmen.

Of the old traditions, only the worship of the Northman Pantheon remains; all other customs, notably piracy, have slowly disappeared. Unlike Soderfjord and Ostland, Odin and Thor are not the favored Gods [once more, a reminder that God is simply their term for Immortal. Ed.] of the people. Instead, they revere Frey and Freyja

first and foremost, with Odin and Thor only worshiped by the nobles. The church of Forsetta, a key Immortal in Vestland religion, is also popular as their priests have played a vital role in the selection of the High Kings of Vestland since the days of Ottar the Just.

The Vestlanders try to be polite and scholarly, although they are not always successful. It is not surprising to see a man break into a rage and start pummeling the person he was arguing, then stop just as suddenly and ask for forgiveness when his rage is better under control.

### **Recent History**

Vestland allied itself with Soderfjord last year to deal with the problem of Thar and his goblinoids in the Makkres Mountains. The armies of the two nations were successful in routing the goblinoids, but much damage was done to Vestland before it was all over. The towns of Landersfjord and Rhoona were practically completely destroyed, and Duke Stephan Rhoona, one of King Gudmundson's oldest and staunchest allies, was slain in the latter attack.

Now Vestland enjoys much more relaxed borders since the kobolds and trolls have disappeared. Thus did the 45 winters long Troll Border Wars end. This has opened up the way for settlements in the long uninhabited Trollheim Hills.

This year, to further prove itself removed from its ancient barbaric ways, Vestland has petitioned to become a member of the Western Defense League. So far, the WDL has not decided on whether to accept Vestland or not.

### **Don't Miss**

Norrvik; a real, honest-to-Halav city found within the Northlands. Unlike Soderfjord and Zeaburg, Norrvik has schools, taverns, a market square, and even inns for foreigners to have a place to stay. For anyone who has spent a long time in the Northern Reaches, it is a comforting reminder of home to walk

into a semi-civilized town. Unfortunately, it also has some of the drawbacks of civilization; upon attempting to pay for my room at the Inn of the Twelve Princes, I discovered that someone had pilfered my money-pouch. Despite this, it felt good to be back in a place resembling home.

## **WENDAR (Elven Kingdom Of)**

**Location:** North of Glantri and Ethengar, south of Denagoth and west of the Heldannic Territories.

**Area:** 78,170 sq. mi. (175,883 km<sup>2</sup>)

**Population:** 400,000, roughly 40% human and 60% elves (including 25,000 Alfheim refugees) [For AD&D, make this 35% human, 50% elves and 5% half-elves].

**Languages:** Elvish (Genalleth and Alfheim dialects), Heldannic, Thyatian Common (Hattian dialect).

**Coinage:** Di (gp), on (sp), and teci (cp).

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

**Government Type:** Monarchy.

**Industries:** Logging, agriculture (grows barely enough for its own use).

**Important Figures:** Gylharen (King, elf, male, F11/M11), Bensarian of Kevar (human, male, M9), Doriath (exiled Alfheim King, elf, male, F12/M15), Brendan Erendyl (exiled Alfheim clanmaster, elf, female, F7/M8), Duriferon Widefarer (exiled Alfheim clanmaster, elf, male, R15), Beasthunter (exiled Alfheim clanmaster, elf, male, F12/M13), Starwatcher (elf, male, F10/M20).

**Flora and Fauna:** The region boasts tall ancient sequoias and pines, along with other evergreen trees that make the logging industry the most profitable one. Throughout the whole region the terrain is rocky and difficult to cultivate, so that only

the most resistant and healthy plants and crops can grow here.

The animals commonly encountered in Wendar are moose, elks, bears, wolves (in forests), horses, boars, snakes (in open fields and hills) and even mountain lions. Monstrous species are also abundant, including snow apes, white apes, giant bats, dragons (white and green), giant ferrets, sasquatches, and unicorns. Tribes of ogres and trolls have been reported living in the Mengul Mountains, while actaeons, centaurs, dryads, faeries, fairy folk, gremlins, treants and wooddrakes are sometimes encountered in the forests.

**Further Reading:** X11 - Saga of the Shadow Lord, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, and Joshuan's Almanac.

### **Description: by Christopher Dove**

Wendar, a land of mysteries to discover and of monsters to slay. So similar to a borderland, yet so overflowed with ancient traditions and customs that are all but barbaric. It is a nation of proud men and stout elves, of sages and fearless rangers, of monster hunters and heroes. It is a country not so different from the so-called "civilized ones" (like my dearest Darokin). Yet the traveler that arrives here for the first time can almost breathe the feeling of bravery and of steadfastness that fills the heart of the Wendarians.

I had always wanted to visit this remote corner of our Old World, but up to now I lacked both the time and the reason to do it. I must thank you, my dear Ursula, for having given back to me that spirit of adventure and that curiosity that fed this old heart of mine in my glory days. I feel my youth is slowly returning me, and it is this job as correspondent for the Mystaran Almanac the cause of the miracle. I will do my best to provide you all, dear readers and editors, with the most accurate information about the places that I've planned to visit

this year, and as you've already guessed, my first step back into the path of the explorer has led me to the ancient nation to the north of Glantri, the Elven Kingdom of Wendar.

### **The Land**

Nestled among two plateaus and two mountain ranges, Wendar (or Genalleth, as the elven race calls it) is a secluded and ancient land that still holds many secrets and marvels even to its inhabitants. Thick evergreen forests blanket more than a half of this region, their beauty and stateliness mirroring the Canolbarth Forest in its glory days. There are four major "reserves" (this is the best translation of the way the elves call them) in Wendar, all closely guarded and tended by Genalleth elves.

The first and most important one, Korrigan Forest, lies in the western part of the nation, touching Wendar City and Sylvair, the two most thriving Wendarian cities. It is renowned for the beauty of its sequoias and for the many shrines sacred to the Korrigans, the Nine Elven Protectors that watch upon Genalleth. The legend says that they drew their name from the mythical (and believed extinct) korrigan, a woodland animal that once lived here.

The Forest of Bounty (now renamed Forest of the Curse after the events of AC 1013 and 1014) lies in the southwestern corner of the nation and is currently inhabited by the Alfheim refugees. Mighty and sturdy oaks grow here, protected by a small group of treants that the elves call "The Elders." Woodgate and Oakwall, two other towns, lie at the easternmost border of this forest, and use its wood to boast their logging industry.

Right at the center of the Genalleth Valley we find the Enchanted Forest, a mysterious patch of trees that the elves hold as sacred. According to the legends, here live the fairies with their sylvan friends, the centaurs and actaeons, and those who dare trespass against Nature in this place are bound to be abducted by actaeons and to serve the fairies for the rest of their life. Tales of missing wanderers abound in this region.

The last important reserve lies at the northwestern border and is referred to as the Dark Woods of Baamor. The Wendarians tell frightening tales about this area, whose trees are strangely darker and more twisted than the common trees of the region, and whose fauna is made up of deformed and evil parodies of the common woodland animals. Elven sages blame this to a mysterious being (or race, this is not clearly defined) called Baamor, who tried to poison the entire continent in the ancient days to appease the Dark Immortals. However, the Korrigans rebelled against Baamor and ultimately defeated him, imprisoning the evil Baamor inside one of the blight trees of this forest. Therefore, in order to avoid freeing him, it is strictly prohibited to cut down any tree in this region. In fact, few people venture there, for it is said that Baamor tries to possess anyone who walks into his forest and use him to achieve freedom.

The rest of the region consists of rocky hills to the east and to the south, where the few herders raise their cattle (horses and sheep mostly). In the central plains and moors the humans raise their crops. The valleys and plains are usually safe and free of monsters, but the more one gets to the mountain ranges, the more the trip becomes dangerous.

The Wendarian Range to the south and the Mengul Mountains to the north are renowned for their snow-capped peaks and for the fierceness of their inhabitants. The Wendarian Range, whose peaks average 11,000 feet in height, is home to many tribes of yeti, sasquatches and even a few white dragons.

The only two southern passes maintained and guarded actively by the Wendarians are the Elven Pass to the southeast, which leads directly to Oakwall, and the Kevar Pass to the southwest, from which the Royal Way leads to the capital winding through the Korrigan Forest. There is a third pass leading northwards through the Mengul

Mountains and up to Denagoth, but it has not been used since the last war with Essuria, about 80 years ago. Gylharen Keep has been built near the border with Denagoth under the supervision of King Gylharen, and the standing garrison has the sole purpose of stopping (or slowing) any possible invasion attempt from that land. However, since Denagoth has not given any significant trouble in the last decades, the soldiers stationed here have taken on the duty to harass and annihilate any humanoid band trying to cross the border and cause mayhem in Wendar; so far, they've been successful.

### **The People**

The Wendarians are no weak folk whatsoever. The climate, the wild land and the wilder monsters living here have toughened them, so that even the elves seem somewhat fiercer and braver than their Alfheim cousins. The humans (all descended from the old Antalian stock) are used to the cold and humid weather so common in this land (it snows and rains seven months a year). The elves, who've been dwelling here for a longer time, are no less tough than their human countrymen. But even though the Wendarians could seem at first a united and peaceful folk, there are many differences and problems that still divide this people.

Just an example: the name of the country is different for each race. The elves call it Genalleth (after a mighty figure of their obscure past), and the humans Wendar, in honor of the first man who created the Wendarian League at the beginning of the millennium. Even the label "Elven" near the word "Kingdom" in the entry for Wendar in every Thyatian almanac would be considered questionable by the majority of the humans living here; but there's more. Every major town has its name translated into both Heldannic and Elvish (the ones written on the map given in the Almanac for 1010 are the human names, obviously), and the proclamations and laws must equally be issued and written in these two languages.

Every town with a mixed population has two burgomasters, one for each race, and they both must cooperate and agree to issue anything, from a simple announcement to a legal document. The Wendarian militia is composed 50% of elves and 50% of humans, and each division is either made up of humans or of elves only [AD&D: half-elves can be accepted into either unit].

It seems that in the ancient days the things didn't go this way, but in the last decades many small frictions have occurred and the Wizard King deemed it right to reshape the political and military system this way to avoid bigger problems. Personally, I don't believe he made the right decision, judging from what's happening at the moment, but he's renowned for his wisdom, so I hope he will soon notice that there are far more causes of discontent than he thinks between humans and elves (especially Alfheimers) and that he will pass the right laws to cool down the hotheads.

And talking about the Alfheimers refugees, they're not much happy these days. The first and foremost concern they have is of course the fate of their beloved Canolbarth Forest, and from my observations in Wendar I've noticed they've not yet given up the hope to once again walk under the sturdy trees of Alfheim. Now, eight years after what they call "The Expulsion" from Alfheim, the clanmasters are more ready than ever to reclaim their homeland, and they seem sure that their comeback is near at hand. Perhaps they are aware of something that I fail to see.

Regardless, as long as they remain in Wendar, they have to face another issue: the open feeling of hostility and sometimes xenophobia the humans show towards them. Events during AC 1014 (detailed in my attachment) have caused an uproar of the human population of Wendar against the Alfheimers, and the elves have not reacted very wisely. The so called "Alfheim Avengers" have indeed undertaken retaliation acts against some minor

provocations by the humans, and now the situation is escalating in a very unpredictable way. I fear that if King Gylharen is not able to contain these acts of violence, we will soon have another nation in turmoil as has happened in the Heldannic Territories, Rockhome, Ylaruam and Ethengar. I wonder if some kind of mental disease has not spread amongst the people of the Old World to cause so much unrest in this brief lapse of time.

### **Recent History**

The past two years have been troubled for the Wendarians. First, a plague originated by the magical healing fruits found in the Forest of the Bounty (the Alfheimers' territory) has killed over 40,000 humans during AC 1014, and only the intervention of King Gylharen with the use of the Elvenstar has avoided the disease to claim more souls. However, this fact has caused the humans to loathe and mistrust the Alfheimers, who've been held responsible for not testing or even creating the malign fruits on purpose (they only killed humans, merely draining elves of their strengths for a while). The situation has thus degenerated in a matter of months despite the King's attempts at lowering the tension, and this has caused a few minor skirmishes of Alfheim Avengers against human neighbors, with casualties on both sides. King Gylharen has been forced to issue a decree confining the Alfheimers in the southern part of their forest and has repeatedly suggested their clanleaders either to stop the Alfheim Avengers' activity or to relocate in another country.

With that particular situation becoming rather dangerous in Wendar, some of the Alfheim clans have decided to find another land to live in. They have sent explorers up in Denagoth, where according to historical evidences another clan of elves should have lived. Unfortunately, the returning explorers have reported of the extermination of the elven clan by the minions of the Shadowlord, a mysterious being that is said to live in a fortress called

Drax Tallen, where the remaining Geffronell elves are held prisoners along with some members of the exploring party. The clanmasters of Grunalf and Long Runner clans have thus decided to go on a Crusade to reclaim the lost Forest of Geffron and avenge (and possibly rescue) their brethren. The Elven Army made up of many representatives of these two clans is now marching towards Denagoth to battle against the Shadow Army. I've joined them as chronicler and expert of lost civilizations to discover what lies beyond the dreaded Mengul Mountains. If I am lucky enough, you will be reading my latest reports from the front line in this same almanac.

### **Don't Miss**

All the aforementioned reserves are worth a visit, with the obvious exception of the Dark Woods of Baamor. In particular, the Enchanted Forest is the place to go if you want to relax and to receive "inspiration." But beware: only those who don't trespass against the Laws of Nature will be allowed to see the realm of the fairy folk and of their friends. Even if you don't meet the fairies face to face, you will remain enthralled by the beauty of the plants, the purity of the air and the gentleness of the land. To many Alfheimers, this place seems the perfect copy of what they called Dreamlands in their beloved Alfheim, and many often visit it two or three times a year to forget their fears and to attain the peace of mind and soul.

And talking about legends and mysterious places, I've heard of a shrine called Shadowmere that lies somewhere south of Wendar, near the mountains. According to the elven sages, this wood is an ancient sanctuary sacred to the very god of all the dragons! Could you have ever imagined: dragons worship Immortals just as humans and elves do! However, nobody has ever found it and the rumors want it to be constantly guarded by the spirits of dead dragons and by a clan of elves who has sworn fealty to this Great Old Dragon instead of the normal elven Immortals! I've

always thought the elves have no rival to spin tall tales besides halflings, of course.

Also, in the western part of Wendar, near the small hamlet of Kevar, lives a wise old sage known as Bensarian and very much respected by both elves and humans. I had the pleasure to have a nice and scholarly talk with him, and I have to say that all the rumors about his great knowledge and quickness of mind are well earned. He looks like an old wizened man in his eighties, but there are slight physical traits that reveal a bit of elven blood in his veins [although not enough to be considered a full half-elf, if playing AD&D, that is. Ed]. He is undoubtedly the greatest living expert about the history and the races of Wendar, and I suspect from the conversation we had that he's well versed in the history of the region known as Denagoth, too. Strangely enough however, he seemed a lot less talkative about this topic. However, Bensarian of Kevar is a trustworthy and friendly sage, and I advise any of the reader who have problems and travel through Wendar to pay him a visit: I'm sure he will result much more helpful than what you might think.

The last (but not the least) important feature of Wendar is the Korrigan Forest, the biggest forested area of the country. It is dotted with shrines dedicated to the Nine Elves, the Korrigans, the Immortals who according to the legends saved not only the Genalleth Valley, but all of Denagoth and Norwold from the Great Rain of Fire. This forest resembles Canolbarth in its glory days (according to the Alfheimers refugees), and its inhabitants are friendly and helpful towards all the good-hearted travelers that stop in their small communities (strictly built atop the tall sequoias and pines).

In particular, there is a wonderful holy festival that is performed once a year in this part of the country. All the worshipers of the Korrigans must attend at least once every fifty years: Ad...n Dainy...s (the Land Reborn). This celebration usually takes

place around the first two weeks of Fyrmont, when the temperatures and the climatic conditions are at their best in these lands. The sacred festival begins at noon of the first day of the week and ends at dusk of the 9<sup>th</sup> day, going on unbroken for the entire time. Each day at noon the Holy Keeper of one of the Nine Sacred Shrines "lights up" the shrine dedicated to one of the Korrigans, using some herbs and minerals that provoke an alchemical reaction that makes the whole area glitter. Each of the Nine Shrines has a different color, mirroring those of the rainbow plus pink and grey, and the hue slowly extends to the forest around the shrine during the following days. At the end of the ceremony the forest is divided in nine zones of a different color, and it is said that each one color is somehow magical and related to some kind of spells that can be invoked by the followers of the Korrigans during the last day. Aside from this mystical ceremony, all the elves in the forest celebrate the festival with dances, songs and tales about the goodness and bravery of the Korrigans, who saved the Genalleth Valley from various perils and were finally invited to join the Immortals in the Upper Skies.

### **Do Miss**

If fiends had a place to call home on this planet, it would surely be the Dark Woods of Baamor. This forest (I've only seen it from a hill far enough to be considered safe by the elves) is literally "pulsing" with negative energy. I've looked at it especially at night, and what has most impressed me is the faint greenish haze that envelops all the trees like a fouled cape. It's not just the bright green of the evergreen forest so common in this land, but it's a more sick and disgusting color - like that of the mold on rotting cheese. I am not an emotional nor superstitious person, but I can assure you, dear reader, that even looking at these woods from over a mile's distance made me shiver. I can understand the reluctance of the elven guides who accompanied me to venture even closer, and frankly, even if they hadn't insisted on this matter, I don't think I

would have ever asked to go nearer. That forest is alive with an Evil far older than the oldest dragon living on this planet, but I am sure that as long as the Genalleth elves will watch over it, nothing will come out of the Baamor Woods to reclaim its lost heritage.

Another obvious place to avoid (if you're not interested in testing personally what's in the afterlife, that is) is Geron Pass, and in general the whole Mengul Range. This part of the country is literally infested with goblinoids and feral beasts like mountain lions and wolves, and dragonlike shadows have been reported much more frequently near the highest peaks. Suffice to say that the pass leads to Denagoth, and nobody wise enough would ever go there without an army as a personal escort. That's why I joined the Elven Crusaders to go exploring that blight and perilous plateau.

## ***YLARUAM (Emirates Of)***

**Location:** North of Thyatis, West of Rockhome and Darokin, South of Soderfjord.

**Area:** 54,180 sq. mi. (121,905 km<sup>2</sup>)

**Population:** 230,000 (believed to have dropped to 210,000 by the end of their civil war, but is as yet unconfirmed).

**Languages:** Ylari (also known as Alasyan).

**Coinage:** Dinar (gp), dirham (sp), and fal (cp).

**Taxes:** 10% sales tax. Also a monthly head tax according to social rank (peasants 1 cp, townfolk and nomads 1 sp, merchants 1 gp, nobles 10 gp). Foreigners used to pay double the monthly head tax.

**Government Type:** Monarchy.

**Industries:** Textiles, horse breeding, mining, marble quarrying, glassmaking, and the cultivation of dates.

**Important Figures:** Hassam "the True" Al-Kalim (Sultan, human, male, F9)

**Flora and Fauna:** Horse, camels and cattle are by far the most common animals found, followed by sheep and goats. In the wilderness of the desert, djinn, chimeras, dragons, undead, giant lizards, sphinxes, and manscorpions are all rumored to be present. Fiends [AD&D: tanar'ri] are also in abundance at the moment.

**Further Reading:** GAZ2 - The Emirates of Ylaruam, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, and Joshuan's Almanac.

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

The religious fanatics known as the Ylari have closed all borders to those they consider unbelievers and infidels. This means anyone who is now a Ylari. Despite this, I believe I can give a semi-accurate, although brief description of their land and can probably guess as to the current philosophies that are being upheld in their society.

### **The Land**

The emirates are a harsh and inhospitable land, mostly sandy deserts and rocky barrens. The Ylari manage to make a living in the few fertile lands near the various oasis that can be found within their border.

Prior to their civil war, Ylaruam was composed of six emirates, namely Abbashan, Alasiya, Dythestia, Makistan, Nicostenia, and Nithia. Whether any of these dominions are still around is unknown to outsiders. Perhaps the new Sultan, Hassam "the True" Al-Kalim, has kept them, or perhaps he has removed all former Emirs and replaced them with new ones more loyal to his claim of the throne.

There are two major oasis found in the desert. The first is where the city of Ylaruam has been built. Prior to the war, Ylaruam was the capital of the nation, although rumors claim that Hassam has

moved his court to Abbashan. Abbashan is of course the site of the second major oasis.

### **The People**

Ylari are a strange people who preach peace and politeness to others, yet can't accept foreigners or their customs among them. Also, many are warriors who constantly raid other tribes, an act they find admirable despite their constant attempts to unite themselves. Their uncooperative behaviors marks them for the barbarians they truly are.

All are devout followers of the True Way, the philosophies given to them by their Immortal, Al-Kalim. Any who do not worship Al-Kalim are considered infidels, a crime now punishable by death within their borders. Even worse than being an infidel is being a mage, at least according to the Ylari.

Although warriors are the heroes of the land, scholars are also well respected (just more proof to their cultural contradictions). Storytellers are also popular among them, and many a foreign bard has made a fortune traveling the Emirates - before being cast out, that is.

### **Recent History**

In AC 1014 the World Games were held in the city of Ylaruam, who was at the time a member of the Western Defense League. That is when most Ylari had their first encounter with outsiders, and they did not like what they saw. What exactly offended them is beyond me, but it was enough to spark a civil war which overthrew Sultan Mohammed Al-Kalim. The civil war lasted most of the year, with the Kin faction finally claiming victory and executing the former Sultan. Since then, all non-Ylari have been evicted from their nation and to be seen within their borders is punishable by death.

This year, vague rumors still filter back to Thyatis. The Sultan has apparently moved his court to the city of Abbashan and replaced a few of the Emirs. Stories also claim that fiends are running rampant in the desert, destroying entire tribes of Ylari. The

Legion believes that these fiends spilled over from the events in the Hardanger Mountains last year, but some claim there are too many to be the leftovers of the kobold summoning back in Soderfjord. Regardless of their source, the fiends have kept the Ylari forces from attacking Thyatis, and that is probably the best thing to happen to those fanatical religious barbarians in years.

### **Don't Miss**

I really can't think of much to see or do within Ylaruam. Even if there was, there is not much of a chance of actually visiting the place. Ylaruam is a place that all non-Ylari should avoid as long as the Kin faction is in charge.



## Atlas Of The Alphatian Sea

The once mighty Alphatian Empire has sunk beneath the ocean, and in its place now sits the Alphatian Sea. Dotted with several hundred isles representing the top of drowned mountains, the Alphatian Sea is rich with pirates and island fortresses.

The Alphatian Sea is also the place to be to search for magical treasures. The ocean floor is littered with thousands upon thousands of magical items from the former Empire, and many adventurers are doing their best to try and acquire them. Several hundred have been found already, and most now reside in the hands of the pirates who then plundered the treasure-seekers. Those who manage to acquire an Alphatian Artifact always find fame and glory with it.

The people of the Alphatian Sea are mostly free citizens, most belonging to the New Alphatian Confederate Empire (annoyingly called NACE by most of the commoners). They are well educated, mainly literate, and boast a larger percent of mages than most of the world. Some are also slaves, which is still legal and acceptable. Slaves are only very rarely able to read or write.

Only a few nations of the area do not belong to the NACE, and although ships from around the world sail here, the Alphatian Sea is territory claimed by the NACE. Still, they have far too few ships to patrol everywhere, hence pirates are able to roam freely and do almost anything they please.

Adventurers come to seek fame for defeating some of the most notorious pirates of the world, while others come in search of sunken treasure. Reputation and glory is more important than anything else, and insults rarely go unchallenged. All in all, it is a swashbuckling place with endless adventures on the high seas. On the

Alphatian Sea, fame and glory mean everything!

The Alphatian Sea has one minor continent known as Bellissaria on its southern-eastern margin. This is where most of the NACE forces are concentrated, and the only place where the law is effectively maintained. To the west, Norwold and the Isle of Dawn mark the end of the Alphatian Sea, while the continent of Skothar indicates its eastern limits. The north is bordered only by the glaciers marking the north pole and the entrance to the Hollow World. The southern waters eventually turn into the Sea of Dawn and the Bellissarian Sea.

### ***CORRESPONDENTS FOR THE ALPHATIAN SEA***

Here is our list of correspondent that gives us detailed information on the nations, places, and events of the Alphatian Sea. So far, we have only one, so if there are any other capable writers from the Alphatian Sea area, we'd love to hear from you.

#### **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 1015, Elidor visited most of the nations in the New Alphatian Sea and joyously described them for us. Unfortunately, as you will see, we can no longer reprint what he has seen.

## ***ATLAS***

It is with great regret that I must inform, you the reader, that we have no correspondences to give to you about the nations of the Alphatian Sea. I'm afraid that the relevant documents were destroyed during the fire at the old Joshuan Gallidox Publishing building.

Of course, this only means that next year we'll have twice as many new things to describe for you, so if you're patient enough, you'll see that we'll do our darn best to make up for this loss.

## Atlas Of The Jungle Coast

Across the Sea of Dread lies the mighty continent of Davania. Its northern shores are covered with a lush, vibrant jungle teeming with life and dangers. Within these jungles are several clans of savages and barbarians, some humans, others not.

Most of the Jungle Coast is unexplored, and no one is exactly sure what can be found in the vast new territory. Rumors abound of strange primitive cultures with wondrous architectures, such as crystal pyramids or deep sacrificial pits.

The lands of the Jungle Coast are currently undergoing a mass colonization by the Empire of Thyatis. The natives, however, are none too pleased, and many battles arise from the competition for territory and defending of homeland. Still, the advance of civilization is steady, and there is much progress in the proper education of the locals.

It is a place where one can brave the new land, carve out territory for the settlers, and defend the poor farmer from the savage natives. All in all, if you enjoy exploration and the new frontier, the jungle coast is the place to go.

The Jungle Coast is a stretch of several hundred miles on the northern shores of Davania. Its exact size is still unknown as it is mostly unexplored. A rough estimate of its borders would be the Cestian Sea to the east, the Meghales Amosses Desert in the south and the Adakkian Mounts to the west.

### ***CORRESPONDENTS FOR THE JUNGLE COAST***

Here is our list of correspondents that give us detailed information on the nations, places, and events of the Jungle Coast:

#### **Friedrich von Eisendorf**

Every inch of him a professional military officer, Friedrich is Adjutant to His Most

Exalted Templar and Humble Servant to Glorious Vanya, Heinz Kronenburg, who is Castellan of the fortress of Vanya's Rest itself, and by extension Governor of all Heldannic territories in Davania. Friedrich is extremely proud of his duties, but he is also more than happy to share with us what he describes as "The fearless exploits of the greatest military force Mystara has ever known" [obviously his own opinion. Ed.].

Friedrich von Eisendorf brings us news from the Heldannic Territory of Vanya's Rest, on the southern continent of Davania

#### **Marina Takanitas**

Marina Takanitas is another new correspondent. At 22, she is one of the youngest on our team, and she brings us news from the newly-discovered Milenian City-States located on the Meghala Kimata Plains. Marina is a trader who hails from Kastelios, one of the biggest, and fastest-growing, port cities in the region.

A cheerful person, her laughing brown eyes and bouncing golden curls are hard to miss in a crowd, but this exterior also serves to shield a very capable correspondent who will stop at nothing to get you, the reader, the ground-breaking stories of northwestern Davania as they happen. No danger is too much for her, and, believe you me, she knows how to use that short sword she carries!

### ***GARGANIN (City-State Of)***

**Location:** Continent of Davania, on coast of Sea of Dread Area: Approx. 550 sq. mi. (1,238 km<sup>2</sup>)

**Population:** 20,000 (around 2,000 live in scattered farms outside the city).

**Languages:** Hulean (Garganin dialect).

**Coinage:** Lira (gp), kurat (sp), piastre (cp).

**Taxes:** Citizens have their total worth assessed every year, and are taxed 20% of that amount.

**Government Type:** Monarchy.

**Industries:** Agriculture (wheat and vegetables), crafts, fishing, and sheep.

**Important Figures:** Mehmet II (Baron, human, male, F7), Kemal (Dockwarden, human, male, no class).

**Flora and Fauna:** The city of Garganin sits upon the fertile Garganin Grasslands, whose rich black soils yield bountiful crops year after year. Along with the typical crops found on the numerous farms scattered about the city, passers-by will notice many varieties of wildflowers and shrubs dotting the great expanses of flatlands. One can also find the occasional stand of oak trees as well, though these are scarce in the immediate area of Garganin. The frequent rainfalls year-round ensure that the flora is almost always luscious.

The animals one is likely to encounter here include all manner of grasslands wildlife, such as falcons, field mice, gazelles, gophers, hawks, leopards, salamanders, snakes, and wild horses. Also present in this region are scattered tribes of gnolls, goblins, and orcs, and the occasional griffon, though these tend to be found in the hills farther south, where the terrain is more suitable for nest-building.

**Further Reading:** AC 1012 - Poor Wizard's Almanac 2, AC 1013 - Poor Wizard's Almanac 3, and Champions of Mystara box set.

### **Description: by Marina Takanitas**

I had the opportunity to venture to Garganin not long after accepting an offer from Joshuan to cover affairs as they transpire on Davania. I am a Kastelian, and Garganin is the closest large settlement to my home. My family routinely does business with the traders of Garganin, so the trade road to this city is not strange to me.

### **The Land**

Garganin is blessed with beautiful terrain and rich soils, where there are no sharp angles; every terrain feature seems to gently mix into the next, until the land gradually slopes down to the Sea of Dread.

The weather is always fair here, with breezes from the sea constantly blowing in from the north, literally blanketing the city with the salty tang of sea air. The city itself is fairly large considering its population; it is the same size as Kastelios, yet my city has 5000 more people. Of course, the answer is clear once you enter any of Garganin's three gates - the buildings are low and expansive, with many having tiny vegetable gardens running along their sides and back. Once inside, though, it becomes clear that much of this city is taken up not by residential quarters; there are countless temples, shrines, and public buildings scattered within the city walls. Another thing you will notice is that Garganin is clean; it is forbidden, by order of Baron Mehmet, to leave garbage in the streets in public view. People will regularly come by and sweep the streets themselves with wide brooms, and every piece of litter is gathered up and carted away to be burned.

### **The People**

Never have I met a single people so close-mouthed as those of Garganin!

I have been to the city many times, and I have done business with the same people, but they still insist on going through a ritual of coffee-drinking, during which no one may speak. It seems that "Garganinese", as the residents call themselves, strongly believe in formality and established traditions. Nothing is acceptable unless it has an established way of being done, and even then the prescribed ways of doing things must be followed. Even the way in which people socialize in the streets has a series of informal rules. Always use your right hand when touching others or eating. Never turn your back to another person. If offered a gift, politely decline and later offer a gift to the giver, when both of you can

then exchange gifts properly. It is a good idea for any venturing to this city to learn the customs quickly - otherwise they will risk offending their hosts! Perhaps what is most bizarre about these people is that in many cases, they have long forgotten the original reasons for their customs and traditions; they follow them regardless. Generally speaking, the Garganinese prefer not to deal with outsiders.

This is not because they despise foreigners; the people of Garganin simply do not wish to mix with others. There is a history of freedom and relative isolation, and they are content with this. Visitors to the city will be directed to the Foreign Quarter, a collection of tiny buildings along the docks where all non-Garganinese can sleep and eat. Foreigners are forbidden from leaving the Foreign Quarter after sundown. Those that do so are immediately expelled from the city, and forbidden from returning for 10 years.

The people of Garganin are related to those of far-off Hule, though one would not know this by looking at them! I have been told by sailors from Yavdlom that the Huleans worship an Immortal named Bozdogan, who preaches deceit and conquest. Though I have seen some temples to this Immortal, many more are devoted to Halav, Petra, Zirchev, Protius, and Asterius. I have always found the Garganinese to be scrupulously honest, and interested only in what goes on in their own city.

### **Recent History**

Garganin was founded circa AC 750 by Hule, in a bid to expand its holdings on Davania, which had been discovered only a century before by this nation. The settlement of Garganin slowly grew from a ramshackle collection of docks into a bustling town, and then into a city. Before this transformation was complete, Hule had lost interest in this colony, as the hoped-for mineral deposits and exotic animals were not present. Also, the colony was costing more to maintain than it paid in taxes, and

Hule's rivalries with its neighbors were taxing its navy. Around AC 850, ships stopped sailing to Garganin, and the locals soon forgot about their homeland, and concentrated on surviving frequent humanoid raids, and building a livelihood for themselves.

Over time, the Garganinese began interacting with the Milenian City-States, especially Kastelios. The Immortals worshiped in Kastelios began to attract adherents in Garganin, who were beginning to see that Bozdogan was not looking after them. Today, there are more worshipers of these other Immortals than of Bozdogan, whose following continues to shrink.

By AC 950, Garganin was much like it is today, a city filled with people of Hulean descent, but sharing next to nothing in terms of culture and religion. Many of their customs, such as coffee-sharing, have their origin in Hule, though the reasons for them are long-forgotten.

### **Don't Miss**

If you find yourself in Garganin, make your way to Solitude Square, which lies near the Great Market. Tastefully decorated with fountains and mosaics, this square is where musicians play every day for spare coins. The quality of the music is excellent, though it is almost always of a subdued nature. Occasionally people will sing ancient ballads, as well. These are almost always of an introspective nature, and are very thought-provoking if you know the local language well.

Another place to visit is the Great Market, where merchants from Kastelios, Kalavronti, Yavdlom, and occasionally Sind and Minrothad hawk their wares to passers-by. Though the locals do not wish to have extended contact with foreigners, they are not reluctant in the least to obtain foreign goods such as spices, precious and common metals, and wood.

Another place of interest is the Baron's Palace. In form it greatly resembles the

palaces described by travelers who have ventured to Hule, with its graceful towers, domes, and curves. Baron Mehmet himself has opened part of his palace to the public, so that they may gaze upon and admire the rich carpets and adornments found throughout. For those interested in Hulean architecture, Garganin presents a much safer alternative than going to Hule itself.

### **Do Miss**

The one section of Garganin that should be missed at all costs is called the Dark Quarter. This is where the poorest people live, and where murder and theft is rampant. Even Baron Mehmet cannot bring this part of the city under his control fully. Many of the people here think that foreigners are stealing Garganin's wealth and its livelihood, and outsiders who wander the Dark Quarter's narrow alleyways and shadowy squares for too long have been known to disappear. There are rumors that a 'Thieves' Guild runs this section of the city.

## ***KASTELIOS (City-State Of)***

**Location:** Continent of Davania, on coast of Sea of Dread.

**Area:** approx. 600 sq. mi. (1350 km<sup>2</sup>)

**Population:** 25,000 (another 5,000 live in satellite villages and in the countryside).

**Languages:** Milenian (Kastelian dialect).

**Coinage:** Sun (gp), moon (sp), and heart (cp).

**Taxes:** All citizens pay 15% of their earnings twice per year (Klarmont 28 and Kaldmont 28), as well as 7% of the assessed value of their land once per year (Kaldmont 28).

**Government Type:** Democracy (citizens elect the town council, who then elect a spokesperson to guide discussions).

**Industries:** Agriculture (primarily wheat and corn), cattle, crafts, fishing, sheep, shipbuilding.

**Important Figures:** Benji Trumblehorn (shop owner, halfling, male, no class), Marina Takanitas (experienced trader, human, female, no class), and Xenthos Sarantakos (Council Spokesman, human, male, no class).

**Flora and Fauna:** The plant life present in Kastelios is atypical for the region, due to human intervention. Where there should be water grasses, reeds, mangroves, and bogs one finds instead grasses, bushes, and trees - such as cypress, oak, and pine. Many flowering plants are also in abundance, such as daffodils, orchids, and tulips.

The original animal life that was present here consisted of alligators, various amphibians, and water birds such as flamingos and spoonbills.

Due to the draining of the swamps, these have been forced north and south into the remaining swamplands. In their place have come the animals that the Milenians brought with them - primarily domesticated animals such as cats, cattle, dogs, pigs, and sheep. Also present are bobcats and wild boars. Kastelios is fortunate enough to be "monster-free", though this does not prevent the occasional sighting of blink dogs, displacer beasts, goblins, hippogriffs, orcs, and trolls (especially near the swamps in the latter case).

**Further Reading:** AC1011 - Poor Wizard's Almanac 2, AC1012 - Poor Wizard's Almanac 3, and Champions of Mystara box set.

### **Description: by Marina Takanitas**

It is with great pride that I share with you, gentle reader, all that I can say of my home in a few scant pages! Ours is a city that is truly the gateway to Davania, perhaps rivaling even Raven Scarp in the Thyatian Hinterlands. Regardless, I have only what I see with my own eyes to show me that

Kastelios is leading the way in opening ties with the outside world. My city has changed so much during my twenty-two years of life, I can hardly say whether it has been a dream, and just as much it is difficult to know where to begin...

### **The Land**

The land upon which Kastelios was built was originally a swampy delta, which lay at the junction of the Amoros and Vasilios river systems. When the Milenians came, they used their engineering skills to drain the swamps, and then run sewers underneath the city foundations. This left an area with rich soils, upon which our city was built long ago. The lands immediately surrounding Kastelios are rich farmlands and plains, upon which the villages of Phossos and Kantrios are built. Both of these lie southeast of Kastelios.

Kastelios is itself broken into four pieces, though all of these are encircled by the city walls, and all sections are linked through the sewers and by ornate stone bridges. The smallest section consists of Uripidos Island, a triangular island bounded on the west by a section of city wall, and on the northeast and southeast by The Fork, which flows from the junction of the Amoros and Vasilios rivers towards the Serpent Strait, and the Sea of Dread. Uripidos Island holds the Docksides - the roughest part of Kastelios. Along both sides of The Fork are numerous docks and quays, which service the many ships entering and leaving Kastelios.

The second piece is called Northside; it is bounded along the south by the northern half of The Fork, and by the Amoros river, which, along with the Vasilios river, meet and then divide into The Fork before flowing into the sea. Northside is bounded with city wall along the north, and it has the Garganin Gate - the road from here leads straight to that city. This part of Kastelios has many warehouses and businesses, as well as some residences towards the eastern

end. The Great Market, and The Ruins, are in this part of the city.

The third section is called Southside; it runs south of the southern half of The Fork, and is bounded to the northeast by the Vasilios river. The south is guarded by the city wall, in which is the southern gate of Kastelios, called the Telosian Gate. The main road from here leads to the town of Telos Takesidhi. This section of Kastelios contains the Gymnasium, many small temples and residences, fine statues, as well as numerous pillared streets.

The last section is called the Old City. It is bounded on the east and southeast by city walls, on the north by the Amoros river, and on the west by the Vasilios river. This section contains the Great Temple of Halav, the Public Forum, the House of Antiquities, and many upscale residences. This section is the oldest part of Kastelios, and it survived the collapse of the empire relatively intact.

Due to its proximity to the Sea of Dread, Kastelios is blessed with a mild climate - the temperatures are never so extreme as those that can be experienced even a couple of miles inland. Also, cool breezes blow in from the east and north almost constantly, making the city a very pleasant place to live.

### **The People**

The people who inhabit Kastelios are all of Milenian stock, though the blood of paler folk, such as the Hinterlanders, may have been added at some time in the distant past; for the men and women of Kastelios are decidedly fairer in complexion than those of nearby Kalavranti, or Ilioloosti. Despite this difference in appearance, we in Kastelios are no less Milenian than our neighbors. We honor the true Immortals - Halav, Petra, Zirchey, Protius, and Asterius among others - and we hold a deep regard for the honorable traditions of our ancestors.

Our dialect of the Milenian tongue is said to be the closest in form to that spoken by our

people when the Milenian Empire was strong. Whether this is true or not may never be known, but one need only spend a day with us to learn what it is to be truly Milenian!

Unlike many of the other city-states, for example, Kastelios still follows the democratic principles of our ancestors. All citizens of Kastelios elect their representatives to the city council, who in turn elect a spokesperson - one who moderates council debates and represents the city to the outside world. We also regularly hold athletic games of skill, where adventurous souls may prove their mettle at wrestling, running, diskos throwing, and other events. These tend to draw great crowds, and are never dull to watch. Our people also have a deep respect for knowledge - those who are experts in philosophy or other arts are encouraged to share what they know of our world, and to debate with others. Such competition, both mental and physical, enriches our people, and allows us to be the best we can be.

My people are kind, and are always open to new ideas. This is why we are so eagerly opening up to the northern countries - so that knowledge and culture may be exchanged, and with them the forging of deep ties may come to pass. The people of Kastelios are also brave; we do not fear what lies across the sea, nor are we afraid to test ourselves. In doing so we become stronger, and we are able to broaden our horizons.

This, gentle readers, is what awaits you should you come to Kastelios. On behalf of my city, I bid you come experience what we have to offer - the memories alone will be well worth the voyage!

### **Recent History**

Kastelios was founded circa BC 650 by Milenian colonists pressing westwards across northern Davania. The Milenian Empire had already been established, but some yearned for the sea, and desired to live on the coasts as well as expand the empire

while retaining some autonomy. As a result, a large group of Milenian settlers descended upon what was once a large swampy delta at the junction of the Amoros and Vasilios river systems.

Within a few years, the swamps were successfully drained by engineers, revealing rich loamy soil that yielded bountiful crops. Tiberios Andrasos, who led the expedition, decreed that at the very junction of the river systems a great port city would arise. So it was that Kastelios was founded on that spot.

The settlement grew quickly, and as time passed, more swamplands were drained to accommodate the need for more farmlands. Eventually, an area 15 miles across, with Kastelios at its center, was drained. Many homesteads and villages cropped up in this territory, all under the jurisdiction of Kastelios. By BC 150, Kastelios was a sprawling city of 60,000, with great aqueducts, statuary, and paved boulevard leading from the sea to the inland territories of the empire. By this time, the Milenian Empire had largely retreated inland, except for this one city, its one great port. Many Milenians who left Davania in search of new lands passed through Kastelios, and so this city was also seen as a springboard to adventure and new lives elsewhere.

This era, which modern Kastelians call their Age of Joy, came to an end in BC 30, when the region fell into civil war and anarchy during the collapse of the Milenian Empire. Marauding soldiers and barbarians, some possibly from the modern Thyatian Hinterlands, passed through Greater Kastelios several times, looting and burning as they went. The city militia managed to fight off the worst of the incursions, but the damage had been done. What was once a beautiful city of 60,000 was now a third in ruins, with only 10,000 people within its shattered walls. Most of the citizens fled during the chaos, though few returned.

The true spirit of the people showed through in the aftermath. Realizing that



they could only depend on themselves for survival, the survivors banded together, and elected a council to lead them in the times ahead. A spokesperson was elected by the council to ensure that discussions would not degenerate into petty rivalries, and that survival and the common good remained priorities. This system of leadership was quite similar to the old Milenian system of the empire before it fell into decadence, and it has remained in place ever since.

The Kastelians also kept in mind what made them great in the first place - a willingness to persist, reverence for their Immortals, and openness to new ideas combined with a respect for tradition. Thus, the old Milenian ways were maintained and enshrined, and with them remained reverence for the traditional Immortals of the Milenians. Since they had not fared so poorly in relation to other cities, the Kastelians kept their faith, and they were able to draw on the knowledge of their forefathers to rebuild their city.

The people of Yavdlom also played an important role in Kastelios' regrowth. They brought in food when it was needed, and helped the Kastelians repulse invaders during those first difficult years. Because of this, a close relationship has existed between the two nations ever since.

By AC 300, Kastelios was once again a beautiful city. The population had slowly grown to 15,000, and the vast majority of the buildings had been rebuilt and restored. New buildings were also built in the old style, but newer techniques were used as people uncovered new ideas over the years. The villages of Phossos and Kantrios had sprung up in the periphery, and these were added to the growing city-state. Looking at the city at this time, one would never have guessed that it suffered any damage during the collapse of the empire.

Today, Kastelios has some 30,000 people living within its territory, and it is continuing to grow in leaps and bounds. Though there have been some setbacks over the years,

Kastelios has emerged from the collapse of the Milenian Empire as one of the few city-states that actually came out reasonably intact, and flourished.

### **Don't Miss**

The Public Forum is always worth a visit when in the city! Here one can listen to philosophers, scientists, and other thinkers put forth their ideas on the front steps of this lovely white marble building, graced with massive columns and engravings along its front. It is especially lively when debates begin - these tend to draw crowds, depending on the topic. Inside is the Grand Chamber, where the thirty elected counselors debate issues of the day, guided by the Spokesperson. Most meetings are open to the public, though important issues, such as declarations of war and the like, are always held behind closed doors.

Another sight worth seeing is the Great Temple of Halav! This structure has remained undamaged since its construction in BC 250, and daily services in honor of this Immortal have never been interrupted or stopped for any reason since that time. Elegant white columns, with a massive red slate roof, encircle and cover the temple itself. Inside the temple is one large room, dominated by an immense altar - reputedly made from a single piece of quartz! Regardless, the intricate carvings depicting the great deeds of Halav and His many heroes are truly inspiring to the observer.

The Gymnasium is where all sporting events in Kastelios take place. A running track encircles a modest rectangular building, in which are baths, supply rooms, and indoor recreation areas. At least twice a year the city holds great athletic events here for all to see, where events such as running, diskos throwing, archery, and wrestling are held.

For those seeking necessities or luxuries, the Great Market is the place to go. Here one may find traders from places such as Yavdlom, Kalavronti, Ilioloosti, Hrissopoli, Sind, and increasingly Minrothad, Ierendi, Darokin, and Thyatis. Whether you seek

common foodstuffs, weapons, or other goods, or more exotic items from deeper within the continent, this is the place to find them. The Great Market is increasingly becoming a meeting place for people of different cultures, too. It is no longer unusual to see adventurers come off the boats, and meet locals here to hire out as guides.

Of course, a visit to Kastelios would never be complete without a thorough tour of the many public baths, small temples, bridges, public buildings, theaters, and other reminders of this city's Milenian heritage. Graceful columns, imposing statues, and paved streets all date from the Milenian Empire, and everything from that time has been well maintained. It is also interesting to compare the different building styles through the ages, for, while the basic Milenian building patterns have been maintained, different architects added unique elements of their own.

Another thing worth seeing is something in Northside called The Ruins. This is a collection of rubble and half-collapsed walls that stood here even before the Milenians first came to the area. No one knows who built them, or what purpose they served, but they serve as an interesting attraction, nonetheless.

Finally, anyone wishing to learn more of the old Milenian Empire need only stop at the House of Antiquities. Here, proprietress Helena Demetrina has painstakingly collected, catalogued, and restored thousands of relics dating from the days of the empire. Tiny amphorae sit with statuettes on the many shelves in this building, while mosaics grace the walls and floors. Helena has also collected a large number of scrolls during her adventuring days, and she is more than happy to share them with visitors. Truly a treasure trove of history!

### **Do Miss**

Newcomers to Kastelios would do well to avoid the Docksides. This is the seedy part

of the city, a veritable maze of damp alleys and derelict buildings on Euripidos Island. This area is run by the local street gangs and thugs, who, fortunately, spend too much of their energies beating each other to seriously threaten the rest of the city. Various governments have tried to clean up the Docksides, but the locals always put up strong resistance. Now the city concentrates on keeping the nasty elements inside this part of Kastelios. This is perhaps the greatest blot on our city's record.

### ***POLAKATSIKES* (City-State Of; Heldannic Dominion)**

**Location:** Continent of Davania, eastern Meghala Kimata Plains.

**Area:** approx. 336 sq. mi. (756 km<sup>2</sup>)

**Population:** 8,400 (includes 300 Heldannic Knights), approx. 1,500 in the countryside.

**Languages:** Milenian (Polakatsikan dialect), Heldannic, Thyatian Common (Hattian dialect). Thyatian is the official language.

**Coinage:** Groschen (5 gp), gelder (gp), erzer (ep), markschen (sp), and fenneg (cp). All other coins are illegal.

**Taxes:** Every citizen's worth is assessed annually, and is taxed at a rate of 20%.

**Government Type:** Currently occupied by the Heldannic Knights, although the local Council has some power.

**Industries:** Agriculture (mainly wheat, potatoes, and other vegetables), cattle, crafts, sheep, smithing.

**Important Figures:** Chancellor-Warlord Wolfgang Stimmel (human, male, P13 of Vanya) and Trimos Sortiropolis (human, male).

**Flora and Fauna:** The plant life that is to be found here is typical of that in subtropical plains. One can find sturdy grasses of all forms (including the more exotic types - such

as grab grass), as well as bushes and shrubs, and occasional stands of cypress and other tropical trees.

The animal life is no less typical. Here one may find all forms of birds, including vultures, co-existing with antelopes, boars, elephants, gazelles, giraffes, hyaenas, lions, monkeys, snakes, and wild horses.

Among the more exotic animals to be found here are blink dogs, the occasional chimera, displacer beasts, and purple worms (though these are thankfully rare).

***Description: by Friedrich von Eisendorf, servant of Her Glorious Lady Vanya.***

In the 1015<sup>th</sup> year after the crowning of the first emperor of Thyatis, the mighty armies of Vanya plunged their swords deep into Davania, and struck a death blow against the people who caused our Patroness much grief in life - the Milenians! We were commissioned by Vanya Herself to prove our devotion by conquering land in the heart of the continent, and by defeating a people She has long disliked. Although outnumbered, our superior arms, armor, and training won the day against the defenders of the town of Polakatsikes. The town has been added to the Heldannic Territories, and is henceforth the Heldannic Dominion of Polakatsikes!

**The Land**

Polakatsikes lies in the heart of the Meghala Kimata Plains, and is itself not too far from the Meghales Amosses Desert. The town itself is surrounded by good farmlands, and a range of hills known as Larnian Hills lies to the east. Of these hills, Pelmos Hill is the tallest in the group, and was the site of the greatest battle in the conquest of this town. Out of respect for our fallen enemies, and our own, a monument was built to the dead of both sides atop that hill. Towards the north, the grasses become taller, as one nears the great forests of the Jungle Coast. Towards the south, the land becomes hillier and more arid, until the Meghales Amosses

Desert takes over. Perhaps the most interesting feature of this land lies in the Larnian Hills, where many great springs literally burst from underground, spouting water which slowly flows northwest. Various tiny rivers also run from the hills, and these join up with this flow from underground. By the time one reaches Polakatsikes, these flows have merged into the beginning of the Meghala Fithi River, a tremendously long waterway that is said to flow into the Sea of Dread itself, slowly gathering strength as it presses northwestwards. Despite the relative closeness to the desert, northern winds bring a great deal of humidity from the Jungle Coast - surely a blessing for the farmers!

**The People**

The people of our newest dominion are of Milenian stock. The average citizen of Polakatsikes is rather short, but stocky. They tend toward olive complexions, and many of the men are bearded. All of the able-bodied are in excellent physical condition; their lives before we righteously conquered them were simple, but hard. They would make fine warriors for our armies.

They have a surprisingly structured society for such an isolated people - every citizen of the town has a specific profession, and there is a definite hierarchy in their society, such that the town leaders, the generals, and the most skilled craftspeople carry the most influence.

Still, this system makes for mob rule; their town council was little more than an arena for shouting matches when we arrived, and I am surprised they managed to agree with each other long enough to resist us as long as they did. Be that as it may, our form of government for the town, under the wise leadership of Templar Wolfgang Stemmel, and in co-operation with Trimos Sortiropolis, the original town council leader, is not oppressive for them. I have heard of no complaints.

These people, despite their heritage, have little regard for history.

Most of them are concerned with everyday survival, and there are too many pressing concerns to worry too much about where one comes from and how one's heritage affects current events. They maintain their buildings, they speak their language, and follow some of their ancient customs and celebrations, but little more. They simply do not have the time or the energy to devote to rebuilding Milenian culture. This is just as well for us, as it would make them rather difficult to rule if they were prone to romanticizing their past, but I digress.

Despite their shortcomings, the Polakatsikans are a very independent-minded and steadfast people. They have always had to depend on themselves for survival, and judging from the town itself, they had done admirably. They are quite disciplined and organized, and seem to be receptive of outside ideas, especially if they prove themselves to be better than those that currently exist.

### **Recent History**

Polakatsikes was established around BC 100 or so, not long before the collapse of the Milenian Empire itself. In fact, it was among the southernmost Milenian settlements at the time, and was quite isolated.

When the empire collapsed, the townsfolk simply retreated within their walls and waited out the next thousand years, tending to their farms, and defending their lands in times of need. Existing town records tell tales of recurring invasions on the part of desert and humanoid tribes from the south, but all of these were too disorganized and poorly-equipped to succeed in conquering Polakatsikes. As a result, the Polakatsikans looked after themselves, and seldom had contact even with the other city-states.

The only outsiders who managed to conquer this town to date have been the Heldannic Knights. The fact that the town

is no longer independent has shocked all but the most stalwart citizens of this tiny land, making resistance in the near future improbable. Some of the town's youth have become enamored by the novelty of the Knights, and some have begun to emulate them to a degree.

### **Don't Miss**

Those who are interested in classical Milenian architecture and culture will not be disappointed in Polakatsikes. One can find public buildings with graceful pillars and statues, fountains, beautiful groves, clean paved streets, and a functioning sewer system. Many of the larger buildings were constructed when the town was first established, which means they date back a thousand years at least. One can also see changing building styles over the ensuing centuries simply by walking down a street. The weight of history is present in Polakatsikes.

One interesting place to see is the Town Forum, a sort of indoors amphitheater where the town council, and now the Heldannic governors as well, discuss important policies and ideas. Most such meetings are open to the public, and citizens are free to ask questions. Discussions have been much more subdued of late, as the town council and the Knights seek ways to work together.

Another place worthy of visiting is the Library, the only source of written knowledge locally. Here specially-trained caretakers have maintained a collection of scrolls and books, some centuries old. Many of them recount local events over the past thousand years, but others are collections of tales concerning Milenian legends and lore. Surely a wealth of information lies within for those so inclined!

In the coming years, visitors will want to see the Cathedral of Polakatsikes, when it is completed. Needing a suitable place of worship, the Knights have taken over an abandoned house for now, but already the foundations are being laid for what will be

an average-sized, but grand, cathedral devoted to Vanya. It should be completed within the next couple of years, and will be a sight to behold in comparison to the local buildings.

Finally, the professional displays of martial skill on the part of the Heldannic Knights stationed here are always a sight worth seeing. Every day there is a parade in front of the Town Forum, with shining swords and armor flashing, and banners billowing proudly. Some of the locals have come to watch these soldiers from a far off land display their prowess, and have always walked away impressed.

#### **Do Miss**

While there is no place within Polakatsikes that should be avoided due to danger, thrill-seekers would do well to avoid the central marketplace of the town. The chaos that is to be found there every day is sufficient to drive even the most balanced mind insane. Gesticulating hawkers compete for the attention of unwary shoppers, while pickpockets glide through the crowds. If you want to experience a dreary market, go to Hockstein or some other backwater town.

### **VANYA'S REST (Heldannic Territory Of)**

**Location:** Continent of Davania, eastern coast by Gulf of Mar.

**Area:** 48 sq. mi. (108 km<sup>2</sup>)

**Population:** 4,000 (does not include around 500 farmers supplementing local rations).

**Languages:** Heldannic, Thyatian Common (Hattian dialect). Thyatian is the official language.

**Coinage:** Groschen (5 gp), gelder (gp), erzer (ep), markschen (sp), and fenneg (cp).

**Taxes:** None.

**Government Type:** Military Dictatorship.

**Industries:** War, some agriculture (mainly grains and vegetables).

**Important Figures:** Governor-General Heinz Kronenburg (human, male, P15 of Vanya).

**Flora and Fauna:** The vegetation found around Vanya's Rest is typical of that in a damp coastal region. Along the cliffs there are numerous forms of mosses and hardy grasses, while further inland the grasses tend to predominate, with the occasional gnarled bush breaking the undulating fields. No trees can grow here - the winds would likely blow them over near the coast, and the soils are too poor to nourish them further inland.

The animals found here are just as hardy as the plant life. Gulls and other sea birds nest among the cliffs, managing to feed themselves by catching fish in the Gulf. Also present in the cliffs are various rodents who feed off of the eggs of the various birds. Further inland one can find foxes, groundhogs, numerous kinds of insects, rabbits, and the occasional snake. Some giant spiders are known to inhabit the region, and in the lower levels of the fort it is possible to find giant rats.

**Further Reading:** Voyage of the Princess Ark, Part 4 (in Dragon Magazine #156).

#### **Description: by Friedrich von Eisendorf, servant of Her Glorious Lady Vanya.**

As Adjutant to His Most Exalted Templar, Herr Kronenburg, it is my pleasure and my honor to be able to serve Vanya at this fortress - Vanya's Rest. Only the elite of the Heldannic Order are ever permitted to serve here, charged as they are with guarding the remains of our Patroness Herself! Recent developments have also allowed us to take on another duty, that of expanding our domains on this continent for the greater glory of Vanya!

## **The Land**

The land upon which this great fortress has been built is largely an unforgiving one. Harsh winds from the Gulf of Mar gust in from the east, forcing great waves to crash against the low cliffs along the coast constantly. Further inland, and beyond the fort, the land descends gradually into the Aryptian Savannah, a largely arid, empty expanse of land. Even within our fort we are not completely immune from the elements, for the very winds that smash the shores with waves also bring dampness that chills everyone in this region to the bone. As a result, there is a microclimate here that makes the area feel more like a stretch of land in the Northern Reaches, even though we are not far from the great Aryptian Desert.

The fort itself is built atop the highest of the cliffs, such that we have a commanding view of the countryside and the Gulf in all directions. Due west of the fort, no more than two or three miles distant, lie several small farms, tended by eager colonists. The soils here are relatively poor, but over time good crops have been coaxed from the reluctant earth. These souls assist in supplying the Knights, who would otherwise have to rely totally on supplies brought from home.

When there is little action, many Knights will assist the farmers in harvesting and sowing, as it is in everyone's interest that there be enough food for everyone.

## **The People**

You will not find better people than those at Vanya's Rest! Only the most disciplined and stalwart Knights are allowed the privilege of a five-year tour of duty here, and all who come are drilled mercilessly and give top performance at all times. It is said that many of the top members of the Order had a tour here, such that time spent at Vanya's Rest is almost a prerequisite for would-be commanders. The people who farm outside the fort are also dedicated to Vanya, and wish to assist in expanding

Heldannic holdings by tilling the soil here. No doubt the promise of free land was also an attraction! The farmers also have some training with weapons, and many can be called upon as auxiliaries in times of need.

## **Recent History**

Around 925 AC, certain Hattian worshippers of Vanya - promising fighters and clerics - received dream messages from their Immortal. She told them to secure their birthright, a land of their own where they could live as they chose. Before this could come to pass, they had to secure for Her a sanctified place, where Her earthly remains could be protected from infidels.

This place in question lies in Davania, on the coast of the Gulf of Mar.

The boldest and most pious, eager to prove their worth to Vanya, and to show respect for Her mortal remains, made a great pilgrimage to that region, as foretold in a dream. They landed after weeks of sailing, and as one force, they stormed the shores, only to find a small settlement, populated by indigenous human tribespeople descended from the Milenians.

These people were driven out, their village destroyed, and the entire region was searched until the remains of Vanya were found. The tribespeople, known as the Meghaddara, were forced to wander the Meghales Amosses Desert and the Aryptian Savannah in search of a new home - and have been the sworn enemies of the Heldannic Knights ever since.

The remains were then reverently placed under a stone cairn, upon which was built the great fortress now known as Vanya's Rest. Once the fort was complete, in 935 AC, Vanya visited Her faithful and told them they had done well, and secured her rest from unbelievers. She then told them that they had to marshal their forces, and return to Hattias, there to bring all who were true to Vanya's Path to the ultimate victory, a home of their own. Most of the Heldannic Knights, as they began to call

themselves, returned to Hattias, but they left behind a garrison of elite soldiers to guard the fort.

### **Don't Miss**

The one thing visitors must not miss is the fort itself! Those who come to Vanya's Rest will immediately notice how massive the structure is.

The outer walls themselves are at least 1,5 meters (five feet) thick, and are 9 meters (thirty feet) in height. At regular intervals along the walls are stout square towers, each mounted with heavy catapults and ballistae. Finally, the most breathtaking structure within the fort is the Great Cathedral, which houses Vanya's remains and is decorated by stained glass windows, numerous sculptures, and tall archways, all in a gothic style.

### **Do Miss**

In the territory claimed by the Knights, the regions immediately to the north should be avoided. These northern territories are inhabited by the Meghaddara, who have been sworn enemies of the Knights since they were pushed out of their own lands when the fort was built. Those wearing the insignia of the Heldannic Knights, or who travel in their company, will be attacked on sight by the Meghaddara.

## Atlas Of The Norwold Region

The lands to the far north of civilization is a land of constant warfare and power struggles between the nobility. Once united as the Kingdom of Norwold, with the disappearance of Alphatia, the region's former king was unable to hold onto the reins of power. Now the land is dotted with hundreds of small kingdoms, counties, baronies, and other type of dominions.

The realms of Norwold follow the old practice of feudalism, with the local lord controlling all aspects of life within the dominion. All the rest are merely peasants who toll at their leader's whims. Some are lucky and have benevolent rulers, while others are treated no better than slaves by the tyrants who hold the crown.

The level of education in Norwold varies greatly, as do the cultures of the inhabitants. Those who colonized from Alphatia tend to be literate, as do the people conquered by the Heldannic Knights (thanks to their forced education of the ways of Vanya). Those of Thyatian descent are semi-literate, while the native Antalian people are mainly uneducated.

Norwold is a land where the title of nobility hangs loosely on anyone with power. Rulers rise and fall constantly, and their power reaches only as far as their armies can reach. Alliances are made as lesser nobles swear fealty to more powerful ones, only to find independence once their liege is overthrown.

Many adventurers with money and time to spare try to carve out their own dominions within the valleys of Norwold, only to have another self-proclaimed noble take it away with his own army. Those with patience enough to try again, or those capable enough of holding their own can quickly forge a dominion that will last years. Norwold is the place where the bold and

daring can hope to carve out a nation of their own.

Encompassing all the northeastern area of the continent of Brun, Norwold stretches from the frozen Arctic Ocean all the way south to the Mengul Mountains. The beach along the Alphatian Sea delineates the Eastern margin, while the imposing Icereach Range cuts off western Norwold from the rest of the world.

### ***CORRESPONDENTS FOR NORWOLD***

Here is our list of correspondents

#### **Arcadius**

This Traladaran mage is the Baron of Arcadia, a remote and wild dominion in northern Norwold. The solitary wizard tells us about his barony (and himself) in the description of Arcadia.

#### **Christopher Dove**

Formerly an explorer and archeologist renowned in all the nations of the Old World, Christopher Dove has spent the last ten years teaching Archeology and Ancient History at the Univeristy of Corun in Corunglain (Darokin). He has published famous essays on the Nithian and Milenian civilizations, and has made many interesting discoveries in the past years, the last one being the finding of the Tomb of Nennaya-Sherat.

Now in his late fifties, this scholarly and well experienced fellow has agreed to join our cadre of correspondents on behalf of his student and our friend Ursula Bremen: he will cover the region of Wendar (of the Old World) and Denagoth for the Almanac of this year.

#### **Synthala of Aasla**

Born in the once famous city of Aasla, Synthala is a ranger who worships the Immortal Zirchev. Having loved animals as a child, she quickly moved to the wilderness lands of Norwold as soon as she could



afford it. Her home is now Alpha, the City of Rangers and Foresters. From there, she travels the breadth of Norwold, exploring all the wilderness she can.

This year, Synthala reports to us on Alpha, Oceansend, and the Arch of Fire.

## **ALPHA (Kingdom Of)**

**Location:** South shore of the Great Bay, at the tip of a peninsula.

**Area:** 9,478 sq. mi. (21,325 km<sup>2</sup>)

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

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

**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:** Ericall (King, 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.

**Further Reading:** CM 1 - Test of the Warlords, GAZ - Dawn of the Emperors boxed Set, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, and Joshuan's Almanac.

## **Description: by Synthala of Aasla**

Alpha, the City of Rangers and Foresters, is blocked off from the inland by a large stretch of mountains that cut off the entire peninsula at the neck. There is only one way through these mountains; an enjoyable hiking path known as Regent Pass. This narrow and rugged gap is guarded by a fortress garrisoned with an entire unit of the King's Guard, including his best woodsmen, climbers, and trackers. This fortress marks the true limits of the king's lands, despite having once claimed all of Norwold as his kingdom.

## **The Land**

The land between the garrison at Regent Pass and the city of Alpha is almost completely converted into farmland. Unfortunately, there are only the occasional patch of evergreens here and there, and most wildlife has been hunted to extinction. Druidic lore claims that the soil is rich in nutrients, deposited by glaciers from ages ago. Various natural lakes and small streams make sure that every farm has an adequate supply of fresh water.

At first glance, the City of Rangers and Foresters appears to be one immense fortress, with circles of walls within circles of walls to provide ample defense against any invading force. But despite the intense fortifications, the city earns its name by the numerous parks and woodlands found within the imposing walls. In fact, more wild animals can be found within these enclosed parks than in the land outside the city walls.

Alpha has a remarkable deep-water port within the Great Bay, and ships from around the world can often be spotted within the large harbor. Numerous fishing boats can also be seen scattered throughout the Great Bay.

## **The People**

Ancestry of the Alphans can be traced back to Heldannic, Thyatian and Alphatian roots. Most have been living here so long now that they simply consider themselves Alphans;

racial ancestry does not mean much to these simple people. For some reason, the vast majority seem happy to have a King Ericall to rule them, adding what they believe is a needed form of government and order to their lives. A rather strange belief for people who prefer to be left alone, but an accepted one none-the-less.

Most Alphans are simple farmers or fishermen who do not have the typical Alpathian disdain of non-spellcasters. Being removed from the former Alpathian mainland, magic did not become so mainstream in Alpha as to affect their lives very much. In fact, many of them are awed or cowed by displays of the arcane.

They are polite and welcome strangers eagerly in exchange for courtesy and the occasional stories about your travels. Most will mind their own business, and rarely will anyone try to interfere with your plans. The peasants are content to simply do their work and not get involved in politics and “important” things.

### **Recent Events**

The topic of the year here in the City of Rangers and Foresters was the wedding between King Ericall and Queen Christina Marie Alanira. I myself was invited to the wedding (through connections with the Church of Zirchev), attending the lavish ceremony held with the Grand Ballroom. The Grand Ballroom should surely be included in any list of wonders of Mystara, for the design and architecture are beautiful beyond belief. Even I, who dislikes most buildings, preferring the outdoors, enjoyed my stay in this spacious ballroom.

Still, I have changed subjects. The wedding was a grand affair, attended by almost all the nobles still affiliated with King Ericall (unfortunately for him, that means only a handful). Wealthy merchant families as well as respected priests (such as the Priests of Zirchev) or other town members were also permitted to attend. To celebrate the union, the Town Watch has been renamed to the Queen’s Guard. In fact, the love-smitten

king has placed her in charge of the Queen’s Guard; they are rumored to place any of the Queen’s orders before any order given by Ericall himself.

The other major event concerns amassing a large defense force. King Ericall believes in an invasion from Oceansend, and reports of more Heldannic Knights entering the City of the Sea only confirms his worse fears. [Ed’s Note: This is obviously before Oceansend managed to reclaim its independence.] King Ericall has started conscripting soldiers, but many oppose this initiative. The decision is very unpopular with the commoners. Many believe that Ericall will recall the law any day now.

### **Don’t Miss.**

One sight to visit would be the main palace of Alpha. It lies atop a large hill in the center of the most fortified area of town. Over 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. And one must not forget the Grand Ballroom, which is a wonder beyond description. Still, despite the architectural decorations, the thick walls and several dozen towers clearly indicate that the main purpose of the palace is indeed defense.

If there is any sight worth seeing above all others, it would be the temple known as the Forest of Zirchev. And despite what you may believe, this account is not biased by my worship of that very Immortal. The Forest of Zirchev is a large temple made out of strong and sturdy oak that stands just over three stories high. A large brass bell tops the tallest spire, which can be clearly

heard throughout the city. The true beauty of the temple is its sheer simplicity. Zirchev, in His wisdom, ordered that there be no fancy decorations, extravagant use of riches, or even statues made to honor Him. The only thing indicating that it is a house of Zirchev is a carving of the Forest Immortal's face just above the main double doors.

Zirchev has granted us many wonderful birds who "sing" the hymns during the prayers that honor Him. This wonderful chorus has earned the admiration of many Alphans. Even priests of other Immortals have been known to observe a ceremony or two just to hear the wonders of nature sing in honor of Zirchev. Because of this, many Alphans have a greater respect for nature than most city-dwellers, as the numerous city parks and the wildlands in the area can attest to. Nature will therefore never be mistreated, and we owe it all to the Forest Immortal.

## ***ARCADIA (Barony Of)***

**Location:** West of Oceansend, in the Icereach Mountains, bordering Lake Gunaald.

**Area:** roughly 500 sq. mi. (1,125 km<sup>2</sup>)

**Population:** About 300, including 250 dwarves and 50 humans.

**Languages:** Alphatian Common (Alpha dialect), Heldannic, Dwarven.

**Coinage:** Alphatian standard : Crown (gp), Mirror (sp), Judge (cp); gold nuggets or barter commonly used.

**Taxes:** none, inhabitants sometimes give goods to their baron to gain his protection against dragon attacks.

**Government Type:** Barony in name, no real government.

**Industries:** Fishing, Mining (gold), Crafts (goldcraft, weaponsmithing).

**Important Figures:** Baron Arcadius (human, male, M20), Sandryth (gold dragon, male, young adult), Clanmaster Tark Takkras (dwarf, male, F10).

**Flora and Fauna:** Arcadia consists mostly of high mountain, overlooking western Lake Gunaald. The cold freshwater lake is rich in fish, which constitute all the animal life that can be found in the area. A few evergreen trees grow in the small valley bordering the lake, soon replaced by small scrubs then bare rocks on the towering mountains. Some rare chimeras and wyverns make lair in caverns high in the mountains, while dragons from the Wyrksteeth to the east occasionally swoop by.

### **Description: by Arcadius**

Hello dear reader. You don't know me yet, as it is my first time writing an article in the famous Mystaran Almanac. So, let me introduce myself briefly first, and we shall go on with the very article later.

My name is Arcadius, wizard and scholar from the lands of Norwold. I was born a Traladaran in a small village of the Grand Duchy of Karameikos, now a Kingdom, but left my homeland in pursuit of greater knowledge. After some years of adventuring around the Known World and beyond, I opted for settling in Norwold where King Ericall of Alpha was giving lands and titles to worthy heroes - and it seems I did qualify as one such, since I was adoubed Baron. I conduct studies in the Tower of Arcadia, concentrating on my favorite subjects, which are history, legends and lore, plus occasionally other fields including magic.

I spoke with a young Glantrian wizard named Alasdhair McAllister during a visit of mine in the elven Barony of Ironwood. He told me of his work as a correspondent for the renowned Mystaran Almanac - I myself own a copy of every tome -, and of business

he had in his homeland that would prevent him from completing his tour of Norwold. I told him about parts of the country he hadn't been able to see yet, and just before leaving, he asked me to replace him as official correspondent for the Norwold region. After the initial surprise, I agreed - and there we are. I hope I can live up to Alasdhair's expectation - and offer you as interesting and complete description as he would have.

Alasdhair encouraged me to start this year with my own, petty barony. Though I find this somewhat pretentious, I shall simply do as he suggests; besides, that should help you know me better than with just this brief introduction.

### **The Land**

The Barony of Arcadia lies, to most eyes, in the middle of nowhere. It is an isolated dominion in the tall Icereach mountains, though it also encompasses part of Lake Gunaald. There is probably a map of the dominion borders in the king's library in Alpha, but I must admit that it is of no relevance to me. The fact is I rule only over the Tower of Arcadia, which is built on top of the highest peak of the dominion, and I do not try to enforce any law over the rest of the land that is nominally mine; hence I don't really know where it starts and where it ends.

Most of the land is thus high mountains. This does not mean it is a poor land, however: Though there is almost no vegetation and virtually no animals, the soil is rich in valuable minerals, mostly gold. A small clan of dwarves runs profitable gold mines a few miles north of the Tower of Arcadia. The highest peaks are covered with everlasting snowcapes, and cold winds from the north blow during most of the year.

The Tower of Arcadia is built on top of the highest peak, and is surrounded at all time by snow. Unless you are well-equipped, I do not advise you to go there by normal means; the best way to reach the tower is by air, or by magic. When the sky is clear, the tower

can be seen from below, including by fishermen at work on the lake. Most of the time, though, clouds block the sight, as the peak's end stands above the cloud line.

A feature of note is Lake Gunaald, which is frozen during a good part of the year, typically from mid-fall to late spring or early summer. It is a freshwater lake, whose waters abound with delicious white fish called gunaald (the lake is named after the fish) that fetch high price on Leeha's, Alpha's and even Oceansend's markets. Several families live off the lake's bounties, fishing from small boats in the summer, and making holes through the frozen layer of ice the rest of the year. Most of those fishermen live in the sheltered valley stuck between the lake and the high mountains, because it is quite safe from the cold northern wind thanks to the mountain range.

One peculiarity of the barony that surprises many fellow nobles, especially King Ericall, is the fact that I do not enforce taxes of any kind on the few inhabitants of Arcadia, or even a single law. Truth is, the dwarves govern themselves, with their own regulations and justice, and that wouldn't be wise to meddle in their internal affairs. As for the fishermen, they are simple people who don't need any law to tell them how to live their lives. However, they both fear me and praise me for supposedly keeping any dragon attack on them at bay, and when they can afford it donate fish supplies or, more rarely, offer their services. The dwarves also accuse me of being an agent of the dragons that only want to steal their gold, but they trade with me anyway.

### **The People**

Arcadia is sparsely populated at best, due to the fact that it is such a remote place and that I never actively tried to attract new settlers. In fact, I never even conducted a census and population numbers I give are estimates only.

The majority of Arcadia's population is made up of dwarves, a single clan of them, clan Takkras. This clan was established

some 187 years ago, when the young Tark, youngest son of a clan from Oceansend, discovered how rich in gold the mountains west of Lake Gunaald were.

He brought with him some of his previous clan and was designed as clansmaster by his followers, and has since ruled his clan. The clan's main business is gold mining, of course, and all sorts of crafts related to the working of gold. The dwarves often buy tasty fish from the fishermen of the valley, which they pay in raw gold nuggets. The dwarves are quite paranoid about dragons, whom in their minds are all after their gold. They often accuse me of being in league with them, which I sort of am, not to mention that in their eyes wizards are not much better than dragons in the first place. Anyhow, since they have not suffered from any dragon raids since I settled in Arcadia, they grudgingly recognize that I may somehow protect them, and occasionally trade with me precious, beautifully crafted items that I use as vessels for my magical experimentations in exchange for magical items and commodities that I bring back from Alpha or Oceansend or beyond.

The rest of the population are native fishermen of Antalian descent who have been living off the bounty of the nearby lake for an unknown number of generations. They sell gunnaald they don't eat to the Takkras dwarves, or smoke it and carry it downriver and sell it to the Hins who are fond of it. And the leftover they give to me, hoping the dragons and I keep on leaving them alone...

### **Recent History**

Dwarves and native humans have been living in the area for quite some time, since long before Arcadia herself was founded. Dwarves moved to those high mountains 187 years ago when they discovered gold veins, and will likely stay there as long as there is an ounce left to mine. The fishermen have been living by the lake for an unknown duration, as they don't keep any records. From their language I

speculate that they have been living there in complete autarchy since the earlier days of the ancient Antalians, before Loark's horde brought the dark age of most of their people. In their secluded valley, the scattered fishermen probably went undiscovered and lost contact with other tribes. According to the Hins of Leeha, at one time they found about the fishermen and their wonderful gunnaald and began trading with them. Unfortunately those events, if they ever happened that way, are undated.

The Barony of Arcardia is fairly recent in comparison. I was appointed baronial status in AY 2002 [Editor's Note: AC 1002], and the erection of Tower Arcadia took until AY 2004 [AC 1004] because of its uneasily-accessed location. And yet I got help from the Dwarves - for a hefty price, but that was well worth it. Since Arcadia is so isolated from the rest of Norwold and since I do not levy an army, Arcadia has been unconcerned by the recent wars that have spread throughout the continent. With no taxes or troops coming from Arcadia, I am left pretty to my own devices by King Ericall.

The only exception to this concerns dragonkind. I am in permanent contact with the Kingdom of Dragons in the Wymsteeth through Sandryth, a golden dragon. This is part of an agreement between the Council of Dragons and myself upon establishing my barony, which states they would agree to share some of the knowledge they have accumulated over the millennia with me - I hope to one day being allowed into their hidden city - in exchange for my help in having the humans and especially their lords not encroaching upon the draconic lands or slaying non-renegade dragons. Sandryth and I are diplomats of sorts between the two races.

On that matter, there is one event in recent history that I wish to clarify, concerning the dragons' assault on Heldannic Warbirds above Oceansend. King Ericall did ask me to petition the Council for such an action,

but I was not surprised when Sandryth answered that the dragons would not get involved into human business and hereby violate an ancient treaty, unless the Heldanners actually attacked them first. However, Ericall was not satisfied with that decision and tried to find some more open-minded dragons - as he didn't need a full commitment from the dragons in the first places, just a handful of them to keep the Warbirds in check. Thus he contacted a young, active red who was upset by the conservatism of the Council and decided to act, sure that the Council Elders would in time back the move.

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

Two things: If you like good, freshly fished gunaald, try fishing with the natives, and if you like beautiful landscapes, take a look at Tower Arcadia perched high in the mountains during a clear day from either the valley below or from the lake.

#### **Do Miss**

The renegade dragons that occasionally venture or make their lair in the vicinity.

### ***ARCH OF FIRE (Geographical Feature )****[And Efrete Kingdom? Ed.]*

**Location:** northeastern reaches of the Icereach Range, Norwold.

**Area:** app. 5,000 sq. mi. (11,250 km<sup>2</sup>); about 2,500 sq. mi. (5,625 km<sup>2</sup>) around each volcano.

**Population:** Believed to be 2,500 efrete, 1,000 fire elementals, and 400 sollux.

**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:** Feudelance (Brother of the Sun, sollux, male, F14).

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

**Further Reading:** CM 1 - Test of the Warlords, GAZ - Dawn of the Emperors boxed Set.

#### **Description: by Synthala of Aasla**

Those who've read the Mysteran Almanac for AC 1014 probably remember an entry describing the Arch of Fire. At the behest of the editors of the Almanac, I've returned to the region to verify reports of a war taking place at both Mount Cantrinus. It seems indeed a great battle is taking place. But first, let us take a look at the area.

#### **The Arch of Fire**

You can find the Arch of Fire approximately half-way between a large swamp along the clear White Bear River and the large, picturesque Icereach Mountains. For those not familiar with the wilderness regions of Norwold, it would be about 15 to 20 days travel west of the city of Leeha. You'll know you're on the right track soon enough as the Arch of Flames can easily be seen up to 5 days away during the darkness of night.

A large ribbon of flames leaps out of Northern Mount Cantrinus and lands a good four days walk to the south in Southern Mount Cantrinus. The arch created must reach a height of 4 to 6 miles (7 to 10 km) at the very least. It seems that the two volcanoes form some sort of planar conduit, creating a loop to and from the Elemental Plane of Fire. Because of this, sage believe that the Arch of Fire will be a permanent feature of the region.

#### **The Land**

The land around the volcanoes are wastelands of fire. This area is relatively flat considering how mountainous and jagged the rest of the Icereach Range is. The entire

zone is crisscrossed with 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. Steam rises at these mixing points, creating dangerous patches of boiling vapor. The entire place is a deathtrap to those not experienced with the outdoors. Falling in any of the lakes is liable to cause you to freeze to death, while the lava flows will melt even your bones. Steam geysers are relatively common as well, creating hidden traps for those not paying attention to their surroundings.

The vegetation here 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. Despite this, vegetation and animals are very rare; it's just too dangerous to have a thriving ecosystem. Another problem is the fact that the rivers of lava often change course, burning up whatever is in the way. Most areas are also covered in solid rock, obviously of volcanic origin. There is therefore little soil for plants to grow or live on.

### **The People**

As determined last year, the two volcanoes of the Arch of Fire are inhabited. Northern Mount Cantrinus has been transformed into a stronghold under the control of what appears to be two to three thousand efreet. Not much is known of their culture, but they definitely appear expansionist and tyrannical. It would be dangerous and foolish to approach and try to learn more about them.

Southern Mount Cantrinus is the home to about one thousand fire elementals. Although more friendly than the efreet, they still have no cares what-so-ever about the life here on the Prime Plane, and one can never be too sure what type of reception to expect from them. Sometimes they'll burn

visitors, sometimes they won't. Those that aren't destroyed are either conscripted and forced to fight the efreet, or thrown out of their territory.

A new culture has arrived on the scene since last year. A camp of about 400 sollux [A full description of a sollux is available in the *Mystara Monstrous Compendium Appendix*.] have been created in the plains between the two volcanoes. These strange, red skinned humanoids are very war-like and disciplined. They are obviously trying to eliminate the efreet on Northern Mount Cantrinus, and have engaged in numerous battles with them.

Unlike the other creatures, the sollux are at least approachable by visitors. It seems that all the sollux here are members of a Brotherhood of the Sun, some sort of knightly order which has sworn to destroy all efreet found on Mystara. Their leader, Feudelance, invites everyone to join them on their holy mission. It seems this event is a first in the history of their people. Never have so many Sun Brothers united to face the efreet. Then again, they claim that never has there been this many efreet in any one place. Feudelance insists that this is merely the staging ground for the efreet and that they will try to invade all of Mystara from here. The Sun Brothers plan on stopping them well before then, however.

The sollux found here at the Arch of Fire are very militaristic and orderly. Still, they are also all Sun Brothers, therefore I have absolutely no idea whether their true communities behave in this matter, or whether this is just the way of life at their military camps. After all, one can't judge the Thyatians by the way their Legionnaires behave in their various camps.

### **Recent History**

From what I've managed to learn from Feudelance, it seems that the Arch of Fire has been the home to several thousand fire elementals until about 5 years ago. At that point in time, the efreet conquered the Northern Mount Cantrinus and started

created their stronghold. Blocked off from reinforcements from the Plane of Fire, the elemental population has slowly dwindled over the years (some fled back to the Plane of Fire, others were killed by the efreet). And so it would have continued until last year.

That is when the Brotherhood of the Sun learned of the efreet city. They have been trying to destroy it ever since. At first, a small group of three Sun Brothers arrived, but when they saw their opposition, they made the historical call to amass an army of Sun Brothers. This army is still in the process of being built [Apparently the Sun Brothers have been scattered throughout Mystara until this gathering. It will take much time for all of them to arrive or even receive the word of the forming of an army. Ed.], but so far 400 sollux have responded.

Feudelance wishes to thank the writers and editors of the Almanac, as it was through their description of the Arch of Fire that they learned of the presence of the efreet. Now the battle rages on, and Feudelance insists it will continue until every last efreet is destroyed.

The fire elementals, which have been saved by the arrival of the sollux, do not participate in the war. They merely watch the two groups fight it out. If thankful for their rescue, they have yet to show it.

### **Don't Miss**

There is really no way to describe it beyond what was mentioned by Alasdhair MacCallum last year: "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."

But as I've mentioned, this is not a journey for someone who does not have any wilderness skills. For those who do, even the trip here from Lecha will be filled with beautiful sights and scenery that is not to be missed by any nature lover.

Still, the Arch of Fire is best viewed from far. If you get too close, you will more than

likely get caught up in the interplanar war that is transpiring. And unless you happen to be immune to fire, it is definitely not something you want to see or do.

## ***DENAGOTH (Kingdom Of)***

**Location:** Southwestern reaches of Norwold, just west of the Heldannic Territories. It is also just north of Wendar, a nation of the Old World.

**Area:** 125,000 sq. mi. (281,250 km<sup>2</sup>)

**Population:** 280,000, roughly 25% human and 75% goblinoid; estimated demihuman (elf) population: 500.

**Languages:** Denagothian, Orcish, Gnoll, Goblin, Heldannic, Elvish (Geffronell dialect).

**Coinage:** Gold (gp), Silver (sp); barter common.

**Taxes:** 30% income tax, collected yearly.

**Government Type:** Dictatorship in which the ruler calls himself King.

**Industries:** Hunting, Raiding, Mining, Agriculture (grows barely enough for its own use)

**Important Figures:** Landryn Teriak, the Shadowlord (vassalich, male, M14).

**Flora and Fauna:** The area known as Denagoth comprises one great oak forest to the east that dates back to the old Blackmoor era and another forested region to the west mostly made of dead trees. Throughout the whole region the terrain is rocky and difficult to cultivate, if not impossible.

The Avien Plains, in the central southern part of Denagoth, is the only area where the soil is somewhat able to produce crops and where cattle can be tended without particular problems. The northern zone is basically a rocky waste that gives way to swamps and to the frozen tundra at the highest latitudes. The



animals commonly encountered in Denagoth are moose, elks, bears (all species, especially grizzlies), wolves (even dire wolves), wild boars, snakes and mountain lions.

The land is a heaven for goblinoid races, and many tribes of orcs, hobgoblins, goblins, bugbears, gnolls and some ogres live in the foothills and on the highest peaks of the mountains, as well as in the forests.

The Mengul Mountains are home of a vast variety of monstrous species, such as: snow apes, white apes, giant bats, dragons (white), harpies, giant ferrets, sasquatches, and unicorns. Black dragons abound in the swamps and forests of the entire region, unchallenged masters of the draconic race inhabiting Denagoth.

**Further Reading:** X11 - Saga of the Shadowlord, AC1011 - Poor Wizard's Almanac 2 and AC1012 - Poor Wizard's Almanac 3.

### **Description: by Cristopher Dove**

Once a venerable wendarian elf told me: "Denagoth be the place where Evil abides, for nobody could stand its filth but Cursed Beings". I must say I was eager to see this accursed place with my very eyes, and this is the reason I joined the Elven Army in their Crusade. Now I have seen and I have lived to tell of it, but still in my dreams I am haunted by... by the malign spirit that impregnates this place, I dare say. Denagoth is an ancient land dominated by savage folks which have nothing in common with us humans.

Denagoth is a land where only the fiercest can survive, where every day you've lived on you know it's a day wrestled away from death's grasp. I strongly believe Denagoth is a land of fiends and monsters, and no matter what the elves will do to conquer and to claim it as their own, they will never tame the beastly soul of this region.

In this report to the Almanac I will only detail the south-western part of Denagoth,

that is the only region so far explored by the Elven Army. If things go well as planned, I will be able to see the western part next year, and maybe then I'll send my next account (if I'm lucky enough to be still alive). There is however the possibility I go with a secret expedition to the northern uncharted lands for a very important mission, because they seem to require someone who is experienced with ancient history and dead languages. Either way, dear readers, you will have to wait until next year for the rest of my report about Denagoth and its inhabitants.

### **The Land**

North of Wendar and beyond the Mengul Mountains lies a huge plateau about 7,000 feet (2,000-2,500 meters) high. On the top of this plateau sits most of the land commonly referred as Denagoth, which nowadays someone has begun calling "Kingdom". At the feet of this imposing plateau, just past the Mengul Range and the Naga river, lies a small village named Geron, which is technically part of the Kingdom of Denagoth... or better to say "it was" until the Elven Crusaders conquered it in the recent war waged against the Shadowlord, rumored to rule over all of Denagoth. The Naga river, a rather narrow but dangerous and insidious river that flows down the Mengul Mountains into Heldann, is the natural border between Wendar and Denagoth. The only two known ways of crossing it are the rope bridge that lies about 10 miles north of the main trail, and the Geron Bridge, a wooden bridge at the end of the major trail that leads directly to Geron and that used to be heavily patrolled by Denagothian pikemen.

Geron itself is a rather small village inhabited by humans only, the kind of stock you can find only in Denagoth. Tall, muscular and hairy people with rather dark complexion with the love for war and hunt: this is the portrait of the common Denagothian human male (and female), and he doesn't seem so much different from the humanoids that live above the plateau.

Before the war Geron counted about 150-200 souls, along with a standing Denagothian contingent of 100 pikemen (all humans). Now they've been reduced to only 50 people, mostly teenagers and women, while the soldiers have all been killed.

Another feature of this village was the Temple of Idris, a small building dedicated to the worship of this ancient and obscure deity which seems to be at the center of every denagothian community. After the siege of Geron, the temple was burned down by the elves and its priests left inside to suffer the same fate [Author's note: the elves almost seemed to enjoy the sight of those humans screaming in pain while burning alive. This was the first of many atrocities I had to witness in this war from both parts, and this has led me to draw some conclusions on Denagoth I will expose fully at the end of this chapter].

Once you leave Geron, you have to face the climb to the top of the plateau, which means about one or two days marching on steep trails, exposed to chilling winds, landslides (or avalanches, depending on the period of the year) and fierce predators both terrestrial and aerial. Once arrived at the top of the plateau, the traveler finds himself in a cold grassland bordered to the east by a marvelous thick green forest of oaks, whereas another forest can be seen (in the days of clear weather) far ahead to the north.

The Elven Army chose to explore the eastern forest, called Great Forest of Geffron, because this was the place where the previous expedition was being held prisoner along with some native elves. The Great Forest of Geffron is a breathtaking place, especially if you love nature in all its wild beauty. It is doubtless the most ancient forest I've ever seen or heard of, and I've myself seen many Alheimers sigh of astonishment and of joy while they began exploring its trees and paths. The oaks are so high that even the elves were afraid of

climbing up to the top branches to take a look of the surrounding area, so that many times the sergeants of each squadron had to threaten the lookouts to make them accomplish their duty. Yet, the stunning beauty of the place is somehow dulled by the constant threat posed by the humanoids and the monsters dwelling here. The animals living inside Geffron must have been seriously reduced in number by these monsters, for we have encountered very few of them, and the elves have also reported no sign of fairy folk presence inside the woods, which is quite alarming in such a silvan environment. Along the common pathways found inside the forest, remains of burned down elven villages can be found, with dozen skeletons still dotting the grass in most cases. These are, according to the elves of the first expedition, what remains of the Geffronell elves who lived in the forest, exterminated some decades ago by the forces of the Shadowlord who now rule over this region.

As a final note about Denagoth, I have a consideration to make that arose from my observation of the facts occurring in this war. I know that every war is a sad and dramatic event that can often transform soldiers into cold killers, but this consideration doesn't help to explain the mutation I'm witnessing in the elves engaged in this conflict. They are not fighting for their homeland, nor for their close relatives and they have no past grudge against the Denagothians, save the common hatred of elves towards goblinoids. And yet they have many times showed such a contempt and a fury towards both human and humanoids that have led them performing inhuman deeds. The burning of the Idris Temple in Geron was a good thing, but the way they assassinated the priests (by letting them burn inside it) was a sadistic act the elves normally would have condemned. Also, the ruthless slaughtering of villages of goblinoids has been a common practice since our entry into the Geffron Forest, and when I say slaughtering I don't mean killing

of goblinoid warriors, but mass murder of females (even pregnant ones), elders and whelps. Sure, I know they could have posed a problem later on, but something still mystifies me about this whole thing. The elves are somehow becoming more feral and much more similar to the goblinoids they fight, and I suspect this has something to do with this land. Denagoth is a cursed land in the very sense of the term, and whoever walks on this soil seems bound to become prey of his darker instincts. I don't know what or who bestowed this curse upon Denagoth, but I suspect the Shadowlord is somehow connected to it.

Whichever the truth, the evil that permeates this place has a nasty effect on those who live here, enhancing their chaotic and beastly nature: I only hope for the elves' sake they manage to win this war before they are turned into the same enemy they're trying to defeat.

### **The People**

As I've previously said, the Denagothian human people are not really that much different from the goblinoids they live alongside. They are much stronger, tougher and more resistant to the harsh climate than the common northmen (such as the inhabitants of Norwold or the Northern Reaches), yet their complexion is strangely darker, more similar to the Thyatian stock than to the classic northmen. Also a strange fire seem to burn in their eyes, a light that sometimes makes them look very similar to hairy humanoid brutes: I suspect they actually accept the beast that dwells within them, instead of trying to dominate it like civilized people do. All considered, the Denagothians are a proud and fierce folk, much like the Heldanners to the east, but they somehow retain some physical and above all behavioral traits that always stress the link they still share with the animals... or even with the goblinoids. They live for the hunt, and the war, being the greatest of hunts, is highly regarded. But I can sense they also have a deep love for peace, which for some mysterious reasons they have been

taught to hide away. I suspect the Idris Church of Denagoth is responsible for this...

And of course there are the goblinoids of Denagoth, who along with the humans share the status of "citizens" of this brutal kingdom. Orcs are the most common species, followed by goblins, hobgoblins, gnolls and bugbears (so far the races we've met during our exploration/conquest of the Denagothian plateau). However, these creatures seem much more proud and intelligent than the common goblinoid found in the Broken Lands, even though I must admit that the recent events in Glantri have aroused many doubts regarding my factual knowledge of the humanoid race. Anyway, all the goblinoids the elves have captured and interrogated after each battle were surprisingly stubborn and even heroic, refusing to give away but the smallest detail on their strategy or tactical disposition. Whether they did it because they didn't know anything or because they didn't want to betray their comrades I don't know. The only thing I can say for sure is that they didn't seem to be afraid of the elves nor of their torture methods (and I can testify they are some of the most unpleasant I've ever witnessed). I can only hypothesize that they were probably afraid of upsetting a far more dangerous power had they confessed what they knew: probably their leader, the Shadowlord, or maybe the goddess Idris... These humanoids make up most of the Shadow Army, as they call it, and many actually hold high positions in its ranks, and this only reinforces my idea that the goblinoids living here are far more intelligent and strong willed (and thus more dangerous) than their southern "cousins." It seems like they have been somehow instructed and trained by their master, for their tactics are really well planned and extremely deadly. I suppose we shall learn more about them only by going far deeper into their territory, either to the west or north, where it is said their cities lie.

Finally, talking about the inhabitants of Denagoth I cannot avoid to mention the

Geffronell elves who still live here. They are the only survivors to the complete extermination of a whole race ordered by the Shadowlord and happily carried on by his minions. According to the tales of the few survivors we found in the keep of Drax Tallen, there are currently in Denagoth no more than 500 elves, whereas about 200 years ago they numbered about 100 000, counting also the elves of the now dead Lothenar Forest to the west. This thoroughly planned massacre left a deep scar on the survivors, and I think that not even a whole elven lifespan will help to heal it. These elves are now only ghosts, faint shadows of their former selves who don't seem to have anything more to live for. The Alfheimers and the Genalleth elves have many times offered them help and a new place where to take refuge, but they stubbornly refuse to leave their forest and insist on being let alone to mourn for their dead and their tragic fate. Sometimes I pass by one of them in the halls of Drax Tallen without even noticing his presence, like a shadow of a long forgotten past. Yet I can see the fire of rage and the need for vengeance burning inside of them, but the question is if this fire will be strong enough to heat their now frozen-to-death heart.

### **Recent History**

It seems that in the recent years the Shadowlord army has been training for this war, as if it expected it. Surprisingly enough, the recent history of the region is a peaceful one. The folk living here is resigned to live under the Shadowlord's tight grip and so there have been only a handful of rebellions led by human Denagothian leaders against him, all crushed in a matter of days by something called the Special Security Squadrons (a sort of secret army of spies). The oldest history is still a mystery, and an intriguing one, which I am resolute to unlock in the following months.

### **Don't Miss**

There is one place in the Great Forest of Geffron that really deserves a visit, and this is Enoreth Shrine. I don't know much

about its history because the Geffronells are very reserved and currently distrust humans (who could blame them for this after what the Denagothians did them?), but it seems this is the burying place of some very important elven sage of the remote past. The whole hill atop where the shrine lies is surrounded by an aura of peace and calmness which is very similar to that found in the temples of Koryis in Darokin. Whoever enters there is suddenly becalmed and strangely begins to experience reminiscences of his past, remembrances that bring him happiness and satisfaction, washing off anger and fear. It is a veritable place of inspiration for everyone, and some Geffronells told me that the most beautiful elven works of art have been accomplished while their authors lived near this shrine. I can say for myself that only during the time we spent up there I was able to forget that I was accompanying an army into the enemy territory filled with malevolent beings. The Enoreth Shrine must be preserved at all costs, for it is the only area of the forest that still retains the feelings that once the whole forest could inspire in its inhabitants.

Another rather interesting and mystic place to be found inside the Great Forest of Geffron is Sylarkh's Rest, also known as the Dragon's Tomb. About a mile eastward of Drax Tallen there is a huge mound that constantly radiates a golden aura: this is believed to be the tomb of Sylarkh, one of the two gold dragons that accompanied a hero of the past called Henadin. The elves speak highly of this Henadin, giving him a big role in the fall of the Essurian Kingdom that occurred about two hundred years ago. According to their legend, Henadin led a group of tribes from the north to conquer Essuria, and at the end of the war he laid siege to Drax Tallen and defeated the last of the Essurian Kings, Landryn Teriak. During the final battle one of the two gold dragons who accompanied him, Sylarkh, was slain by Landryn, and after avenging her death, he built the mound to hold the mortal remains of the wyrm. That was the last time

Henadin was ever seen in Essuria and in the whole Denagoth, as he vanished from the battlefield together with his other dragon companion. But this is not the end of the story. Some elven sages speculate that Sylarkh was none other than the daughter of Henadin and that the other gold dragon was his mother and Henadin's wife. Many Geffronells also affirm that every year the ghost of Henadin visits the tomb where he can be seen playing around with a small blonde haired child: Sylarkh in her human form. The place radiates indeed an atmosphere of grief and loneliness, but it can also be immensely cozy and warm, especially during the long winter nights. The temperature around the mound is always the same (about 15 C), and even the wind and the weather seem to be particularly mild in that point of the forest. Many elves and myself experienced strange dreams while resting near the mound, but none of them were at all frightening. On the contrary, they seemed to be some kind of omens, predictions of future events that would have befallen the dreaming person. They obviously need to be interpreted, but many can be surprisingly clear, I assure you. A place to go if you need advice from Destiny or from the Immortals (for those who believe in them).

### **Do Miss**

Two things to miss if you'll ever venture in the Great Forest of Geffron: Drax Tallen and Aeleris Pits.

I've made many references to Drax Tallen throughout this report, but this is the first time I have the opportunity to describe it properly and I have only one word for it: oppressing. Drax Tallen is a huge keep built atop the remains of an ancient city, as I've had the chance to verify. It was the headquarters of the Shadow Army stationed in the Great Forest of Geffron, and it probably hosted more than 2000 soldiers before the elves' overtook it. However, when the Elven Army finally broke in, no more than two dozen goblinoids were found inside its walls: the body of the Shadow

Army had apparently vanished without any logic explanation. After a long search of the keep, some elven scouts discovered a vast network of tunnels in the citadel dungeons: the elves had finally found the explanation for the sudden disappearance of the enemies. Drax Tallen is made up of four main buildings: the Armory, the Guards' Tower, the so called House of the Kings and Drax Tallen itself, a round imposing keep. A huge catacomb complex links the four aforementioned buildings and nasty creatures patrol it, especially undead that the elves are planning to dispose of. The overall atmosphere you get when inside Drax Tallen is of a filthy and oppressing building, built only to remind those who live there or who look at it that they are living only because some higher being allows it. One almost feels enslaved while walking among those once magnificent halls, and I myself have sometimes looked behind my back with the strange eerie feeling that somebody or something was following me... or was about to touch me. I think this is a haunted place that the elves will be better to destroy after the winter has passed, in order to avoid strange incidents or diseases befall their troops.

And the Aeleris Pits are not that different from Drax Tallen, only more dangerous. While I am not completely sure that Drax Tallen is inhabited by evil spirits, I know for a fact that the Pits teem with undead monsters. The area is named after the first unlucky scout who found them, and it is basically a huge unholy graveyard. The whole area is dotted with open graves, and at the very heart of this big patch of trees lies a grim gap where the legend says the Shadowlord threw all the corpses of the elves he used as guinea pigs for his experiments or for torture. It seems that he cast on them a curse which prevented all those poor souls to achieve true death only because he wanted to torment them also in the afterlife. Now this part of the forest near the southern border is teeming with undead entities who roam the woods

looking for eternal rest. Some of them are harmless, but most of them have been driven insane by the years of undeath and are nothing more than scavenging monsters whose only purpose is now to suck life out of the living people. Some elves speculate that there must be an evil mastermind that controls all of these undead, but the truth has yet to be discovered (and the Alfheimers don't seem that eager to learn it).

### **HELDLAND** (New Heldannic Territory Of)

**Location:** South-eastern portion of Norwold; south of Oceansend and North of the Heldannic Territories.

**Area:** 150,000 sq. mi. (337,500 km<sup>2</sup>) are claimed.

**Population:** 25,000 (10,000 in Landfall, 5,000 in Forton).

**Languages:** Heldannic, Thyatian Common (Hattian dialect), Alphatian Common (Alpha dialect). Thyatian is the official language.

**Coinage:** Groschen (5 gp), gelder (gp), erzer (ep), markschen (sp), fenneg (cp).

**Taxes:** 15% income tax collected 4 times a year. 10% tithe to the Heldannic Knights, collected once a year. Poll tax of 1 gp per year on those who refuse military service. Taxes are waived for the first 2 years for new immigrants.

There is also a 5% sales tax on all items but food and clothing (these taxes are not waived).

**Government Type:** Military theocracy.

**Industries:** Hunting, mining, lumber.

**Important Figures:** Governor-General Helga Schonberg (human, female, P12 of Vanya).

**Flora and Fauna:** One can commonly encounter animal herds such as sheep and

moose, bears, giants (mountain, hill, stone, and the rare frost), goblinoids, lycanthropes, sasquatches, and wolves. Dragons also venture into the territory from the northern mountains.

**Further Reading:** CM1 - Test of the Warlords, Dawn of the Emperors boxes set, AC1010 - Poor Wizard's Almanac to AC 1012 - Poor Wizard's Almanac 3, Joshuan's Almanac.

### **Description: by Sir Hendrik Gultzer, servant of the Glorious Lady Vanya.**

It is with pride and pleasure that I describe to the readers about the glory and valor of the people of Heldland, the New Heldannic Territory. I hope that this factual documentation will also prove to the readers that all the evil and tyrannical stories heard back in the Old World are nothing more than that: stories.

So learn about the wondrous life in Heldland. Perhaps you too will be one of the brave new colonist who will carve out a home in these wild lands. Be assured, all who do will be remembered always for their help in spreading the true Glory of Vanya.

### **The Land**

The area of Heldland stretches from the northern borders of the righteous Heldannic Territories all the way up to the foothills of the Final Range in central Norwold. The western border is marked by the impenetrable Mengul Mountains, while the eastern borders fall within the Alphatian Sea.

The land is covered with forests ripe for wood cutting, and many mines have been discovered in the numerous hills and mountains dotting the land. Although many beasts still inhabit the sparsely human populated areas, the brave Heldannic Knights constantly patrol the area, slaying any foul monster they see in the name of Vanya.

To date, only two towns can be found within Heldland. The first is Landfall, also known as the City of Thieves by the inhabitants of Norwold. Let me be the first to say that this is no longer the case; we, the Heldannic Knights, have captured and slain all thieves in the land, enforcing true laws and stability. This has only been accomplished by the divine guidance of Vanya. So those fearing this “City of Thieves” title should consider it nothing but evil rumors spread by those jealous of Vanya’s happiness. [Still, plenty of other correspondents inform us that corruption in the government is still present, and that thievery is very active in Landfall. The truth is probably somewhere in between. Ed.]

The second city is our wonderful capital known as Forton, the City of Knights. A map of the fortress and town can be found in Joshuan’s Almanac [p.122, Ed.], and as you can see, there is plenty of room for the hardworking farmers. City walls are been built as you read this, and soon no army will be able to defeat the Knights stationed there. Forton has already reached a population of 5000 in its first year, and we expect it to continue to prosper into the economical power of the region.

Six other towns are planned for the region, and their construction is expected to start in the next couple of year. If you speak to official before construction begins, they may even be able to make modifications to the plan to suit your needs. All in all, Heldland is a place that is build for the people, as Vanya truly cares for her worshipers.

### **The People**

Heldland is currently expanding, as we wish to see this proud nation become as glorious as it truly deserves. Hence, all new immigrants are given a tax break for the first couple of years.

All cultures are welcome in Heldland, although we do expect immigrants to have the courtesy to learn to speak, read, and write Thyatian. Heldannic is also a common among the farmers and peasants, so learning

it would be handy as well. Also, known criminals are advised not to apply for citizenship. We deal harshly with lawbreakers. The Heldannic Territories does not, nor will it ever accept or permit any crimes within their borders.

Most people here in Heldland are the simple farmers who are glad to have the Heldannic Knights to protect them from wandering monsters and roving goblinoids. Their everyday lives are without stress and completely carefree as they know in their hearts that Vanya watches over them with her champion Knights [Somehow, I doubt this. Ed.].

Of course, other religious beliefs are permitted, but we ask that you be respectful to those who follow Vanya and keep your own beliefs within your own household.

### **Recent History**

Heldland was founded last year (AC 1014) when Oberherr Wulf von Klagendorf determined that the nation was to large to rule for just one man. Hence, the Heldannic Territories were truly divided into several territories. The heart of the nation in the Old World, with the capital of Freiburg, is now the Heldannic Territory of Heldann. The area in Norwold was entitled the New Heldannic Territory of Heldland. Another territory under the beneficial rulership of the Knights on Davania is call the Heldannic Territory of Vanya’s Rest.

Before our arrival, the land was barely populated with farmers fearful of the wilderness around them. But we brought them civilization and protection, and now they are prospering. Yet we desire for Heldland to continue to grow, so we again invite all brave souls ready to carve out their own land to seek permission to establish themselves here in the territories.

Of course, last year we had a few setbacks. Due to a few minor problems within the ranks of the Heldannic Knights [Ed’s Note: they call the lost of all their priestly spells a minor problem.], several renegades and

villains inspired revolts and rebellions, causing Heldland to lose over half its territory. But there is no need to worry about such events again. The Heldannic Knights have solved their internal strife and are now ready to reclaim their lands. Let all those false kings such of Yarrvikson [of Oceansend. Ed.] beware.

### **Don't Miss**

An impressive sight to see is Castle Forton, located within the capital. Here, the Heldannic Knights proudly parade and march each day before spreading out into the countryside to protect and serve the weak. It is from this constant parading that Forton has earned the nick-name City of Knights.

Castle Forton itself is also a sight to see. The resplendent black lion can be seen almost everywhere, indicating clearly that the place is blessed by Vanya. In fact, the high priests claim she even walks the parapets herself every night just to witness the splendid fortress blessed in her name. And it is truly blessed. Forton has been equipped with all the latest artillery and anti-siege fortifications produced by the best gadgeteers and engineers of the Old World. I cannot describe any more for fear of revealing too much to potential enemies, but Forton is guaranteed to withstand any siege conceivable by mortals. Only Vanya herself could breach these walls, and she is on our side.

## ***IRONWOOD* (Elven Barony Of)**

**Location:** South-east of Alpha facing the New Alphatian Sea.

**Area:** 3,500 sq. mi. (7,875 km<sup>2</sup>)

**Population:** 4,000, roughly 74% elves, 20% humans and 5% other demi-humans (in Laran only), 1% intelligent woodland creatures.

**Languages:** Elvish (Callarii, Shiye, Alfheim, Vyalia dialect), Thyatian Common, Alphatian Common (Alpha dialect), Fairy Tongue.

**Coinage:** Crown (gp), Mirror (sp); barter common.

**Taxes:** Gifts of the trees (special: see under Land).

**Government Type:** Feudal barony, although the Baron is strongly influenced by the various Clanmasters.

**Industries:** Hunting, Crafts (woodworking, leatherworking, goldcraft).

**Important Figures:** Baron Elariathas Blackblade (elf, male, F10/M15), Thyandros (Blackblade Clanmaster, elf, male, F9/M9), Taragin Oakbranch (Lightseeker Clanmaster, elf, male, F10/M10), Renshiye (Shalidye Clanmaster, elf, male, R10/T8), Sythandria (Mythuinn Clanmistress, elf, female, M7/P7), and Clanholder Shelingar (elf, male, F4/M3).

**Flora and Fauna:** The land consists mostly of a large evergreen ancient forest and comprises also a narrow area of plains near the coast of the New Alphatian Sea. The elves don't cultivate the land extensively, but rely on the fruits and the products of the forest and on the game that lives inside it; small kitchen gardens can be found near the coastline. The animals commonly encountered in Ironwood are bears, deers, elks, moose, wild boars and wolves. The land is a heaven for sylvan races and has been totally purged of the humanoid tribes that once lived here (though they continue to live on the nearby mountains and hills in the north). A clan of treants and centaurs also live here in a special protected zone of the forest, as well as some unicorns, fairy people, hsiao and metamorphs.

Creatures such as basilisks, gorgons, chimeras, decapus and vegetal monsters have been spotted throughout the dominion.

**Description:** by Alasdhair MacCallum



If only a few months ago somebody had told me I had to pose as an elf just to visit a forest I would have made a fool of him. But you can never know what life reserves you, that's the most important lesson I've learned during my rather adventuresome existence. However, that's how things turned out, more or less. I was here in Alpha ready to set sail for Oceansend (I planned to visit that land before returning to my beloved Klantyre) when I stumbled into an elf in one of the alleyways of the city. [Editor's Note: Readers of last year's *Mystaran Almanac* will realize that these events took place between Alasdhair's description of Alpha and Oceansend. This article was not included last year because the *Almanac* did not have as much interest in the area at the time. Now, we are adding Ironwood in our ever-growing hopes to describe all the lands of Norwold.]

Apparently, he was having some "financial problems" with a couple of shady "tax collectors", as he put it: so I offered to help him solving his troubles and I lent him a hand. You know, I've never liked tax collectors, especially those who go about armed to their teeth.

Less than a hour after our meeting, we were drinking in one of Alpha's best taverns and he was telling me of the important duty he was accomplishing in the city. He was here on behalf of his Lord, Elarianthas Blackblade, to hire engineers to worked on the "Great Project". So, after helping him find the right people, I decided to accompany him in his trip back to Ironwood (which was on the course to Oceansend, after all), to find out more about this elven paradise he had told me about so passionately.

### **The Land**

The Barony of Ironwood lies some 280 miles (440 Km) to the south-east of Alpha, nestled under the northernmost tip of the Final Range. The dominion itself is very small and not widely known, but it seems it's a heaven for the elves living in Norwold.

Only about one sixth of the entire area is not covered by forest: in this zone lies a city that closely resembles the human towns. This is the city of Laran, where the Baron is building a great port which he hopes will help increase trade with other countries. However, this is not the capital of the barony. The capital, located deep inside the forest, is Persimmon - a town built in a more typical elven style.

Laran is the only place of the entire barony where non-elves are free to roam and live. It reminds me much of the old Alfheim Town. The buildings have been built by and for humans. Also, the Baron has provided the city with a complicate system of running water of gnomish design that makes everyone happy and above all clean. Yes, cleanness is the first word that comes to my mind in describing the town of Laran and the Barony of Ironwood as a whole.

The forest which covers the land almost extensively is made of huge evergreen trees, from sequoias to firs, that tower magnificently to the sky like ancient colossi. The woods are teeming with natural and animal life, and the elves take great care in protecting the natural refuge their Baron is trying to create here. Packs of deers and moose roam freely in the Forest of Persimmon, and flocks of sparrows, woodpeckers and skylarks make their nest in the highest limbs of the tree trunks. You can also find fresh streams of sparkling water flowing through the forest. Elven gatherers and hunters move around so silently that it's difficult to discern them from the common sounds of the woods. However, to witness such a wonderful show you must have pointy ears, a slender figure and speak the elven tongue.

"It is forbidden to any non-elf to venture into the forest": this is the exact text of the most important law issued by the Baron more than eight years ago. This step has been taken to prevent the destruction or the upsetting of the ecosystem the Ironwood elves are slowly and patiently trying to build

and protect, and all the elves living here support and enforce it.

And so, to overcome this fastidious rule your intrepid correspondent has had to polymorph into an elf and to travel disguised like this among the sylvan folk that I encountered during my exploration of Ironwood. The risk was high, but it was worth trying (and I did meet other individuals who had the same idea during my wanderings, though if they were humans like me or other kind of beings I could not always tell). But in spite of my precautions, there was a place I was not really able to explore like I wanted, this being what the elves simply call the Reserve, of which I will speak later in this letter.

One last feature of the land I'd like to detail in this report regards its economy. The elves here don't pay any taxes to their lord, or better, they don't pay taxes the way we humans do. In fact, each year they give their lord the "gifts of the forest". The Baron therefore receives a share of the products the elves gather and hunt in the woods, plus some of the byproducts of hunting, craftworks and a few mineral resources that some elves extract from the soil or the rivers. Aside from these, the elves are not obliged to pay anything else to their clan, even though they must be always ready to work for the community should it be needed. As for the people living in Laran, a tax of 10% of their annual income is collected once a year, and all the imported or exported products are duty free (a real economic paradise). Laran is also the only place where coins are minted and have a value inside the Barony: in all the other parts barter is the rule (although the elves are known to barter not only products of the woods but also finely crafted items and jewels).

### **The People**

The majority of the population of Ironwood are elves, with a few humans and other demi-humans living in the town of Laran. The elves of Ironwood however do not

belong to one single stock or clan. A third are Callarii elves from Karameikos who came here with the Baron when he founded the dominion around ten years ago. The rest are the Shiyes - also called the Norwold elves - who already lived here when Lord Blackblade arrived. The two elven races have successfully integrated with each other. [Ed.'s Note: Since Alasdhair has written this report, there is now a large group of newly arrived Alfheimers equaling the number of elves already in Ironwood. Some Vyalia elves of Thyatis are rumored to also be on their way of joining those in Ironwood.]

The elves are just like any other member of their race found in the Old World, even though the influx of the Shiye culture has made them a bit more suspicious and haughty than the common high elves. They view themselves as the new example of the true elven race, being the result of a multi-cultural elven society that has taken the better features of its members. These elves therefore consider themselves as the guardians of the Old Way, a way of life and of thinking that they believe has now been lost by modern elves. Lord Blackblade is trying to recreate the elven land of the myths, Evergrun, where all the elves lived in peace with one another and with their forest brethren, the animals and the wood spirits. And then there is also the Great Project.

Lord Blackblade is trying to unify all the elves of Norwold under the same banner, in order to create the first Elven Empire of the world. An impossible project if you ask me, considering how the northern Shiye are fond of their secrecy and independency from one another, but who knows. Since Lord Blackblade has an elven lifetime to accomplish it, maybe his dream will come true in the distant future. Until then, he is content of establishing friendly relationships with the other elven communities living in Norwold and I don't believe he will make any political attempts before he has obtained the full support and loyalty of the newly arrived Alfheimers (which may prove a bit more difficult than he thinks).

During the past three years Lord Blackblade has created a new elven religion called the Faith of the Ancestors, where he included all the Immortals worshiped by his people without choosing anyone particular Immortal as head of the pantheon. The common belief that unify all believers is that these deities have all worked to protect the elven race and that they all gave the elves the gifts of the forest. For this reason they must all be revered with the same extent as they are all Immortals of the Elves. With this religion he is trying to prevent the religious disputes that might arise among the various priests and gives the elves the possibility to revere their own patron without angering followers of other Immortals. The pantheon of the Faith of the Ancestors so far comprises Ilsundal, Mealiden, Ordana, Eyrindul and Calitha Starbrow. However, since he only started this project during the last years, it has not been widely accepted yet. There are a few followers, but they are only a small fraction of the population. Elves need a long time to change their ways.

### **Recent History**

Ironwood was founded only eleven years ago [That would be AC 1013 when this was written. Ed.], yet it is already remarkably stable for a frontier's land and enjoys friendly relationships with its neighboring states. Lord Elariathas Blackblade is the ruler of this land, but like most elven nations he must also answer for his decisions to the Clanmaster of the various clans. Lord Blackblade received his title when he swore fealty to Ericall of Alpha. The Baron then persuaded many of his old clanmates to join him up in Norwold and created clan Blackblade with the blessings of the Callarii leaders of Karameikos. In the ensuing years he remained loyal to Ericall and Norwold, but was seldom involved in the power plays that erupted among the other barons. Rather he was content with his small isolated dominion and worked steadily to make it a paradise for his race.

During all his years as baron he has worked to integrate the Shiye and Callarii cultures together, but it was only at the end of year AC 1006 that the Shiye that lived in his territory finally swore open allegiance to him and acknowledged to be part of his clan. With their help he began contacting all the other Shiye communities of Norwold and establishing friendly relationship with the druids of Norwold. He hopes to one day obtain their support and unify them, creating a great elven empire. The foundation of the Faith of the Ancestors is the last step in his path to unification and dates back to AC 1012.

It was only after the fall of Alfheim that he also began to work at the Project Evergrun: turning his dominion into a center of elven lore and magical research and creating a natural park where samples of all the vegetal and animal species of the continent could live and be protected.

During the war known as The Wrath of the Immortals that ravaged the continent, Lord Blackblade was able to draw a small number of members of the Fairy Court and other woodland beings such as treants to his dominion. He created a protected territory where they could live in peace called the Reserve. The Reserve is now one of the most protected and inaccessible place in Norwold, rumored to host many more inhabitants than one could presume from its rather small size (8 miles diameter area). I suspect Lord Blackblade is not really "in control" of this part of the forest; the fey folk probably consider him as a friend but they'll never answer his commands. They have their own rules and rulers, as we all know from the old fairy tales.

Not all the other elven communities of Norwold have established contact with Ironwood (Shiye are really proud of their independency), and according to some rumors I've heard the northern Foresthomes may present an obstacle to Lord Blackblade's dreams of glory. In fact, there is a human Treekeeper named Zoltan

in that region who has a considerable influence on those elves but who has so far rejected Lord Blackblade's proposals, obviously irritating the elf. There is also a religious issue going on between the two, and from what I've been able to hear it seems it won't be resolved so soon.

Around AC 1010 some Shadow Elves came to Norwold to ask for the elves' help. Unfortunately there were already a few Alfheimers living in Ironwood by that time (minor clans) and tensions erupted. A few native elves were found murdered and after a brief inspection a shadow elf was discovered while trying to penetrate the Tree of Magic to obtain magical knowledge. The shadow elves were exiled and ordered never to return.

### **Don't Miss**

There are at least two places to see if you're allowed to travel through Ironwood: Persimmon and the Tree of Magic.

Persimmon is the Stronghold of the Blackblade clan, a mighty fortress built atop the giant trees of the Forest of Persimmon. Lord Blackblade copied the Alfheim clan strongholds when he built it, with narrow catwalks and roped bridges swinging at an altitude of more than 80 meters, deeply concealed by lower tree branches always covered with thick foliage. In most cases, the living quarters themselves have been carved out the trees themselves. A few other structures have been built by the elves atop the tree branches (lookout places, fortified gates and laboratories being the most common). In fact this is not only the capital of the nation but also the center for all the magical studies sponsored by the Baron, and it boasts two of the main features of this land.

The first one, which rises proudly at the center of the stronghold, is the fabled Tree of Life of the clan, a daughter tree of the Callarii clan, well tended and constantly guarded by its Treekeeper and his assistants.

The second impressive feature of Persimmon is the repository of all the magical secrets of the barony: the Tree of Magic, an ancient sequoia not very tall (about 70-80 meters high) but incredibly broad (diameter of 60 meters). Many elves claim that Lord Blackblade used magic to enhance the tree's natural diameter. The elves told me that the Tree of Magic is divided into ten different levels, nine for each level of power of the spells researched, and another subterranean one for the research and experimentation in all kind of elemental and nature-related magic. I have not been able to visit it because I feared being discovered by their scrying devices: there are guards who magically inspect every new visitor to the tree in order to prevent thieves stealing precious information.

Some elves told me that many powerful human mages visit the Tree from time to time, all of them trusted and invited by Lord Blackblade. Even visitors from other planes of existence sometimes enter the laboratories, attracted by the magical energy released inside them. It is also said that once a year the Tree of Magic is visited by none others than the spirits of the Elven Immortals, who roam about it and talk with the Higher Elf-Mages about the secrets of the universe and the lost lore of the elven race. Since I have not witnessed these events, I don't know if this is truth or legend.

If you're lucky or powerful enough you could also be allowed to enter the Reserve, that secluded patch of forest where the fairy folk and the sylvan races dwell unmolested. Only the druids and the clanleaders of the barony are permitted to enter thanks to a pact between those beings and Lord Blackblade. It seems that if you're not invited by the inhabitants, you won't be able to access it in any way; once you walk inside you'll simply find yourself exiting at the other side of the area (I experienced the phenomenon myself!). Whatever it is, the Reserve surely contains many marvels to those who are allowed to visit, and if you

think of trying to do it during the Day of Dread, well forget it! In that day that part of the forest simply doesn't exist. As far as I could discern, the night before it vanishes, leaving a big empty valley in the middle of the forest, and at dawn of the new year it reappears!

### **Do Miss**

Well, if you're a dwarf or a shadow elf it's better not to walk this land altogether. And this applies to all the troublemakers of any other race, of course. But there's one place in the dominion I would advise one not to approach. That would be the Dragon's Spur. It lies at the western edge of the dominion and, although slightly outside the borders (about a kilometer), it is a constant threat. The Dragon's Spur is a jagged mountain that belongs to the foothills of the Final Range. It is home to a small number of orcs who serve a local clan of mountain giants, who in turn follow an ancient black dragon by the name of S'hastarl. No elf has ever ventured there and the few adventurers who tried have never returned. Lord Blackblade himself once tried to eradicate this menace by finding out the dragon's lair and killing him, but he wasn't able to locate it and ended up roasting only a clan of orcs. S'hastarl has not been spotted for a hundred years and the goblinoids have not ventured inside Ironwood so far, but the lord of the western dominion has had frequent problems with them in the last months, and this is no good news for Ironwood either. Some elven sages in fact have speculated that the dragon might be awakening from a decades long slumber and will soon be eager to restate his predominance over the region.

### ***LEEHA* (City-State Of)**

**Location:** Western edge of the Great Bay, west of Alpha.

**Area:** 998 sq. mi. (2,245 km<sup>2</sup>)

**Population:** 6,500 halflings.

**Languages:** Halfling (Lalor dialect). Some speak Alphatian and Thyatian Common.

**Coinage:** None. The halflings rely mostly on barter, although foreign coins are usually accepted.

**Taxes:** None. At the end of each year, the clanleaders get together and decide how much money/labor they need to improve their town. The people then voluntarily chip in according to how much they can spare. This usually rounds off to about 2-5% of their yearly income.

**Government Type:** An elected Sheriff runs the city of Lecha.

**Industries:** farming.

**Important Figures:** none known.

**Flora and Fauna:** Standard for its climate.

**Further Reading:** CM1 - Test of the Warlords, Dawn of the Emperors boxes set, AC1010 - Poor Wizard's Almanac to AC 1012 - Poor Wizard's Almanac 3.

### **Description: by Synthala of Aasla.**

There's a quaint little town run by little people known throughout the region as halflings. These merry folk prefer to call themselves Hin, and their home is called Lecha, City of the Halflings.

Unfortunately, I did not have time to visit the friendly town this year, but I promise to give you the best description ever in next year's Almanac.

### ***OCEANSEND* (Kingdom Of)**

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

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

**Population:** 43,000, including 4,000 halflings, 3,500 dwarves, and 1,200 elves.

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

**Coinage:** Heart (gp), blade (sp), and wall (cp). Heldannic coins will not be accepted by any locals.

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

**Government Type:** Independent monarchy.

**Industries:** Agriculture (grows just enough for its own use), trade (by sea), fishing, mining, and trapping.

**Important Figures:** King Olaf Yarrvikson (human, male, F10), Hermann Adalard (former governor-general, now prisoner, human, male, P(cr)9 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.

**Further Reading:** CM 1 - Test of the Warlords, GAZ - Dawn of the Emperors boxed Set, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3, and Joshuan's Almanac.

### **Description: by Synthala of Aasla.**

As I approached Oceansend, the City of the Sea, I could feel the excitement in the air. The locals have just recently won their freedom from the Heldannic Knights, breaking their slavery to the New Heldannic Territories.

### **The Land**

Oceansend is rather large, with sturdy walls surrounding the entire city. It is situated along a beautiful deep-water beach into the Alphatian Sea, making it an ideal port. Oceansend is the largest and best equipped port of all of Norwold. The water is remarkably clear for a sea port, and many of the locals make a profitable living fishing its bounties.

When compared to Alpha, there are no fancy buildings or statues or such boasting the wealth of the city. Instead, King

Yarrvikson prefers for his residence to be a functional fortress rather than a palace. Like many other cities here in the wildlands of Norwold, Oceansend is well fortified. Siege weapons can be seen along the walls and various towers. The wall guards have also earned a well-deserved reputation with the crossbow, which they've no doubtfully shown the Heldannic Knights during their revolution.

The fields around Oceansend are dotted with farms and small villages. They are blessed by Zirchev with fertile crops and plenty of game animals to hunt. Some of the best inns and taverns "in town" are actually found in these surrounding villages, and many an Oceansender travels outside the city walls to find his entertainment.

A few days hike inland lies the mountain base of the Final Range. This land is the home to the now famous Rocktooth Dwarves of Kildorkak. The dwarves apparently played a pivotal role in the overthrow of the tyrannical Knights.

### **The People**

The people of Oceansend now live with joy and happiness, still celebrating the overthrow of the priests of Vanya. Everywhere one goes, you can easily see the black lion banners been desecrated and vandalized. In fact, it's probably the only reason they are still here, otherwise, I'm sure the king would have had them all burned.

Except for this, the people are proud of their small little kingdom. They are starting to become renown sea merchants in the area, although I suspect it will be some time before they can rival the Merchant Princes of Minrothad.

Now, they Oceansenders are content with trying to make their town the greatest in Norwold. And they are intent on remaining completely independent; the citizens have voted a forced conscription of all men and women. Many voluntarily go to the military training lessons given by the king's men. Their goal is to have everyone in Oceansend

be able to fight in case of another invasion. I believe this is still the aftereffects of the Heldannic Occupation, and this spur to action will probably die down with time.

On a final note about the people, it seems that Yarrvikson has released all thieves from the city dungeons. This was the king's reward to the Dark Masks, the local thieves' guild, for their help in the defeat of the Heldannic Knights. Most commoners viewed this reward with mixed blessings; they are indeed grateful of the thieves' help, but also fearful that, now free, their houses will be robbed. It seems that the local guards are also somewhat more lenient toward members of the Dark Masks that they apprehend.

### **Recent History**

Oceansend has always been an independent kingdom. Around AC 990, King Ericall of Alpha claimed all of Norwold, including Oceansend, but the Oceansenders simply ignored this. Ericall never sent any military forces to conquer the city, instead opting to peacefully convince them to join his kingdom. In AC 1004, a civil war bloomed in the nation of Alpha, and most of Ericall's lords claimed independence, creating the anarchy we find in Norwold today. Oceansend simply kept on living as usual since they have always considered themselves independent. On the downside, with all the other nearby cities warring among themselves, Oceansend suffered problems with their trade industry.

About two years ago, however, it all changed with the arrival of the Heldannic Knights. Unlike Ericall, the priests of Vanya conquered the city by force, and so it remained until late this year. Now Oceansend is once more trying to regain its glory and trade of a decade ago.

## Atlas Of The Savage Coast

This section describes the lands known as the Savage Coast. The Savage Coast is a frontier land, with continuous goblinoid invasions and squabbles between the local lords. Most of the land is in ruins and is mainly unexplored. Colonized over the centuries by the riff-raft of the Old World, most people are unscrupulous and the law of the jungle often prevails. The natives who lived there (goblinoids, savage rakasta and lupins, etc) are none too friendly either, and are often hostile towards humans and demihumans.

Some of the natives are more civilized, such as the rakasta of Bellayne or the lupins of Renardry. In fact, along the Savage Coast, race is often ignored and non-humans can fit in easily to human society. Instead, nationality is the main source of pride, and several nations have had century long feuds in which there appears to be no end in sight.

In this land, the local lords make the rules, and others are poor and uneducated peasants who must follow their whim. Many an adventurer has broken free of this feudalism and wanders the land, without a home, in search of fortune and fame. There are more adventurers without loyalties on the Savage Coast than anywhere else on Mystara.

Unique to this land is a strange metal called Red Steel. This metal is as strong as normal steel, but much lighter, making it a prized possession by all warriors. Red Steel is more precious than gold, and rulers have sacrificed entire armies to try and control its trade. Many grand quests has the goal of finding Red Steel, and many wars still go on because of it.

Finally, the entire land is falls under the sway of the dreaded Red Curse. This affliction deforms all those it affects, transforming them into hideous beasts.

Even stranger, some of the inhabitants seem to have learned how to control this curse, gaining wondrous magical powers known as Legacies. It is rumored that once you are affected by the Red Curse, you cannot leave the Savage Coast otherwise the curse will destroy you.

Adventure can be found by exploring the many ruins and searching for ancient artifacts. But on the Savage Coast, Red Steel and the mastery of Legacies are the true keys to power and fame!

Located to the west of the Old World, the Savage Coast stretches almost 2000 miles in length. It's southern shores lie against the Western Sea of Dread, while the west is blocked by Yalu Bay. To the east, the Great Waste separates the Savage Coast from the Old World. Finally, the north is bordered by the Yazzak Steppes, home of the endless hordes of goblinoids.

### ***CORRESPONDENTS FOR THE SAVAGE COAST***

Here is our list of correspondents that give us detailed information on the nations, places, and events of the Savage Coast. They are all people whom Rikard Prospero has convinced to write to us about their homeland. We, the editors, wish to thank them all for their contribution.

#### **Hernando Cagliostro**

Hernando is a refugee who fled Narvaez, apparently because of something to do with the Inquisition there. He now studies magic in Ciudad Real, and has mastered several cold-related magic spells. He enjoys scholastic research and has a dislike toward the priests of Narvaez whom he claims hide the truth.

Hernando talks about his native Narvaez, as well as the baronies of Garguña and Saragón.

#### **Piotr Drobnjak**



Adventurer and part-time merchant, Piotr is our correspondent for Slagovich and nearby states. A devout follower of Halav, the young Piotr has a deep knowledge of City-States affairs.

This year he describes us his hometown, Slagovich, and the mysterious land of Hule (this one just from bibliographic research). As you read this Piotr is probably sailing north toward Hule to give us a in-depth correspondence about that still unknown nation.

### **Gnighmen Lodestar**

Gnighmen is a wicca [Mage. Ed.] of the clan Lodestar from the flying city of Serraine. He is a minor member of the clan who is greatly interested in the cultures of the areas over which the city flies. Gnighmen is an inquisitive young skygnome who is, whilst practical by gnome standards, still fond of sarcastic humour.

Gnighmen makes a report of the kingdoms of Gombar and Suma'a during a trip he made there incognito during Flaurmont of this year. [Ed. The report was passed on to the editors of this article through Matazumi, a resident we have contact with from the flying city. The existence of the areas described by Gnighmen has previously remained unknown and the truth of their existence must remain in question owing to the temperament of the gnome race.]

### **Rikard Prospero**

Former owner of the Poor Wizard's Almanac (property of TSR, the Thyatian Services and Reviews), the book that started the Mystaran Almanac series, Prospero now travels the lands of the Savage Coast, describing to us all the wonders he discovers.

This year, the mysterious yet meticulous wizard once more describes to us a few of the Savage Baronies along the Gulf of Hule.

## **ALMARRÓN (Estado De)**

**Location:** East of Gulf of Hule, north of Cimarron, south of Gargoña, west of el Grande Carrascal wildlands.

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

**Population:** 7,000, including 4,200 in the capital Ciudad Tejillas. Roughly 92% human, 5% elves, 3% half-elves.

**Languages:** Slag Common (Españ Dialect).

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

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

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

**Important Figures:** Barón Maximilio de Almarrón y Escudor (baron, human, male, F9), Don Esteban "El Salvador" (ex-dictator, human, male, F13).

**Flora and Fauna:** Standard for its warm temperate/subtropical climate, including kudzu, tomatoes, potatoes, maize, plains grasses, deer, alligators, armadillos, prairie dogs, turkeys, and eagles. Dangerous monsters include gnoll raiders from El Grande Carrascal. Normal animals or plants with Legacies can also be very dangerous.

**Further Reading:** The Savage Coast online document.

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

Almarrón is a small nation that is part of Savage Baronies. Collectively called the Guardianos, because they guard the rest of the Savage Coast from Hule, the people of the baronies are well respected by the other nations, even though there is hardly any contact between them.

### **The Land**

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, fed by the Sierra Borgosa, 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.

Located at the mouth of the Sierra Borgosa, Ciudad Tejillas - the capital - is a center for commerce and education for the nation.

This town is rather lively thanks to the numerous celebrations thrown by the Baron. It is filled with good taverns and inns and even has a theater and a museum. While the hardworking attitude of the commoners gives quiet and peaceful days, the boisterous lifestyles of the local swashbucklers makes for an exciting nightlife. Despite this, the town is fairly safe - adventurers who live in Ciudad Tejillas are protective of its people and its reputation.

### **The People**

The humans of Almarrón, like the rest of the Baronies, tend to be moderately dark-skinned. The Red Curse also gives them red overtones. Most humans have straight, black or deep red hair. A few elves and dwarves live in Almarrón, but they are very rare.

Afflicted within Almarrón are well treated by friends and families, and they suffer little prejudice from others. Most Almarrónans view the Red Curse as something that will affect others and simply ignore it in their everyday lives.

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 Barón. So far, the current Barón seems to have won their respect and has slowly begun to enlighten his nation into a cultural center.

More so than elsewhere, Almarrónans enjoy their freedom, having lost it several times.

Swashbucklers and local heroes who fought against the tyrant Esteban are very common amongst them. The continuous wars and revolts have left most families relatively poor. Luckily, Barón Maximilio provides priests and cinnabryl for those who cannot afford it, keeping the number of Afflicted very low.

Finally, the use of Torreón mercenaries by Don Esteban during the war has left a bad feelings toward Torreóners among most of the populace.

### **Recent History**

Founded in AC 936, Almarrón was another barony lead by it's noble family. Corruption among the nobles lead to a period of expansionism and conquest. Soon enough, Almarrón started loosing its battles, and most conquered lands declared independence. With the separation of Cimarron in AC 980, the people of Almarrón have had enough and overthrew their Barón. They installed a democratic system inspired by ancient Traldar forms of government. In AC 994, a dictator name Don Esteban "El Salvador" took control of the nation and began collecting the nation's wealth for himself.

In AC 1006, Almarrón sided against Narvaez during the Inquisition Wars. The wars end when the baronies unite to fight off Hule. The next year, the gnolls of El Grande Carrascal take advantage of Almarrón weakened state an invade. They are routed by the end of the year, but only after destroying Castillo de Tordegena.

By next year, AC 1008, rebels finally ousted Don Esteban thanks to many troubles the land had during the past few years. The people decided to return to the traditional nobility rulership rather than allow another tyrant to take power. Hence, Maximilio, the only living descendant of the former noble rulers from long ago, was name Barón Maximilio de Almarrón y Escudor.

In AC 1009, the Red Curse, which was centered in a few locations just outside the

Savage Baronies, mysterious spreads during the Week Without Magic and covers most of the Savage Coast, including all the Savage Baronies. The people must soon learn to cope with outbreaks of the Red Curse and the creation of new Afflicted. Most nobles scramble to find priests or cinnabryl to help their people, and Inheritors make themselves public to better spread their stored cinnabryl.

In AC 1010, many believed that miners had discovered the Mannequin of Ixion, the legendary Oltec artifact which would prevent any army in the world from invading the nation. It turned out to be nothing more than a “Black Vessel” for a deadly creature. Still, events during this time caused the death of Maximilio’s Honorbound leader, as well as the resignation of Costa, the honorbound who would have replaced him. [Those desiring more information are referred to the novel “The Black Vessel.” Ed.]

Since then, rumors of an impending attack from Don Esteban’s forces have been running rampant, but no such attack has yet occurred.

## ***CIMARRON COUNTY***

**Location:** West of Gulf of Hule, southern edge of the coast, south of Almarrón.

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

**Population:** 18,000, including 11,500 in Smokestone City. Roughly 60% human, 25% dwarves, 10% halflings (stouts), and 5% turtles.

**Languages:** Slag Common.

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

**Taxes:** 15% income tax, 10% sales tax in taverns, and 10% inheritance tax which includes money made gambling.

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

**Industries:** Mining (cinnabryl), production of smokepowder and wheellocks (and flintlocks), ale, saloons, gambling.

**Important Figures:** Sir John of the Wain, Duke of Cimarron (count, human, male, Pa15).

**Flora and Fauna:** Standard for its warm temperate/subtropical climate, including kudzu, tomatoes, potatoes, maize, plains grasses, deer, armadillos, prairie dogs, turkeys, and eagles. 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.

**Further Reading:** Voyage of the Princess Ark: The Shootout at South Gulch, in the Champions of Mystara box set. Also, the Savage Coast online document.

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

Cimarron is a small county that is part of Savage Baronies, despite the fact that they call their ruler a duke. Collectively called the Guardianos, because they guard the rest of the Savage Coast from Hule, the people of the baronies are well respected by the other nations, even though there is hardly any contact between them.

### **The Land**

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 flora that does manage to survive are stunted compared to most other plants.

Smokestone City is known for its saloons and gambling halls, as well as the rowdy crowds such establishments attract. Most halflings of Cimarron live in Smokestone City. Old Fort is a town built atop an old Thyatian colonial fort from long ago.

## **The People**

The humans of Cimarron, like the rest of the Baronies, tend to be moderately dark-skinned. The Red Curse also gives them red overtones. Most humans have straight, black or deep red hair. Cimarrons has several hill dwarves living among them, and this is the only barony in which halflings (of the stout variety) are known to live.

Afflicted in Cimarron are often ignored by the upper class who can afford cinnabryl or priestly protection. Because of this, they tend to form their own little enclaves isolated from the normal people.

Cimarron is well known for its rowdy gauchos and the fact that almost everyone carries a wheellock 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.

Cimarrons are proud of their national trade guild, known as the LB Trading Company. Although there is no relation between the LB Trading Company and the government of Cimarron, most people, especially non-Cimarrons think the two are indeed working together. This company is responsible for exporting the nation's smokepowder and wheellocks, while importing much needed food. The LB Trading Company has made several outposts throughout the Savage Coast, including the towns of Dunwick (near Renardy) and Richland (near the Orc Head's Peninsula), and most other nations consider these outpost cities as colonies of Cimarron, which is a logical conclusion since most humans in these towns are Cimarrons.

## **Recent History**

In AC 900, Thyatian colonists create the nation of Narvaez, including the town of Nueva Esperanza. In AC 905, Nueva Esperanza declared independence from Narvaez, along with many other baronies. This lasted until Almarrón conquered the town in AC 939 and absorbed the surrounding territory.

Finally, in AC 980, the rebel General Cimarron lead his people to victory and Nueva Esperanza declared independence from Almarrón. His success was due mainly to the secret production of wheellock pistols and smokepowder, as well as Almarrón preoccupation with trying to invade Gargaña. The new nation called itself Cimarron County, and Nueva Esperanza was renamed to Smokestone City. In AC 990, Cimarron ratifies the treaty of Tampicos and was accepted by the other nations.

Cimarron fought against Narvaez during the Inquisition Wars which started in AC 1006. This war ended when Hule attacked the baronies, forcing them to unite together to throw out the invader. The gnolls of El Grande Carrascal took advantage of their weakened state and invade Cimarron as well as other Baronies in AC 1007. They were eventually routed by the end of the year, but at the cost of General Cimarron's life. His son John "The Duke" Cimarron inherited the County.

In AC 1009, the Red Curse, which was centered in a few locations just outside the Savage Baronies, mysterious spreads during the Week Without Magic and covers most of the Savage Coast, including all the Savage Baronies. The people must soon learn to cope with outbreaks of the Red Curse and the creation of new Afflicted. Most nobles scramble to find priests or cinnabryl to help their people, and Inheritors make themselves public to better spread their stored cinnabryl.

AC 1010 brought the invasion of goblinoids from the Bushwack Prairies, but again "The Duke" chased them away. In AC 1013, Cimarron agreed to sanction Narvaez and forbid its merchants or the LB Trading Company from selling smokepowder to that barony.

## **Don't Miss**

The most popular establishment of Cimarron County is the Red Steel Saloon, located in Smokestone City. This is a rowdy

tavern with dancers, gambling, and many brawls. People claim that at least one showdown (duel with wheellocks or the new flintlocks) occurs in front of the saloon every day. The Red Steel Saloon is the place to be if you want to make a quick reputation in Cimarron; or earn a quick death. Either way, people will learn your name.

## **GARGOÑA (Baronia De)**

**Location:** West of Gulf of Hule, north of Almarrón, south of Narvaez, and east of Saragón.

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

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

**Languages:** Slag Common (Espan Dialect).

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

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

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

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

**Important Figures:** Baronesa Esperanza “La Ilustre” de Sotto y Rivera (baroness, human, female, T12).

**Flora and Fauna:** Standard for its warm temperate climate, including kudzu, tomatoes, potatoes, maize, alligators, plains grasses, deer, armadillos, prairie dogs, turkeys, and eagles. Dangerous monsters include various giant lizards and undead found in the swamps of la Delta de Pozaverde. Normal animals with Legacies can also be very dangerous.

**Further Reading:** The Savage Coast online document.

## **Description: by Hernando Cagliostro**

Gargoña is recognized as the center of culture in the Savage Baronias, a fact affirmed by the situación [location. Ed.] of la unica universidad [unique university. Ed.] of the coast within its borders. Admisión to this grande universidad is free in return for una promesa [a promise. Ed.] of future tithes to la nación [nation. Ed.] of Gargoña for the rest of your working life. Since Gargoña is generally viewed as politically neutral, its renown scholars and graduates are found throughout most of las naciones [nations. Ed.] of the Savage Coast as advisers or teachers.

## **The Land**

Although about the same size as any other baronia, Gargoña actually has poco [little. Ed.] land for its people to live on. Almost a third of la baronia is inhospitable swampland located at la Delta de Pozaverde, the mouth of the famous Rio Copos. On the bright side, this swamp makes approaching the towns of Gargoña from the sea very difficult, preventing attacks from the Sea Baronias.

The Rio Copos crosses la baronia from west to east, and most of the towns and casas [homes. Ed.] of the people can be found along its shores. After about 15 kilometers (10 miles) from the shores, dense bosques [forests. Ed.] dominate, and they are sparsely inhabited by any locals. These bosques cover about one half of la baronia, and serve as borders with friendly Almarrón and the religous fanatics of Narvaez.

Ciudad Real is the capital of la baronia, and is located just after la Delta de Pozaverde, where el Rio Guadiana merges with el Rio Copos. Skiffs powered by oar ply the waterways of the delta, ferrying commerce to and from seagoing ships, allowing access to the lucrative sea trade.

## **The People**

Gargoñans are typically poets, artistas, and scholars. Many dream of adventure and excitement, but only a few actually give it a try (and most give it up after their first).

Those that do adventure are some of the most swashbuckling souls in las baronias. They are easily offended when people claim that Gargoñans cannot fight and are eager to prove them wrong.

To Gargoñans, the Red Curse is a dreaded disease which must be stopped. Many, especially those with an Afflicted in the family, try to raise money to fund research into the Curse. Luckily, the few clero [priests, or more properly clerics. Ed.] found in Gargoña are devoted to stopping it and they use their spells to keep the number of Afflicted very low within la nación.

### **Recent History**

The history of Gargoña, like so many of the other baronias, is sad and bloody. Originally part of la baronia de Narvaez, the southern half of esta [that. Ed] nación separated and formed a new Baronia de Sotto in AC 913. Ciudades [cities. Ed.] of this Baronia de Sotto soon declared their own independence, causing a civil war. Riviera (which included Ciudad Real) won its bid for independence in AC 926. Gargoña (which only included la Castillo de Pardalupe) finally declared independence itself in AC 934.

Sotto retaliated and invaded Gargoña. By AC 936, Sotto was soundly defeated and Gargoña had conquered it's parent Baronia. Gargoña released its claim on Sotto, and la población [population. Ed.] reorganized themselves into la Estado de Almarrón. In AC 977, Almarrón again went on an spree of conquest. Gargoña merged with la nación de Riviera, keeping the name Gargoña, and was able to repulse the invaders in AC 979.

Baronesa Esperanza was crucial in negotiating a peace treaty with Narvaez during the war of AC 1006 so that las baronias could fight off Hule. The fact that her daughter is married to the son of the racist [this is the opinion of the correspondent. Ed.] Don Hugo of Narvaez helped in los negociaciones.

As with the entire Savage Coast, the Red Curse spread through Gargoña in AC 1009 during the dreaded Week Without Magic.

Gargoña has thankfully agreed to la sanción [sanction. Ed.] of selling smokepowder to Narvaez, yet la baronesa is unfortunately trying to negotiate another solution to la problema.

## ***GUADALANTE (Estado De)***

**Location:** West of Saragón, north of El Grande Carrascal, South and East of the Yazzak Steppes.

**Area:** 11,300 sq. mi.

**Population:** 7,500, including 6,300 in Ciudad Huelca.

**Languages:** Slag Common (Espan Dialect).

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

**Taxes:** 25% income tax.

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

**Industries:** Cattle and horses.

**Important Figures:** Seóor Cristobal "El Barbudo" Bigotillos y Copetez (baron, human, male, R10).

**Flora and Fauna:** Standard for its warm temperate climate, including kudzu, tomatoes, potatoes, maize, plains grasses, deer, armadillos, prairie dogs, turkeys, and eagles. Dangerous monsters include the vast number of goblinoids that raid from the Yazzak Steppes. Normal animals with Legacies can also be very dangerous.

**Further Reading:** The Savage Coast online document.

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

Guadalante is a small nation that is part of Savage Baronies. Collectively called the

Guardianos, because they guard the rest of the Savage Coast from Hule, the people of the baronies are well respected by the other nations, even though there is hardly any contact between them.

### **The Land**

Guadalante is nothing more than a large expanse of grassland that serves as grazing land for the numerous cattle and horses found in the barony. Only the Rio Copos and Rio Negro break the monotonous terrain. The land along these rivers are fertile farmlands which produce food for the nation.

Scattered throughout this land are the haciendas [household. Ed.] of the various rich cattle-trading families. Only two communities exist in Guadalante, most families preferring to stay in their own fortified hacienda. Ciudad Huelca is the capital, boasting a population of just over 6000, while Dos Cabezas Hacienda is a small village of about 300. To few crafters, merchants, and laborers of the barony come from these two communities.

### **The People**

The humans of Guadalante, like the rest of the Baronies, tend to be moderately dark-skinned. The Red Curse also gives them red overtones. Most humans have straight, black or deep red hair. Other races are rare in Guadalante, and goblinoids, rakasta, and lupins are disliked. If any other race is present enough to be called Guadalantans, it would be the occasional turtle who works in the haciendas of the wealthy merchants.

Guadalantans are crude ruffians who simply cannot appreciate the finer things in life. Most would rather sleep on the ground, outside beneath the stars than in a warm, comfortable bed at a local inn.

Guadalantans are proud of their freedom and will do anything to keep it. They are individualistic, and most take care of themselves. The gaucho are the respected heroes here; they are warriors of the ranges who ride horse and wield wheellock pistols

with skill. They are by far the roughest, crudest, and rowdiest bunch in the entire Savage Baronies.

Guadalantans ignore the Red Curse until it affects them directly. Since cinnabryl is rare and expensive, most keep the Red Curse at bay by visiting the local clergy for a Maintainspell. Afflicted are treated as less than human in Guadalante, so they often live in their own houses far away from any human community. Some haciendas are composed entirely of Afflicted.

### **Recent History**

Guadalante has had a very peaceful past when compared with the other baronies. Guadalante was founded in AC 985 when the baronies of Copetez and Bigotillos united together when their respective heirs were married.

In AC 992, Guadalante fought with Saragón over watering rights, but after one quick battle, the two nations came to an agreement with the Treaty of Cortesillas.

Guadalante remained quiet until AC 1006 when it joined forces with the other southern baronies to defend against Narvaez and its allies. It then joined all the baronies to repulse the invading forces of Hule.

In AC 1007, goblinoids invaded the land and caused much damage to numerous haciendas of Guadalante. Finally, in AC 1009, a week without magic release the Red Curse into the area, and people were forced to adapt to the curse by finding cinnabryl or begging priests to cast a Maintain spell on them.

Since then, Guadalante has minded its own business and been left alone by the other baronies, just as it prefers.

## ***HULE (Hagiarchy Of)***

**Location:** North of the Savage Baronies and the Gulf of Hule, continent of Brun.

**Area:** 256,000 sq. mi. (576,000 km<sup>2</sup>)

**Population:** 1,000,000 (roughly 65% human, 35% goblinoids - mainly bugbears, gnolls, kobolds, orcs and ogres - and 5% demi-human - dwarves, elves, and halflings.)

**Languages:** Hulean Common (several dialects).

**Coinage:** Lira (gp), kuru (sp) and piastre (cp).

**Taxes:** Net worth tax of 5% assessed every two years and an annual 10% tithe to the Holy Men of Hule. Hule's major roads also have toll gates every 24 miles charging 1 piastre per person and 2 piastres per large animal.

**Government Type:** Hagiarchy (ruled by Holy Men).

**Industries:** Agriculture, textile (fine cloth, wool), glasswork, trade, conquest.

**Important Figures:** The Master (The Master of Hule, presumed to be a human, male, P20 of Bozdogan).

**Flora and Fauna:** Nearly every creature native to the continent of Brun can be found in the large territories owned by Hule

**Further Reading:** The Savage Coast online document, X5 - The Temple of Death, Voyage of the Princess Ark - part 20 (in Dragon Magazine #173).

### **Description: by Piotr Drobnjak**

Hule: the land of mischief. I've not actually visited Hule yet, so this report is just the results of several weeks of research at the libraries and inns of Slagovich. I intend to visit Hule (as well as the other City-States) soon, so that I may offer you a complete report next year.

### **The Land**

Hule, also known as Great Hule and the Sanctified Land, is a large nation northwest of the Black Mountains and north of the Savage Coast's City-States and Savage Baronies. It stretches from the edge of the Black Mountains to the Risilvar Escarpment in the south and the Dravish Steppes in the west. Its southern border includes a tiny slice of the coastline, just north of Slagovich, giving the nation access to sea trade. Much of Hule consists of low, rolling hills blanketed by farms and pastures. The farmlands are dotted by small and simple villages and farming communities. There are also several larger towns which serve as bustling centers of trade.

Western Hule encompasses roughly half of Niwhelm, the Dark Woods - a great oak forest still mostly primeval. The woods contain Lake Tros, also known as the Lake of the Deeps, a large (4,500 sq. mi.) and seemingly bottomless freshwater lake.

### **The People**

Hule is a meltpot of races and species. Only humans have an active role in government, although non-humans may act as advisers to the human officials.

Hule is a hagiarchy, a government run by "holy men" and clergy. Any person that has been shown to be especially favored by Bozdogan may have an important role in the government, not just his priests.

The people of Hule are divided into many classes: holy men, diviners, hermits, prophets, clergy, and commoners. Holy men are the rulers; holy men who have someone been touched by the Immortals. Diviners are a sort of law enforcers who travel the land searching for criminals; they wear a red robe and black mask. Hermits are people who claim to have had a vision from Bozdogan, telling them to lead secluded lives in the wilderness. Prophets are people recognized for their wisdom; they travel the land and act as judges. Clerics operate the local temples and shrines; their task is to guide and instruct the people. Commoners are farmers, soldiers, crafters,



merchants and so on. They're looked down upon but are considered necessary for the nation to survive.

Priests of any religion other than the official religion of Bozdogan, as well as bandits, troublemakers, and mages are considered outlaws and traitors.

The goblinoids of Hule do not fit into the above mentioned class system. All goblinoid tribes are nominally independent and treated with care and respect mainly out of fear. These tribes, however, find it very profitable to ally with the Master of Hule, the highest and most powerful of the holy men.

Demi-humans are quite rare and are objects of curiosity to the humans of Hule.

### **Recent History**

The Master, a mysterious individual, is currently in control of Hule. Much of his army relies on goblinoids, in particular goblins, though a vast corps of dervishes defend the city-temples. Among these dervishes are a number of elite troops with red steel scimitars. These dervishes have regularly repulsed barbarian invasions from the north, thanks mostly to their red steel equipment.

Recently, the Master of Hule sent his minions to the Great Waste to conquer the eastern lands. He gained control of Sind in AC 1005. From there, his goblinoids, janissaries [Hulean cavalry. Ed.], and Desert Nomads drove into Darokin. The armies of Darokin, Karamikos, and the Five Shires managed to drive the Desert Nomads out in AC 1006, but the Master's forces still held on to Sind.

Hule also attempted to conquer the Savage Baronies at the same time, but the baronies ended the wars between themselves and united against this common threat, forcing the Hulean forces to retreat as well.

Last year Hulean forces, mostly goblinoids, invaded and conquered the City-State of Nova Svoga. Hule is currently at peace with

the nations of the Savage Coast, recovering from the last set of wars. Huleans still plot and spy, however, and minor events related to Hule occur all the time, especially in the City-States and Savage Baronies.

### **Do Miss**

Hule is probably worth missing as a whole, but if you really need to go there, please avoid entering goblinoid reserves and don't go to far from the coastal cities.

The Temple of Death, also known as Greatrealm, is the Master's capital city: a huge temple complex lying on the shore of Lake Tros. It lies away from the cities, and people seldom visit it. From here the Master watches his county and the progress of all his military forces. His desires are made known to the people by the Diviners or other messengers. This is a place to avoid at all costs.

Next year I plan to board a ship to Yenigaz and the Azurun. From there I'll try to reach the city of Magden in eastern Hule. Hopefully I'll return to Slogovich with my report. May Halav protect me.

## ***NARVAEZ* (Baronia De)**

**Location:** Northwest of Saragón, north of Gargaña, south of Torreón.

**Area:** 15,477 sq. mi.

**Population:** 16,000, including 12,300 in Puerto Morillos.

**Languages:** Slag Common (Espan Dialect).

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

**Taxes:** 35% income tax.

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

**Industries:** Agriculture, mercenaries.

**Important Figures:** Barón Hugo “El Despiadado” de Narvaez y Montoya (baron, human, male, P(cr)15).

**Flora and Fauna:** Standard for its warm temperate climate, including kudzu, tomatoes, potatoes, maize, plains grasses, deer, armadillos, prairie dogs, turkeys, and eagles. Dangerous monsters include the vast number of goblinoids that raid from the Yazzak Steppes and from an unnamed swamp on the coast of the Gulf. Normal animals with Legacies can also be very dangerous.

**Further Reading:** The Savage Coast online document.

**Description: by Hernando Cagliostro** Narvaez. El nombre [The name. Ed] of this baronia alone is enough to cause fear in most people, and with reason. Narvaezans have always be intent on conquest of all the Savage Baronias, and they intend for everyone to worship the flames of Ixion and his Inquisitor.

### **The Land**

Narvaez is the largest baronia of the Gulf of Hule. It is mostly fertile farmland situated in the valley of el Rio Guadiana. Forested hills marks the borders on either side of the valley. Many aldeas [villages. Ed.] can be found along el rio, but most have been destroyed and are nothing more than ruins thanks to the holy war Narvaez embarked upon almost a decade ago. Only two main towns are still left in esta región: Paz del sol and Punto-Eseobar.

The southern parte de Narvaez turns eastward and goes all the way to the sea, where Puerto Morillos stands. This is el capital of la nación, where Barón Hugo rules with an iron fist and his Matones thugs enforce his laws. Life is Puerto Morillos is very subdued, as to try and be lively and entertaining marks one out for the dreaded inquisitors, who will most assuredly come and visit.

North of this stretch of land, and east of el Rio Guadiana, lies las Colinas Grutescas and an unnamed swamp. Banditos and religious refugees have made many a hideout in this area, and it is rumored to be filled with ruins and ancient treasures.

### **The People**

Narvaezans are an oppressed people who have no freedom to do as they please. The dreaded inquisitors and their goddess, aptly named the Inquisitor, make sure that everyone is extremely devoted to Ixion. Those believed to have performed the slightest herejia [heresy. Ed.] are burned to the stake.

La población is heavily taxed so el barón can afford to build his military forces. With these, he insures that there are no revolts in his nación and enforces the worship of Ixion. Many such mercenaries even serve abroad, although most other countries are afraid to hire them because of their religious conviciones [convictions. Ed.]. Those that do serve outside of Narvaez must still pay taxes to el barón or they will be declared heretics.

El barón even exports the food of the commoners to other naciones for money, often leaving them starving in his own baronia. Then El Despiadado [The Despised. Ed.] wonders why he has so many revolts and has to pay for so many soldiers. Los famous Matones, the elite guards of Narvaez, are nothing more than thugs who take pleasure in bullying those weaker than they are. And any who complain to the officials are soon found burning at the stakes; the inquisitors find their devotion in Ixion to be lacking merely days afterwards.

Narvaezans view Afflicted as those punished by the Immortals, in particular by Ixion. Since cinnabryl is rare in Narvaez, only the clero of Ixion can keep the Red Curse at bay with their Maintain spells. Those who become Afflicted are therefore viewed as those who have not been faithful to the church and therefore suffer the

punishment they deserve. What I believe is even worse is that the Afflicted themselves, so caught up in the religión of Ixion, believe that they are to blame for their curse. What kind of religión puts such false and destructive ideas into the heads of its own people?

These days, Afflicted are automatically viewed as heretics and are to be killed on sight. Also, druids and mages are equally viewed as heretics, since they obviously worship other sources of powers for their spells. It is because of my arcane studies that I was forced to flee my own homeland.

### **Recent History**

Narvaez was the first baronia along the Savage Coast, created many years ago by Ispan [A group of Thyatians. Ed.] colonists at the turn of the last century. They claimed the entire coast of the Gulf of Hule where almost all the other baronies now lie.

Soon after it's creation, several towns declared their independence and formed their own baronias. Then, in AC 913, the first barón died and la nación was divided in two by his two heirs. The northern baronia remained Narvaez while the southern baronia became la Baronia de Sotto. Over the next decades, Sotto fell apart to numerous civil wars and eventually became what are known as las baronias of Gargaña, Almarrón, and Cimmaron.

Meanwhile, Narvaez itself was facing many revolts and declaraciones of independence as well. Tired of these secessions, el barón started building his forces and attacked the rebellious towns. By AC 937, Narvaez had reclaimed all its lands, not including those that were given to Sotto. El barón continued to build his forces to prevent any other uprisings. Narvaez became known for its infantry and military throughout las baronias. They held their land and remained peaceful until the next century.

Then in AC 1005, Narvaez fell into civil war over their religion. El barón managed to unite his people in AC 1006 by claiming that

it was the other naciones which were heretics, uniting los factiones into a Holy War against the rest of las baronias. Torreón, Texeiras and Vilaverde joined Narvaez against the other baronias. This war ended when Hule invaded, forcing los baróns to work together or lose all their lands.

Near the end of AC 1009, the Red Curse spread throughout the land and many Narvaezans became Afflicted. This has begun causing many troubles within la baronia, and many believe that another religious civil war is inevitable. Last year, Barón Hugo began stockpiling smokepowder, and many feared that la baronia would again start a spree of conquests and expansión. In consequence, they have created sanciones which thankfully forbid the export of smokepowder to Narvaez.

### **Don't Miss**

Unless you are willing to become a near-slave to the whims of lost Matones and the inquisitors, I recommend avoiding Narvaez as much as possible. If you must go, stay in small villages where you will be harder to find.

The one thing I enjoy in Narvaez is to see the daring swashbucklers in Puerto Morillos. They wear masks and go about taunting the inquisitors, the priests of Ixion, los Matones, and even el barón. Sadly, many of them have been killed and burned to the stake, but just as many always manage to escape and harass the fanatical Narvaezans even more.

## ***SARAGÓN* (Baronia De)**

**Location:** East of Guadalante, north of el Grande Carrascal, and west of Gargaña and Narvaez.

**Area:** 8,757 sq. mi.

**Population:** 8,000, including 6,600 in Ciudad Matacán.

**Languages:** Slag Common (Espan Dialect).

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

**Taxes:** 20% income tax.

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

**Industries:** Sages and knowledge.

**Important Figures:** Barón Balthazar de Montejo y Aranjuez (baron, human, male, W12).

**Flora and Fauna:** Standard for its warm temperate climate, including kudzu, tomatoes, potatoes, maize, plains grasses, deer, armadillos, prairie dogs, turkeys, and eagles. Dangerous monsters include goblinoids that raid from the Yazzak Steppes. Normal animals with Legacies can also be very dangerous.

**Further Reading:** The Savage Coast online document.

### **Description: by Hernando Cagliostro**

Saragón is one of the three enlightened states of las baronias. Along with Gargoña and Almarrón, its rulers promote philosophy, arts, and educations among its población. Saragón is also famous in its role of defending las baronias from invasions from the Yazzak Steppes thanks to la careta de la barrera [The Barrier Mask. Ed.], an artifact of the Immortal Ixion which repulses enemy forces that approach it. A second artifact, the Bracers of Forbiddance, enhances the Barrier Mask's already great powers.

### **The Land**

Saragón is mostly composed a prairies that lie along el Rio Maldito and Rio Copos. The western borders run along la Bosque de las Sombras (The Forest of Phantoms), a woods rumored to be haunted by the legions of soldiers who died fighting the gnolls who once inhabited to forest.

Saragón is has three baronets, minor lords who represent each one region of la baronia. The baronet of Aranjuez represents the north, while the baronet of Montejo the southern parts of la baronia. The baronet of Saragón comes from the central area of la nación.

### **The People**

Saragóners are an enlightened people, much like Gargoñans, du mainly to the good education they receive from the nobles. Mages and scientists are very common here, and are in fact renown throughout las nacionas as the most wise sabios [sages. Ed.] of the Savage Coast. Many here study the Red Curse and are trying to understand it better, and possibly defeat it if possible.

Also common in Saragón are the Inheritors. This is due to the fact that the original Inheritors all came from this nación. In fact, baronet Don Luis de Manzanas is one of those original Inheritors. Because of this longer use of Legacies in the area, Saragón has more red steel and cinnabryl then most other nacionas.

Despite this high concentration of cinnabryl, most people use the priestly Maintain spell to keep the Red Curse at bay. This is parcialmente [partially. Ed.] because of cinnabryl's high price, and parcialmente because they have been well thought about the consequences of running out of cinnabryl. Afflicted are therefore rare as even the children of the land understand the properties of the dreaded Red Curse. Those that are Afflicted are treated no differently than someone with any other disease or wound; say someone missing a leg or an arm.

### **Recent History**

Saragón has had a relatively peaceful history, and this is perhaps one of the reasons it is an enlightened state. La nación was formed in AC 966 when los baronias of Montejo and Aranjuez united after several años [years. Ed.] of working together to defeat encroaching goblinoids and gnolls. Saragón remained peaceful except for a small dispute

over watering rights with Guadalante throughout most of its history.

In AC 993, adventurers found the Barrier Mask which has helped keep la nación safe since then. AC 1006 brought the holy wars in which Saragón united with other baronias to fight against Narvaez. As is well known, this battle ended when all las baronias united to fight off Hule. Then, in AC 1007, goblinoids from the Steppes invaded, but were subsequently repulsed as well.

At the end of AC 1009, magic failed for a week, and there was much commotion in la nación. Goblinoids took advantage of the failure of the Barrier Mask to attack Manzana's tower and destroyed it. Also, this is when the dreaded Red Curse spread throughout the land.

In AC 1010, Luis de Manzanos had a new castillos constructed, but was then challenged by the Inheritor Balazar. The troubles caused by this challenge eventually led to the discovery of the Bracers of Forbiddance, which helped repulse another goblinoid invasion led by Balazar. This new artifact, along with the Barrier Mask, are in la posesión of baroner Don Luis de Mazanas, where he keeps the borders safe from goblinoids and Narvaezans.

Since then, Saragón has remained out of most of the politics of the region, except for its demand to increase los sanciones on Narvaez.

## ***SLAGOVICH (City-State Of)***

**Location:** West of Gulf of Hule, northern region of Serpent's Peninsula.

**Area:** 1,232 sq. mi. (3,200 km<sup>2</sup>)

**Population:** 17,000 (mostly humans and a few demihumans)

**Languages:** Slag Common (Slagovich Dialect), Slagich (dialect of Traladaran).

**Coinage:** Bright (Br; 90% silver, 10% undepleted cinnabryl), Fair (Fr; 98% copper, 2% undepleted cinnabryl), Dim (Dm; depleted Bright), Dark (Dk; depleted Fair). Value: 1 Br = 5 Fr = 50 Dm = 500 Dk. Silver ingots are used in merchant trades.

**Taxes:** Unknown.

**Government Type:** Independent monarchy ruled by a Margrave.

**Industries:** trade, mining (cinnabryl).

**Important Figures:** Margrave Miosz II (noble, human, male, F5), Stavro (leader of the Knights of Halav, human, male, F14).

**Further Reading:** Voyage of the Princess Ark: The Slagovich Affair, in the Champions of Mystara box set. Also, the Savage Coast online document.

### **Description: by Piotr Drobniak**

It's a great pleasure for me to describe my home city in such a precious book published in the same land that gave birth to the Mighty Halav. May He protect us all and help me in the use of Thyatian.

### **The Land**

Slagovich proper is just a five centuries old small stronghold built high atop a plateau, next to a cliff overlooking the Gulf of Hule. The City State also controls a tiny stretch of hilly land between the village of Kastr to the south and the ruins of Grabana to the north.

High and well-defended walls surround the city's mortar and stonework houses, but the nobles and the richest families live inside the walls. Most of the population lives in badly maintained dwellings, outside the protection of the walls. A few scattered farms dot the countryside.

Almost all buildings have a faint reddish-brown color, due to the presence of cinnabryl in the area.

### **The People**

The inhabitants of Slagovich, mostly humans of mixed Yavi and Traladaran race, sport dark hairs and reddish-brown skin

(probably due to the Red Curse). A few demihumans inhabit the city too. Despite the many adventurers and the bustling trade business, most of the population consists in poor miners who work in the rich cinnabryl mines.

Worship of Halav is the main faith in the area, especially since the brotherhood known as Knights of Halav has helped Slagovich resist the Hulean attempts at seizing the City.

### **Recent History**

In the last decade or so the whole area suffered from continuous war. Slagovich is an important trading post and the gate to the East, moreover it has an important mine of cinnabryl, so the evil Master of Hule has tried to conquer it several times. He almost managed to do it in 1000 AC, when the Margrave Miosz II, then a child, was able to keep his throne thanks to the intervention of the Knights of Halav and an Alphantian adventurer named Haldemar.

In the following years Hule invaded Sind and attempted to conquer all the City-States, but the alliance of the five cities managed to repel the Hulean evil bands.

Recently, as the Hulean threat loosened, Slagovich has been attacked by joint forces of Zvornik and Hojah and tension is still high in the area.

### **Don't Miss**

Slagovich most famous features, except the Black Samovar inn, are the hydraulic mechanism designed by excellent Slagovich engineers and present everywhere in the city.

Located in a huge natural cavern connected by a natural shaft to the city, the harbor is a masterpiece of engineering. For a high fee the cavern can be sealed and filled with water, thus allowing a ship to move deep into the city along a series of canal to unload their goods.

Due to the high number of canal, drawbridges and water locks, the City of

Slagovich is also known among eastern travelers as “Glantri of the West”.

## ***SUMA'A (Kingdom Of) AND GOMBAR (Kingdom Of)***

### **SUMA'A**

**Location:** Western edge of the Arm of the Immortals, Brun.

**Area:** 19,240 sq. mi.

**Population:** 60,000, including 25,000 in the capital Sumag).

**Languages:** Ak'an (a language descended from Tanagoro and ogre).

**Coinage:** pesawa (ep), cedi (gp).

**Taxes:** 10% export tax, 15% import tax (0% food import tax), 5% mineral tax.

**Government Type:** Monarchy moderately influenced by mercantile interests. The king must be a shaman.

**Industries:** Mining (gold, iron, diamonds, electrum, platinum), jewelry.

**Important Figures:** Aw'ar (Chief Priest of Sumag, ogre-kin, female, P(shaman)15).

**Flora and Fauna:** unknown.

### **GOMBAR**

**Location:** Western edge of the Arm of the Immortals, Brun.

**Area:** 28,120 sq. mi.

**Population:** 72,000, including 30,000 in the capital Emdur).

**Languages:** Ak'an (a language descended from Tanagoro and ogre).

**Coinage:** pesawa (ep), cedi (gp).

**Taxes:** 10% export tax, 15% import tax (0% food import tax), 5% mineral tax.

**Government Type:** Monarchy heavily influenced by mercantile interests. The king must be a shaman.

**Industries:** Mining (gold, rubies, diamonds, electrum, platinum), jewelry.

**Important Figures:** Droog (Chief Priest of Gombar, ogre-kin, male, P(shaman)10), Opatuo (head of the Mining Exchange of Emdur, ogre-kin, female, Merchant14).

**Flora and Fauna:** unknown.

### **Joint description of Gombar and Suma'a: by Gnighmen Lodestar**

Note from the Editors: Although Suma'a and Gombar are not properly a part of the Savage Coast or an area affected by the Haze or Red Curse, we have decided to include it in this section for now as the Arm of the Immortal is close enough for to be included into the Savage Coast. When the Arm of the Immortal is known well enough to have its own section, expect these nations to be moved there.

I traveled briefly in these two kingdoms when Serraine was passing nearby. Matazumi had piqued my interest of this area with tales of land rules by giant civilized ogre like beings. These beings, he informed me, lead two huge mercantile kingdoms lead by shamans. These kingdoms are rich in mineral wealth with gold, electrum and iron being mined extensively from the hills and mountains of the Arm of Immortals which form the eastern extent of the two kingdoms. Numerous types of precious stones are also mined from these areas and these along with the gold are crafted by the artisans of the land. The jewelry and mineral wealth, however, is not what has made the area rich. It is the oversea trade that the people conduct with countries up and down the western shore of Brun and Davania as well as the eastern extents of Skothar that has made the kingdoms what they are. Both kingdoms lead extensive merchant and naval fleets with which they maintain their control over the water.

Once Matazumi had given me this briefing of the land which I would travel in I effected a magical disguise to help me pass

unnoticed during my brief sojourn through the land. I decided to borrow a Cloud-Clipper for my journey and land near the city of Emdur - the capital of Gombar.

### **The Land**

I was unable to visit any area outside the city of Emdur during my stay and therefore do not know anything about it. I hope to visit the two kingdoms again soon and describe in more detail the area with more detail on the Kingdom of Suma'a and the lands surrounding the city of Emdur.

However in my travel from the area where I landed my plane into the city I noted some things. Primarily the lack of people living outside the city - I passed no-one on my short journey and there were no farms not that the land seemed very arable. Why there are no people living on the land is a mystery to me and how the populace can eat is truly a surprise. During my short trip I did notice the sounds of drum beats. From where and why these drum beats were beating was also a bit of a mystery for me - one that I was unable to answer during my stay.

### **The People**

The people of Gombar and Suma'a are twofold in their interests. Firstly there are the merchants and miners who are interested in furthering their mercantile aims. Then there are the religious groups who lead the populace.

The interactions between the religious and mercantile members of the people are very interesting. The mercantile members of the people seem to have control over the religious group by virtue of the money and jobs that they generate. However the religious groups lead the people. It is true that the leaders are heavily influenced by mercantile interests but a similar influence of the shamans over the merchants was evident to me by the respect that shamans visiting the Mining Exchange were given. They were not feared as those who are religious seem to be in other areas but actually treated with respect.

### **Don't Miss**

The Mining Exchange in Emdur is the tallest and most opulent buildings in the city. In fact the height of the building is astounding. Over 25 storeys high, the building is truly massive, especially considering that for the tall inhabitants that each storey is fifteen feet high, why a building should have so many storeys is, however, beyond me. Though seeing the building I have an idea for a weight and pulley mechanism that could be attached to the outside of the building which would move people up and down floors without the need for stairs - I think I'll call it a mechanical-levitator.

The Exchange is a hive of activity during the day and throughout the night. Within the exchange miners come in and sell their goods. In the same place merchants buy the minerals to trade with other countries. Artisans also frequent the building buying gold and gemstones and selling their crafts to merchants.

The most amazing sight within the Exchange is a large room, known as the Floor, which exists over three storeys within which the prices of the cargoes of ships as well as the standings of the mineral finds from the mines are traded and re-assessed on a continual basis. The room is a very confusing within ogre-kin screaming prices and names at the young ogre-kin above them at large boards who write the new prices and standings in the relevant places. How anyone can hear anything in this place is an amazement to me. I was here the day after the platinum from a new mine was being traded in the Exchange - I was informed that on this day that the Floor was more active - how this can be is beyond me.



## Atlas Of The Sea Of Dawn

To the east of the Old World, where the sun rises every morning, lies the Sea of Dawn. It is a place rumored to be mystical in nature by many tavern tales, and perhaps it is. Three exotic cultures can be found in this area, notably the Thothians, the Ochaleans, and the Pearl Islanders.

The rest of the nations, however, are either Thyatian or Alphatian in origin, and many bear the numerous scars of war between the two Empires. For the Sea of Dawn is the border between the Old World and the Alphatian Sea, and it is where the two cultures clash, more often violently than not.

The Isle of Dawn, a continent size island in the north of the Sea of Dawn, is a militaristic land where armies march constantly and battles take place almost daily. Such constant warfare has spread to the nearby Alatian Islands as well, and glory can easily be found by brilliant tacticians and expert mercenaries. The battles between the Empires have since died down since the signing of the Treaty of Dawn (or Isle of Dawn Treaty), yet it only takes a spark to start the war all over again.

Still, another threat seems to be looming over the area, and many of the nations are fearful of an attack by strange spiders found on the Thothian Plateau. The nature of these Aranea is unknown, and whether there will be a war or not is also unclear. But if there is, the people of the Isle of Dawn will be used to it.

The southern islands, however, are peaceful in nature, and no trip is more relaxing than one to Ochalea or the Pearl Islands. It is from these nations that the Sea of Dawn receives a mystical description when talked about, for surely no one talks with pride about the constant wars on the Isle of Dawn.

The people of the Sea of Dawn are educated, and except for the Pearl Islanders, a majority can actually read and write. Both Thyatian and Alphatian are well known, and it is rare to find someone who cannot speak both languages.

The Sea of Dawn is officially the sea along the eastern coast of the Old World, ending upon reaching the continents of Bellissaria and Alphatia. Since the sinking of Alphatia, the former Eastern Sea of Dawn has now become part of the New Alphatian Sea. The Sea of Dawn ends northward when it reaches the coast of Norwold, and its southern end borders the Jungle Coast on Davania. West of the southern Sea of Dawn is the Sea of Dread, while to the east is the Bellissarian Sea.

### *Correspondents for the Sea of Dawn*

Here is our list of correspondents that give us detailed information on the nations, places, and events of the Sea of Dawn.

#### **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 1015, Elidor described to us the nations of the Alatian Islands as well as

several Alphatia kingdoms on the Isle of Dawn. Unfortunately, his notes were lost along with those of the Alphatian Sea.

### **Kalituro Nuar**

Kalituro is a wandering priest of Asterius from the Pearl Islands, specifically the island of Nuar. He views the entire world as an interesting place to visit and desires to see the whole world before he dies. He views the study of different cultures as enlightening and the one true way to understand human nature. He also loves collecting items from each nation, and claims to have at least one of every coin of the entire known world.

Kalituro shares his experiences on Thothia and Ochalea with the readers. We unfortunately had to edit his sections on the cultures and people since he submitted enough to write an entire book on each culture. Hopefully we've managed to keep the important information.

### **Titia Solenius**

Titia is a Thyatian Legionnaire stationed at Fort Kendach who writes to us during her spare time. Born in a poor household, she ran away from home as a child to avoid a pre-arranged marriage to the son of a wealthy merchant. Upon reaching adulthood, she joined the military and was quickly caught up in the battles of the Alphatian Invasion during the Wrath of the Immortals. She has since earned the rank of lieutenant in the Legion, and claims to never want to give up this style of life.

Titia describes to us the Thyatian Provinces, as well as the nations allied with Thyatis on the Isle of Dawn.

## **ATLAS**

### **HELKIR (Kingdom Of)**

**Location:** Northern tip of the Isle of Dawn, north of Westroucke and northwest of the province of Dunadale.

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

**Population:** 40,000.

**Languages:** Thyatian Common (Redstone dialect), Alphatian Common (East Portage dialect).

**Coinage:** Thyatian Standard: Emperor (pp), lucin (gp), asterius (sp), denarius (cp). Alphatian coins are also very common: Crown (gp), mirror (sp), judge (cp).

**Taxes:** 20% income tax, collected 4 times a year (Va. 1, Ya. 1, Fy. 3, and Ei. 1). 5% sales tax on all items except food and clothing.

**Government Type:** Independent Monarchy with formality ties to the Empire of Thyatis.

**Industries:** Trade and fishing.

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

**Flora and Fauna:** Standard for its climate, notably herds of sheep and goats. Dangerous monsters include goblinoids and bandits that are common throughout the Isle of Dawn. Giant lizards and other unknown monsters inhabit the Demeran Moor.

**Further Reading:** M5 - Talons of Night, Dawn of the Emperors boxed Set, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3.

### **Description: by Titia Solenius**

Helskir was the first independent kingdom to be accepted into the Empire of Thyatis. As such, the king and queen of the land have absolute control over the laws, even to the point where they can overrule any Thyatian Imperial Law. In fact, the nation

doesn't even pay any taxes to the Empire, nor must it provide military troops for the Legion. In all respects, it is an independent nation with only formal ties to the Empire. Only if the Emperor himself declares war on another nation must Helskir participate in Imperial politics and send its troops out with the Legion.

Helskir has its own armies and navies, yet the Legion is also present in this nation. A Helskian officer is always considered to be of higher rank than a Legionnaire, and their orders always come first. They can give us orders, yet the Legion has no say as to what the Helskian Army does. In fact, Helskir still has its own senator representing them in the Imperial Senate. Helskir is therefore independent of Thyatian orders, yet able to itself influence the orders of the Empire.

Is this in fact the start of a new age for the Empire of Thyatis? Is the chain of command among the nobility being destroyed and replaced with this new form of government? I can't help but notice that independent kingdoms loosely allied together with an Emperor in charge of only the military and foreign affairs sounds way too much like the Empire of Alpathia. Is it a better system? I personally don't think so, as each nation has its own armies, and it makes coordinating military activities extremely difficult. Still, I'm a warrior and not a politician, so I'll let our leaders decide what will become of our Empire.

### **The Land**

Helskir is a very small kingdom, and it only takes a couple of days to patrol the entire border. The vast majority of the northern coastal area is fertile farmlands which provides slightly more food than needed by the people of Helskir.

The southwestern borders end at Demeran's Moor. The land is often shrouded in fog, making it very dangerous to patrol. Various bandits, goblinoids, and lizard-monsters make their lairs in this swamp, and strike from their fog-hidden ambushes. In fact,

many a brave Legionnaire has lost his life patrolling that area.

The southeastern borders of the land are much more rocky and unsuitable for farming. This is where the Helskians herd their goats. Further past the border into Dunadale, the land rises higher and higher until it finally drops several hundred meters and the Herdane Escarpment. This natural feature is in fact clearly within the borders of Dunadale, patrols of Helskir often go as far as the Escarpment. Another one of their "enter Thyatian territory with impunity but we follow their orders" advantages. I'll never understand nobles and politicians.

The city of Helskir itself is rapidly growing. New city walls have been built to better defend the thriving community, and Helskir is becoming one of the major trade centers of this region of the world. Strategical buildings also have a wooden palisade protecting them. Helskir has a deep harbor which can dock many ships at once, a fact that has helped them achieve their trade market dominance.

### **The People**

Like most Isle of Dawners, Helskians have learned to ignore most rulers and simply get on with their lives. In fact, Helskir has changed from Thyatian to Alpathian rulership and vice-versa so many times that Helskians have lost count. Strangely enough, regardless of which Empire Helskir has belonged to, Eruul Zaar has always been the ruler of this town.

Helskians are of Alpathian descent, but have abandoned all ties to the Empire of Alpathia. Until recently, many feared that Helskir would be the first place to be destroyed should the two empires go to war. In fact, this has been the only city spared from the famous Wrath of the Immortals and the aftermaths that followed. This is another reason their economy is prospering. Helskians now look forward to a bright future.

### **Recent History**

Helskir is a young nation. Just over 40 years ago, Helskir was nothing more than a simple fishing village. In fact, Eruul Zaar himself founded the village and brought it to the predominance it has today. When the fishing trade started to become lucrative, both the Empires of Thyatis and Alphatia began to take interest in the town, and both have claimed it numerous times. Eruul Zaar remained independent from both, yet claimed to follow whoever was in charge. He had the armies fight for rulership outside of town and declared that he would dutifully follow whoever won the battle. Hence, whenever Helskir changed empires, Zaar still remained the ruler of the town. On many occasions, especially when the Alphatians and Thyatians almost wiped each other out, Zaar even went so far as declaring Helskir independent from both Empires. With all this shuffling around and battles for the small town, it is no wonder that most Helskians feared the future.

In AC 994, Helskir served as the neutral meeting grounds to discuss future expansions for both Empires. Hotly contested were the lands of Norwold, recently granted [that is, in AC 990. Ed.] to Ericall, son of Empress Eriadna of Alphatia. In fact, Emperor Thincol and Empress Eriadna themselves both appeared at this meeting, only to be kidnapped by forces of Alphaks. Brave adventurers rescued the two rulers in a heroic quest onto the Great Escarpment where they faced the intelligent spiders that are now plaguing the southern Isle of Dawn once more [this heroic quest is often told by bards; just ask them to tell you about the M5 - Talons of Night adventure. Ed.]. In the end, King Ericall retained his title over Norwold.

In AC 1008, during the heat of the battle for the Isle of Dawn, Eruul Zaar married Asteriela Torion, daughter of the Emperor of Thyatis, and was declared king of Helskir by the Empress of Alphatia. Thyatis was forced to recognize the kingship in AC 1009 when it signed a peace treaty with Alphatia,

shortly before the Immortals sank their continent.

Helskir remained independent until AC 1012, when it voluntarily joined the Empire of Thyatis in fear of an invasion from Thothia. Emperor Eusebius agreed that the ties between Helskir and Thyatis would be mere formalities and that Helskir would in fact remain an independent nation with the protection of the Empire. Thothia never did invade, and peace was re-established with the Isle of Dawn Treaty that same year.

### **Don't Miss**

There is not much to see in Helskir proper, except for the lighthouse which guides ships to the safe deep-water harbor. This building is a good 15 stories in height, and its base must be at least 15 meters. A huge magical fire lights the top of this tower, and this reportedly allows ships to spot it from at least 150 kilometers (100 miles) away. In fact, this is the biggest lighthouse known in the world. Luckily, mirrors aim the light toward the sea, otherwise people would hardly be able to sleep during the night.

The market of Helskir is also a popular place for off-duty Legionnaires. Here, they can find trinkets from all around the world. In fact, any ship that has sailed the Alphatian Sea of Sea of Dawn has probably stopped in Helskir at one point. Although Thyatian coins are the standard for this kingdom, coins from any nation are accepted by most merchants from the market of Helskir.

## ***OCHALEA* (Kingdom Of)**

**Location:** Island south of the Isle of Dawn, north of the Jungle Coast, west of the Pearl Islands and southwest of the Alatian Islands.

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

**Population:** 125,000, including 50,000 in the capital Beitung

**Languages:** Alphatian (Ochalean dialect), Thyatian (Ochalean dialect).

**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:** 15% income tax, inheritance tax of 10%.

**Government Type:** Monarchy.

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

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

**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.

Intelligent monsters would include ogres (many who know magic and are often called ogre-magi), while lupins and rakasta often roam the Grasslands of Chi.

**Further Reading:** Dawn of the Emperors boxed Set, AC1010 Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3.

### **Description: by Kalitoru Nuar**

Ochalea be a strange land indeed, with customs unlike those found anywhere else in de world. Even der architecture is unique, with der tiered an' slanted roofs and strange, sliding doors made out of what appears to be paper [I doubt they are made of paper, but I left this here because that is what the writer believes. Ed.]. A small bamboo fence be surroundin' their houses. Stepping stones lead around de houses to a little garden with a few trees an' perhaps a shrubbery or two. Even der gardens are designed to give a feelin' of quiet and peace.

### **The Land**

Ochalea be an island kingdom, just like the Pearl Islands, mohn. But dis island is not rich in farmlands and palm trees like Nuar. It be a rocky place, with large uneven hills

everywhere. These hills once be volcanoes, but are now completely inactive and have been so for the past hundreds of years.

In de valleys between de hills, however, dere be another story. Water rolls down de hills, mohn, creatin' rivers that make fertile lands. De Shino-Gawa River be de largest of dem crossing almost de entire nation, mohn. It start from de hills around de town of Wongzhao Tsuhao, den moves down to de lake around the town of Chungklang. From this lake, de largest one in Ochalea, de Shino-Gawa then pours into the Sea of Dawn several days walking away. All along this river are forests and very productive farmlands. Dey be so productive that dey be makin' enough food to feed everyone in de kingdom an' even export some out to other nations.

Dere also be two huge grasslands steppes on de island. One, on de western shore, is also the location of Beitung, the capital city. De other, called de Grasslands of Chi, covers de southern shore of Ochalea. De most southern portion of de flat terrain is actually a tropical jungle, mohn, mostly due to de southerly ocean currents that warm its shores.

### **The People**

Ochaleans are Alphatian an' be having de same coppery skin as all de other Alphatians. Dey usually have dark brown hair, an' eyes vary from brown to amber or golden. Fine facial features are very common.

Ochaleans are a peaceful bunch, satisfied with de status quo instead of seekin' to improve themselves. Dey be very scholarly, doing a lot of research an' educatin' der people. Many claim dey be de third most educated nation in de world, only behind Glantri an' Darokin, wherever those places be.

De philosophies of Koryis, de Immortal of peace an' prosperity, have made de Ochaleans very quiet and reserved. Dey be extremely polite, mohn, an' often things that

everyone else do are considered rude here in Ochalea. True to de ways of Koryis, all arguments are settled peacefully through negotiation.

Ochaleans believe in de equality of all men, an' der king be treated no differently den any of de peasants that work on de farms. Women, on de other hand, be treated as inferiors. Der husbands decide der every fate, mohn, an' girls are often items to be negotiated away for pre-arranged marriages instead of children to be loved and thought to live der own lives.

One strange custom of de Ochaleans involves der greeting. Dey be seemin' to like kissin' each other, regardless of gender. It be not uncommon to see a man kissin' a man, or a woman kissin' another woman. An' this be a full kiss on de mouth, mohn, not on de cheek. This appears to be der method of handshaking which be common in de rest of de world. Der be no romantic connotations involved in der greeting kisses.

### **Recent History**

Not much be happening in this land over de years. In AC 1007, Ochalea declared der independence from Thyatis with de Pearl Islands, succeeding thanks to de war Thyatis was in against Alphatia.

Recently, uncovered scrolls have stirred up a big debate between der scholars, mohn. De scrolls seem to indicate that de Ochalean architecture be not from Alphatians but from a race previously living on de Alphatian continent before dey arrived from der own world. This other race was displaced to de island of Ochalea along with other Alphatian undesirables [mainly non-spellcasters, that is. Ed.] where dey created der own culture. De Alphatians seem to have dominated in terms of appearance, since no other racial traits are visible among dem, but it is de philosophies an' architecture of this mysterious race that have dominated Ochalea ever since.

Scholars believe that de other race be from de land of Skothar and might actually be de same as de ancestors of de Nuari of de Pearl

Islands. Would this not be an interesting development, mohn.

### **Don't Miss**

De architecture is unique throughout de world, mohn, so Ochalea deserves a visit by any tourist. It be a land of beauty, one definitely worth seeing. An' they be havin' an interesting culture as well, worthy of study as any other.

## ***PEARL ISLANDS (Kingdom Of The)***

**Location:** south and east of Ochalea, south of the Alatian Islands, north of the Jungle Coast of Davania.

**Area:** 119,719 sq. mi.

**Population:** 100,000.

**Languages:** Nuari (believed to be a dialect of Tanagoro), Thyatian Common (Nuari dialect).

**Coinage:** None (they use barter), although Thyatian coins are mostly used for and by foreigners. Thyatian standard: Emperor (pp), lucin (gp), asterius (sp), and denarius (cp).

**Taxes:** none, people work freely to improve their nation when the king needs the help.

**Government Type:** Monarchy.

**Industries:** Pearl diving, jewelry making, and export of tropical fruits.

**Important Figures:** Nurokidu Nuar (King, human, male, T20).

**Flora and Fauna:** Mainly dominated by fruit-bearing tropical trees and hardy grasses. Animals include cattle and horse imported from Thyatis. Giant lizards (draco) are also common, as are many sea creatures in the surrounding waters.

**Further Reading:** Dawn of the Emperors boxed Set, AC1010 Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3.

**Description: by Kalitoru Nuar**

Ah, my homeland be de subject of this entry, and I be proud to give it to ye, mohn.

**The Land**

De Pearl Islands, as dey be called by Thyatians, are a series of islands found where de Sea of Dawn meets de Bellissarian Sea. Dere be five large islands and several hundred smaller ones usually not found on any map. De islands be volcanic in origin, an' a few be still active. De volcanic mountains can be seen on every island.

From de shores to de slopes of de mountains, tropical forests are everywhere. From these forests come all de wonderful fruits that will delight everyone's stomach. Not many animals be livin' in de woods, either. One only needs to watch out for de famous draco lizards. Streams collect the runoff waters from de mountains and bring them back down to de ocean.

Of the five major island, only Nuar is large enough to actually have rivers an' even a lake. Der be also many clearings that are dominated by grasslands. Dwair, Puir, Tuar, and Kuirhave have neither rivers or grasslands, and neither do all de other smaller islands.

**The People**

We, de Nuari as we call ourselves, are an energetic people who always strive to do de best we can, mohn. We be fierce fighters yet also great philosophers. We believe in individual excellence in everything we do, whether it be warfare, the arts, theology, or magic. Nowhere can ye find better sailors or scouts than here on the Pearl Islands.

It be believed that de Nuari are descendants of Tanagoro colonists from long ago. Ancient scrolls claim that we once be a matriarchal society, but now men an' women be treated equally. We have black skin, brown or black hair and eyes. Nuari are taller than de average Thyatian, but we also be leaner.

De Nuari believe that everyone is equal an' everyone has de potential to be great. We therefore be nice to everyone, an' expect de same in return. Upon meeting a stranger, Nuari present dem with a small gift, usually a pretty colored shell or stone. De stranger be expected to return a similar gift before de day is over, an' to do otherwise be a sign of dislikin' de person.

One thin' that be shocking most visitor be our lack of concern for wearing clothing. We be born without clothes, so why should we be forced to wear dem at all times, mohn. It be strange how other cultures believe that not wearing clothes is unnatural. What could be natural than de way we be born?

**Recent History**

As with Ochalea, de Pearl Islands do not have much of a history to tell for de past few years. In AC 1007, we be declaring our independence from Thyatis, an' have held on to it since. Now, we be living peacefully on our own since then.

With de departure of de Thyatian Navy, de town of Seagirt be mostly abandoned now. De king be ruling from dere mainly because it be de sight of de palace, an' it be the only town with stone buildings an' a wall around it. Most of Seagirt's people have returned to livin' in simple villages like de rest of de Pearl Islanders.

***THOTHIA (Kingdom Of)***

**Location:** Southeastern end of the Isle of Dawn, north of Caerdwicca and east of Provincia Septentriona.

**Area:** 458,157 sq. mi. (95,277 sq. mi. for Thothia proper and another 362,880 sq. mi. for the Thothian Plateau.)

**Population:** 80,000.

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

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

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

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

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

**Important Figures:** Ramenhotep XXIV (Pharaoh, human, male, P10 of Rathanos).

**Flora and Fauna:** In 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.

**Further Reading:** M5 - Talons of Night, Dawn of the Emperors boxed Set, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3.

### **Description: by Kalitoru Nuar**

Thothia be a place worth visitin' if ye be havin' de time an' de money. Sure, mohn, dey be treatin' non-Alphatians like uncivilized barbarians, but at least dey complain when ye show dem yer gold. With de proper money, ye be enjoyin' yer stay, no matter how barbaric dey think ye are, mohn.

### **The Land**

Thothia be mainly one large desert, nothing like our home island of Nuar. Yet dere be farmin' land as well. Most of dem be along de Aurora river, especially in de fertile delta at de river mouth. De desert be very inhospitable, mohn, and I be advising ye not to go unless ye be well trained in surviving in such dry place, our that ye have a good guide. De desert is filled with large, triangular buildings dey call pyramids, which serve to house der dead. It be an expensive way to bury dem, but it comes in real handy when dey be needing to raise dem all to fight in their army, as dey did against Thyatis

a few years ago. It be a scary sight to see skeletons and zombie charging against ye, mohn.

The southeastern most edge of de kingdom be a dry grassland where a few herders dwell, but they be mostly scarce. Instead, de grassland be de home of the cat-people called rakasta [of the msongo or fast runner race. Ed.] who run around an' hunt for food. De rakasta are not considered to be citizens of Thothia, yet de nobles often use dem in der armies or as pets. I don't be thinkin' that de rakasta like dis deal, but it seems that dere be too few of dem to do anythin' about it.

Not much be known about de Thothian Plateau. Most who go dere don't come back, and those that do claim dey be attacked by giant spiders call aranea by de locals. De plateau seems to be heavily forested, a sharp contrast to de desert and grassland of Thothia down below.

### **The People**

Thothians be a strange bunch, mohn. Dey call themselves civilized, yet refuse to deal with other cultures. I be thinkin' that talkin' to others is what make ye civilized, mohn. Dey be small people, with a brownish skin and red hair, although mainy Alphatians have fled here since de war and have now mingled with them.

De Thothians have a deep respect for the dead, an' any form of grave robbin' be a capital offense here. I have always believed in lettin' de dead go, so I can agree with dis law. Dis respect comes from der religin toward de Immortal Rathanos. In fact, der king, called a pharaoh, must be a priest of Rathanos. I guess dis be making Thothia a theocracy of sorts. Who really knows, mohn.

Dere be another religion in Thothia, although this one be without any Immortal. A game called de Spider's Wed be holy to



dem, but de pharaoh not be likin' dis game. He be tryin' to get his people to abandon it, and the mysticism that be goin' with it. Dis have something to do with de pharaoh's father, Ramenhotep XXIII, who was being controlled by a spider demon. It seems that he be overthrown by adventurers, mohn, just before the turn of de century [we believe it was circa AC 1000, but this is yet unconfirmed. Ed.], and de new pharaoh doesn't want dem spiders back. Could dey be related to dem aranea on the plateau? Who knows, mohn, but I wouldn't take a chance either.

### **Recent History**

Thothia prefers to be left alone, mohn, so dey not be influencing de world much. Of course, when Thyatis invaded dem after Alphatia sank, de pharaoh showed dem Thyatians just how much dey be wantin' to be alone. Dey animated most of der dead and sent dem off to defeat de invaders. I be thinkin' that de sight of de undead alone was enough to rout de Thyatians. Add magical statues and golems into de group, and ye be seeing that Thothia is powerful indeed mohn.

Dey conquered lands that were originally Alphatian until dere be a peace treaty between Thothia and Thyatis. Dis Treaty of Dawn, as some call it, defined what territories belonged to Alphatia and which would be given to Thyatis. In it, Thothia was granted control of the Great Escarpment, now called de Thothian Plateau. Soon after, Thothia be joinin' de New Alphatian Confederate Empire, re-establishin' its loyalties to de Empress.

Since then, not much has happened. Except for on de plateau. De Thyatian colonists dere have been fleedin' into mainland Thothia, askin' for help against the aranea that live dere. Thothia does not care much about dem Thyatians left on der land, but now de spider monsters actually be raidin' into Thothia proper. Many believe that Ramenhotep XXIV will be doing somethin' about it soon, mohn.

### **Don't Miss**

For a Nuari, dere be nothing here to miss. Come and see it all, mohn. De pyramids are examples of spectacular engineering, mohn, an' de statues of sphinxes an' other such monuments are larger dan ye would think possible to create. De culture be different too, an' worth learning about. I must say, I be enjoying that Spider's Web game, too.

## ***THYATIAN PROVINCES***

**Location:** Various places throughout the Isle of Dawn, but concentrated mainly on the western shores.

**Area:** 401,060 sq. mi. (Caerdwicca: 17,459 sq. mi., Dunadale: 168,605 sq. mi., Furmenglaive: 38,410 sq. mi., Kendach: 12,970 sq. mi., Redstone: 57,864 sq. mi., Septentriona: 95,775 sq. mi., West Portage: 9,977 sq. mi.)

**Population:** 169,000 (Caerdwicca: 2,000, Dunadale: 64,000, Furmenglaive: 3,000, Kendach: 35,000, Redstone: 50,000, Septentriona: 10,000, West Portage: 5,000).

**Languages:** Thyatian Common (Thyatian dialect official, Redstone dialect also common), Alphatian Common (East Portage dialect), Nithian (Thothian dialect).

**Coinage:** Thyatian Standard: Emperor (pp), lucin (gp), asterius (sp), denarius (cp). Alphatian coins are also very common: Crown (gp), mirror (sp), judge (cp).

**Taxes:** 25% income tax, collected 4 times a year (Va. 1, Ya. 1, Fy. 3, and Ei. 1). 5% sales tax on all items except food and clothing.

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

**Industries:** Agriculture, fishing, trade (in general; each province might have a few extra industries as will be noted in their description).

**Important Figures:** Deitica Baralius (Governor-General of Septentriona, human,

female, F13), Jules Docerius (Captain of the Guard of West Portage, human, male, F12), Periandra Docerius, Baroness of West Portage, human, female, F12), Phileus Furmenglaive (Count of Furmenglaive, human werewolf, male, F20), Lyra Furmenglaive (Countess of Furmenglaive, human werewolf, female, P20 of Protius), Marie Kendach (Countess of Kendach, human, female, F9), Uthgaard McRhomaag (Baron of Caerdwicca, human, male, F16), Edmondo Tiberia (Duke of Dunadale, human, male, F11), Anaxibius Torion (Count of Redstone, human, male, F20), Stefania Torion (Countess of Redstone, human, female, F5 dual-classed to T14).

**Flora and Fauna:** The Thyatian provinces have the normal animals and plants found for lands of their climate and weather (which are too numerous to all list here). Of special note, goblinoids and roaming bands of mercenary bandits can be found in the hills of the provinces of Dunadale and Redstone. Caerdwicca and the Protectorate of Septentriona have also been experiencing raids from the Aranea of the Great Escarpment.

**Further Reading:** M5 - Talons of Night, Dawn of the Emperors boxed Set, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3.

### **Description: by Titia Solenius**

The Empire of Thyatis is a feudal monarchy (where the king is called Emperor) in which several nobles swear fealty to the Empire. These nobles are granted dominions within the Empire, and answer directly to the Emperor and Senate. On the mainland, these dominions are called by their rank, that is Barony, County, or even Duchy. When a dominion is not located within the mainland of the Empire, it is traditionally referred to as a province. In fact, so far only the Isle of Dawn and the colonies on Davania have provinces. Except for this difference in terminology, a ruler from the provinces has all the same rights and

privileges as any dominion ruler of the same rank from the mainland.

### **The Land and the People**

There are currently seven provinces on the Isle of Dawn. **Caerdwicca (Barony)** is a small forested province just south of the Thothian Plateau. The barony is rather poor compared to most dominions, and there is no military stronghold to speak of. In fact, McRhomaag Castle is nothing more than a simple two-story building with a wooden wall and ditch surrounding it. The Baron doesn't seem to fear attacks or pirate raids. In fact, pirates docked in the ports often act respectable when in the Caerdwicca Town. Rumors claim that the Baron McRhomaag has made several deals with these pirates, but I cannot confirm or deny these reports. The people of the town don't complain and in fact enjoy the business goods brought to them by these fraudulent merchants. In fact, their largest concerns at the moment come from the several reported sightings of giant spiders near the Thothian Plateau.

The **Province of Dunadale (Duchy)** was in fact a kingdom of the Empire of Alphatia until it was conquered in AC 1010. The Thyatian rulership of the dominion was confirmed with the Isle of Dawn Treaty, after which Governor-General Tiberia was named Duke of the land. Now the Thyatian population is on the rise, while Alphatian residents are slowly moving back to Alphatian dominions. Starting from the shoreline, the first 120 kilometers (75 miles) inland are flat and suitable for farming. This is where most colonists sent to the Isle of Dawn from mainland Thyatis make their new homes. Beyond these plains, hills and bogs dominate. In fact, most valleys between the hilltops are swamplands, and entire patrols have disappeared into the muck. The Dunadale Bogs, as they are known, cover over half of the dominion. In fact, many creatures and bandits make their lairs within these swamps [including Mario's Marauders, if reports are accurate. Ed.]. Entire Legions are often sent to patrol the

borders to the Dunadale Bogs, but still raids make it in and out without problem. The Duke rules the province from the City of Dunadale.

**Furmenglaive (County)** is the province I enjoy the least being stationed at. The people claim that their hills are the home to undead, lycanthropes, and evil wizards. On each of my patrols, I always had this dark feeling of being watched or followed. This leads me to believe the rumors. Even Castle Furmenglaive, a black fortress sitting atop a large cliff overlooking the sea, looks and feels haunted. Strange noises are reported by most Legionnaires who stay at the castle, especially during periods of the full moon. One lieutenant in fact even claimed werewolves lived within the castle walls, but the Count and Countess deny these claims. The province itself is mainly hills and grasslands, with forests near the border to Caerdwicca. Most villages in the province are well fortified, and the townsfolk diligently patrol the town walls - they do not take their fear of the monsters in the hills lightly, and in fact I can't say I blame them. Many patrols sent into the wilderness have never returned.

**Castle Kendach** is the heart of the county of the same name. This small province is mainly flat farmlands located just south of the narrowest point of the Isle of Dawn. The southern edge of the county is in fact dominated by marshy wetlands where goblinoids and bandits are known to make their camps. Kendach has always had a military heart out of all the Thyatian Provinces, and for a soldier like myself, there is no better place to live. Their fortresses are in top condition, and everything town has centered their industry on entertaining the military. My men mostly enjoy the numerous brothels and seedy taverns that can be found through the town of Kendach. Kendach laws are more intolerant toward Alphatians, and more recently, of Westrourkites and Helskians. It is believed that this is because of the Countess' desire of revenge against

Alphatians for killing her mother during the Wrath of the Immortals. Her anger toward Westrourkites and Helskians [if it is indeed because of anger. Ed.] is probably because they have since declared independence from the Empire.

**Redstone (County)** is another province renown for its military. While Kendach is regarded as the best place to be posted as a Legionnaire, Redstone is definitely the best training ground for new recruits. Its smiths and armorers are in fact the most renown of the entire Isle of Dawn. As to be expected from new recruits, the military part of the population tend to be rowdy and noisy. The local inhabitants, however, are rather superstitious and hold many beliefs in ghosts and faeries and such. In fact, no Legionnaire or official have ever seen any fey creatures in the land, yet everyone can swear that someone they know has. Sidhes are reported in Sidhe Woods, and it is said that evil faeries control the giant wolves that attack travelers near Ashton Woods. People even keep vigils for the Redstone Lough monster [we are still looking for proof as to its existence as well. Ed.]. In terms of land, Redstone has everything from the hobgoblin infested Fengallen Marshes in the west to the Sutherland Grasslands in the north atop the huge cliffs overlooking the Western Sea of Dawn. Farmlands dominate the north-west, while the southern coast is mainly hills.

The province of **Septentriona** is actually a protectorate under military jurisdiction. Currently, Governor-General Deitica Baralius is in charge of this dense forest wilderness. This land is one of the two places being colonized by Thyatians from the mainland [the other being Dunadale. Ed.]. Still, people here report many strange sightings within the dark woods, and patrols of Legionnaires have in fact disappeared without a trace. The colonists claim that the forest is haunted and that the shadows come alive and slay all those who trespass. This is how the area received the name Shadow Coast during the past couple of decades.

What exactly goes on in those woods is anyone's guess, and I myself have never been posted to the area so I cannot comment. From what I hear, the woods are so thick that sunlight barely reaches the ground beneath the canopies, so the "shadows" people see can be any number of creatures simply misidentified because of the poor lighting. The Emperor is keeping Septentriona as imperial territory so he can carve it up as dominions granted to heroes who have helped the Empire.

Finally, **West Portage (Barony)** is the famous province renown for the Crossdawn Road. This road crosses the narrowest point of the Isle of Dawn, and many merchants prefer to make an overland travel from East Portage to West Portage rather than sail around the entire island. The rugged lands of West Portage have absolutely no resources to offer the people living there. In fact, their entire industry relies on the trade and commerce that uses the Crossdawn Road. More so than any other community on the Isle of Dawn, the people of West Portage are so used to having their city change hands from one empire to the other that they don't even notice anymore. In fact, they simply ignore whoever is in charge and get on about their lives. West Portage is crawling with thieves hoping to get their hands on some (and even all) of the cargo that crosses through the town. Any Legionnaire posted to West Portage is sure to have his hands full with bandits and rogues. Captain Jules Docerius tries his best to rout these thieves, but they are much too clever [I personally believe he is actually working for them, but as yet have no proof. BF].

### **Recent Events**

During the famous war of the Wrath of the Immortals, the Isle of Dawn practically completely fell into the hands of the Empire of Alphatia. Many Thyatian nobles, including Countess Julia Kendach, General Harantius Lycrandonion (of Redstone), and Archduke Donegal Firestorm (of Westrourke) were killed in these massive

battles. They even went so far as to invade Thyatis City. Then the Immortals showed their wrath against the Alphatians who dared attack the empire and sank their continent beneath the cold waters of the sea.

Since that fateful day in AC 1009, Thyatis reclaimed most of the Isle of Dawn. Stefania Torion, daughter of Emperor Thincol, was granted Redstone as a county, dividing the province of Westrourke. In fact, Thyatis continued even past this point and proceeded to invade the Alphatian Kingdoms on the Isle. Dunadale, East Portage, Ekto and Trikelios all fell to the mighty Legions. But then Thothia retaliated and conquered most of them back. With the death of Emperor Thincol, Duke Thrainkell Firestorm declared independence for Westrourke. The wars ended in AC 1012 with the Treaty of Dawn [or Isle of Dawn Treaty. Ed.], in which Alphatia regained all its kingdoms except for Dunadale. In exchange, Thyatis granted Thothia sole ownership of the unclaimed Great Escarpment [now called the Thothian Plateau. Ed.]. Dunadale was promoted to full duchy status shortly afterwards.

Now, the southern provinces receive refugees from the Thothian Plateau claiming giant spiders chased them out of their homes. The Legion officially does not involve itself in these matters, even though the refugees are Thyatian colonists, mainly because the land belongs to Thothia. In fact, these aranea spiders have made a few excursions into both Caerdwicca, Kendach, and Septentriona, and now the Legion is definitely looking into things.

Also, Marie Kendach is very disappointed with the results of the Treaty. She lost the Kendach Plateau during these talks, and the new fortress built high atop the plateau now falls into the jurisdiction of Alphatian-controlled Ekto. Because of this, and the relative impunity with which Duke Firestorm separated from the empire, the

Countess of Kendach is a rather angry noble.

### **Don't Miss**

There are many places to see throughout the various provinces. The Herdane Escarpment of Dunadale allows an impressive view of the sunrise, and the cliff itself makes a great challenge for those who enjoy climbing. If you want to taste the life of a pirate, Caerdwicca is the place to go. The impressive Redstone Castle is by far the most amazing fortress to visit on the entire Isle of Dawn. Even the gnomish contraption that lifts boats onto land at West Portage is worth a visit, from far of course - I wouldn't trust a gnomish invention too much.

My favorite sites are in fact the numerous battlefields that dot the land. I find it a sheer joy to stand atop the hills once used by commanders of numerous armies and retrace in my mind the maneuvers and battles that took place in the fields below. To relive the tactics used by General Martigan or General Bentharzim of the Alphatians or of the late General Lycrandonion of Thyatis always manages to impress me with the sheer simplicity and brilliance of their strategies. Perhaps one day, people will even come here to see where I stood when I lead my men to victory.

## ***WESTROURKE* (Grand Duchy Of)**

**Location:** Northern section of the Isle of Dawn, south of Helskir, east of the province of Dunadale and north of the province of Redstone.

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

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

**Languages:** Thyatian Common (Thyatian dialect official, Redstone dialect is also common), Alphatian Common (East Portage dialect).

**Coinage:** Thyatian Standard: Emperor (pp), lucin (gp), asterius (sp), denarius (cp). Alphatian coins are also very common: Crown (gp), mirror (sp), judge (cp).

**Taxes:** 25% income tax, collected 4 times a year (Va. 1, Ya. 1, Fy. 3, and Ei. 1). 5% sales tax on all items except food and clothing.

**Government Type:** Independent Grand Duchy with formality ties to the Empire of Thyatis.

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

**Important Figures:** Thrainkell Firestorm (Duke, human, male, P(cr)12 of Vanya), Holva Firestorm (Duchess, human, female, T13).

**Flora and Fauna:** Standard for its climate, notably herds of sheep and goats. Dangerous monsters include goblinoids and bandits that are common throughout the Isle of Dawn.

**Further Reading:** M5 - Talons of Night, Dawn of the Emperors boxed Set, AC1010 - Poor Wizard's Almanac to AC1012 - Poor Wizard's Almanac 3.

### **Description: by Titia Solenius**

Westrouрке was once the largest dominion on the Isle of Dawn, but has suffered severe cuts since the Wrath of the Immortals war. Despite this, it is still one of the largest territories, and is by far the most stable and prosperous.

Like Helskir, Westrouрке is an independent nation with formality ties to the Empire of Thyatis. It has its own military, and none of the taxes collected ever make their way to imperial coffers. Still, Westrouрке has seats in the Senate and can command Thyatian Legions to help defend its borders on top of its own military. What this spells for the future of our Empire, especially since other

nobles are starting to get jealous of this prestige, remains to be seen.

### **The Land**

Westrouрке is blessed with a wide variety of terrains and towns. In fact, the Archduke has divided his land into several lesser dominions.

The Duchy of Newkirk is the Duke's own seat of power. Here lies the city of Newkirk, capital of the entire Grand Duchy. The borders of the duchy are delimited by the Southern Kauth Hills, a light forest to the east, and the grasslands to the north. The Bay of Newkirk is obviously the western border. In fact, the entire coastline is one large cliff dropping into the waters below, giving the duchy an excellent means of defense from sea reavers of Ostland. The city of Newkirk is renown for the excellent chain and platemails, and the Legion often orders in bulk from their armorers.

The Dust Reaches is a large plateau located about 30 kilometers (20 miles) off the shores north of the Duchy of Newkirk. This wasteland is overflowing with goblinoids, particularly kobolds and orcs. In fact, many military excursions are sent to clear them out, but so far with no success. Between the plateau and the Bay of Newkirk are the Sveikassli Woods. This region is uninhabited.

North of the Dust Reaches you enter the County of Viksdalen. Contained within its borders are Glotta Forests and the Fyresvatn Bogs. Viksdalen is a major trade town as all overland caravans from the north must pass through the town to get to Newkirk or beyond. Viksdalen also has a strong military presence, mainly due to the constant raids of orcs from the Dust Reaches or lizardmen from the Fyresvatn Bogs.

Spreading out toward the north and west, around the Bay of Westrouрке, are the baronies of Blido, Guddal, Tromsheim, and Ytre Ystrebo. In fact, each barony is

nothing more than a small village of which the baron controls about 30 kilometers of the land around it (20 miles). The area is well forested and home to many lumberers and woodsmen. The plains are also fertile and produce just enough food to keep Westrouрке self-sufficient.

The County of Nordvik is the largest dominion of Westrouрке. This county encompasses all the land around the Erdals Fjellet River as well as the Geittinden Mountains. A small gold mine within the mountains provides some income for the dominion, but in fact its main industry is the production of dyes and pigments. Nordvik is the northernmost dominions of the Grand Duchy, near the border to Helskir.

### **The People**

Thyatians and Ostlanders make up the vast majority of the population. Alphatians used to be common, but many have fled after being faced with intense prejudice by Thyatians upset at the deaths caused during the Wrath of the Immortals. Still, it is not uncommon to notice Westrouркites of Alphatian descent.

Most Westrouркites are proud of their new-found independence and believe that they will be spared should Thyatis start another war with the New Alphatian Confederate Empire. In fact, should there be such a war, Duke Firestorm would probably rush to the rescue of his former Empire, despite what his people believe.

### **Recent History**

The Grand Duchy of Westrouрке was completely conquered in AC 1007 during the Wrath of the Immortals, a fact which took Thyatis by surprise. It seems that Helskir secretly switched sides and invaded the Duchy from the north while General Martigan of the Alphatians spearheaded an assault onto Newkirk itself after conquering Redstone Castle. The battle was long and bloody, but the Alphatians outnumbered the Thyatians. Duke Donegal Firestorm gave his life defending his people, allowing them to escape the doomed city.

His son, Thrainkell was one of those who escaped, and he was named Duke of Westrourke when Thyatis finally reconquered the land in AC 1009. But the Emperor did not return full control to Thrainkell Firestorm. First, the entire southern half of Westrourke was turned into the province of Redstone and given to the Emperor's daughter Stefania. Second, a large part of the northern territory was acknowledged as belonging to the Kingdom of Helskir. Still, Thrainkell held Emperor Thincol in high regard and accepted the decision.

In AC 1012, after the death of Emperor Thincol, Duke Firestorm announced his bid for independence, and Emperor Eusebius granted it to him shortly after the Isle of Dawn Treaty with Thothia. The current allegiance to Thyatis is merely a formality.

Now that he has his own nation, Duke Firestorm has given some attention to the matter of vengeance against General Martigan. He has placed a 250,000 lucins (gp) reward for bringing Martigan to him alive, and many bounty hunters have since flocked to Newkirk. Unfortunately, it seems that Martigan can no longer be found in his county in Norwold. In fact, he seems to have disappeared off the face of Mystara. But this has not stopped the Duke's desire for revenge.

### **Don't Miss**

Westrourke has a magnificent signaling system all along its coast, starting from Finnegar's Watch in the Geittinden Mountains all the way down to the city of Newkirk. Several towers dot the coast every 100 miles (150 kilometers) or so. Within each of these towers are large, magical chimneys that can send a pillar of smoke into the sky. The smoke signal is easily visible by the occupant of the next tower, who can pass it on down the chain. Thanks to this method, a message can quickly reach the capital about an invading fleet. Just as importantly, all the local inhabitants can also see the immense smoke clouds and will rush

to safety. This saves the bother of sending out messengers to each village to warn of an impending attack.

## ***EVENT OF THE YEAR***

This year, the event that most people are talking about seems to be the intense rivalry that has grown between the two schools of magic of the Old World. It seems that instead of working together, the Glantrian Great School of Magic and the Karameikan School of Magecraft have gone head to head in a competition for students, faculty, knowledge, and prestige.

Each of the schools are trying to outdo the other with guest speakers and special privileged classes to learn about rare spells and arcane powers. Many potential mages are confused about what the two schools offer, so the Mystaran Almanac is proud to present this section which will help show what the schools have in common, and what is different.

First, we'll start off with what was intended to be a private interview with Terari, Head Master of the School of Magecraft, but turned into a debate between the archmage and Harald of Haaskinz, Grand Master of the Great School of Magic. After, there will be a brief description of the curriculum of both magical universities.

So, dear readers, continue on to learn the mysteries of the Schools of Magic of Mystara.

### **Interview with the School Masters**

*By Belzamith Fingertackles and Dorrik Stonecleaver*

We had entered the School of Magecraft to talk to Minister Terari, Head Master of the Karameikan School of Magecraft, when we noticed the famous Harald of Haaskinz was talking to the mage. With both archmagi present, we proceeded to ask if we could interview both of them at once, and were lucky enough to get their permission.

**Belzamith:** Well Master Terari, we were going to discuss the history of magic and the

School of Magecraft with you, but since Master Harald of Haaskinz is here, would you mind if we talked about the two magical universities of the Old World?

**Terari:** It doesn't bother me.

**Harald:** I suppose not. Proceed.

**Belzamith:** Thanks. First off, I'm curious as to why exactly you are here Harald. May I call you Harald?

**Harald:** Yes you may, Belzamith. I was discussing the arrangements of a transferring student. The School of Magecraft wants us to transfer the laboratory equipment as well, yet it is the property of the Great School of Magic.

**Terari:** But Saloman, the student in question, is the only one who uses that equipment and it is vital to his research.

**Dorrik:** So why not buy the equipment?

**Harald:** That is the purpose of this meeting between the two of us. Did you not understand that part?

**Terari:** The Great School of Magic is not willing to negotiate such a deal and finding it elsewhere will take too long. The experiment will be ruined by then.

**Dorrik:** Can't the two schools work together and share the results?

<stares of shock from all others toward the dwarf>

**Belzamith:** Egads!

**Harald:** Little dwarf, wizardry is about knowledge and the desire to learn more. If someone else does all the work, you yourself will learn nothing from it. To simply give the results away to anyone could be extremely dangerous. Also, most wizards prefer not to share their result; if enemies know their spells, they can prepare defenses for all their offensive magic and easily break through their own magical defense. They believe that the results of their research should be confidential and not given freely to everyone else.



**Terari:** And that is the first difference between the two universities. At the School of Magecraft, all research and spells are shared freely with all students and faculty. What one discovers is shared with all. In Glantri, such knowledge is quickly hidden by the individual mage.

**Belzamith:** So everything that you know is available to all your students.

**Harald:** <chuckles> He's got you there!

**Terari:** Not exactly. In the long run, it is, but not at first. As Harald mentioned, some spells are too dangerous for amateur spellcasters, so we keep the knowledge of them secret. When the Masters of the School of Magecraft believe that a student is ready for such magic, then it will become available to him. Also, faculty members are permitted to keep a few spells to themselves, as they feel safer having secret defenses should they come under attack.

**Dorrik:** So how exactly do you teach the students at the School of Magecraft?

**Terari:** Students attend classes in groups of about 30. Each class teaches the necessary steps to learn and cast a specific spell. Later during a semester, students are shown the various different uses any given spell might have, often in ways they have never imagined. There are six classes per semester, two semesters a year.

Once a student learns a specific number of required spells, which we call our Spell Primer, they become advanced students. At this point, which usually takes 3 years, they get to choose their own classes and do their own research into new spells with our facilities. Anything they discover is added to our library and will possibly receive its own class making it available for all to learn.

**Dorrik:** Sounds like a simple system.

**Harald:** As a dwarf, you would know simple when you see it.

**Belzamith:** So, Harald, could you describe the system at the Great School of Magic?

**Harald:** I'd be delighted to, Belzamith. <coughing from the old mage> Sorry about that. First, anyone with magical aptitude is permitted to study at the Great School of Magic. Race and ethos mean nothing; it is the desire to learn that counts.

**Dorrik:** Are you saying Harald that the School of Magecraft has restricted access as to who may study there?

**Harald:** That's Prince of Sablestone, dwarf. And yes, that is exactly what I said. You don't understand things easily, do you? The faculty of the School of Magecraft is too involved with the politics of their nation and only allow those they brand as "good" study in their halls. Of course, "good" is whatever the king of their nation decides at the time.

**Terari:** Yes, we believe that Glantri produces enough mad wizards trying to conquer the world. There's no reason to compete in that domain.

**Harald:** Well, back to the curriculum. Each student will be given a Master in the field of study he desires to learn. By this, the student must state whether he wants to be a general mage or if he wishes to specialize in one of the faculties, such as Illusions or Necromancy. His master will be of the appropriate faculty. The student might be the master's only one, or he might be one of a group of four or five. Masters are not permitted to have more than five students as it will make it too hard to control them all.

In the morning, after meditating at the Temple of Rad, students go to the class of their choice and spend half the day learning the subject matter. Classes are not about spells themselves, but any subject related to magic, such as magical monsters, history, alchemy, and many more.

In the afternoon, they spend the time with their master who helps them with their spell research and guides them to learn whatever spells he thinks is necessary. You see, students here learn on their own; the masters only serve to correct mistakes and offer advice. After a few hours, the master

usually gives them chores to perform, often to aid in his own research.

Once a student learns six spells, he proceeds on to the next level. There are nine levels in all. At the end of the ninth level, a student will be given a test by the faculty. If he passes, he becomes a master himself, and can choose to take students or teach classes if he so wants to. Taking students gives you students who can perform chores for you, while teaching classes will reduce your tuition fees. As a master, you can have free reign to all facilities of the Great School of Magic. Masters also earn the right to the title of Wizard in Glantri. Commoners think this is a form of graduation from the School of Magic, but true wizards know that you can never really graduate since you can never really learn everything about magic.

Of course, the time it takes to become a master depends on one's drive to learn and one's aptitude with magic. There are no fixed hours, semesters or even days to study and learn at the Great School of Magic.

**Belzamith:** How interesting. The methods of teaching are completely different. At the School of Magecraft, everyone learns the same spells, while at the Great School of Magic, each student goes about things his own way. So, what about the spells themselves? Are they the same in both schools or vastly different.

**Terari:** Both. The basic spells, which we call our Spell Primer here in Karamaikos, are essentially identical for both universities, although they probably have different names. After basic training, things get different. The Great School of Magic specializes in training with the various schools of philosophies, while the School of Magecraft seems to be heading toward a specialty of schools of effect.

**Belzamith:** I see.

**Dorrik:** What? Philosophy? Effect? What are you talking about? I don't understand.

**Harald:** That does not surprise me. You see, magic spells are organized into groups of similar spells. These groups are often called schools, although we call them faculties. When Terari said we specialized in schools of philosophy, he meant that our magic schools are grouped according to the philosophy, or PURPOSE of the spell. With school of effects, he means that spells are grouped according to what effect a spell creates.

**Dorrik:** I still don't understand.

**Belzamith:** Don't bother, you'll just waste their time.

**Terari:** Let's try it this way. Take these two spells: Metamorphose Liquids (1<sup>st</sup> level) and Wall of Water (3<sup>rd</sup> level).

The first one transforms one type of liquid to another. Its purpose is therefore to alter, so it falls in the philosophy school of Alteration. For the second spell, its purpose is to create, or invoke, a wall of water out of nothing. It is therefore a spell from the philosophy school of Evocation/Invocation. Grouped by philosophy those two spells are not related.

If you look at the effects, both deal with liquid, and hence both can be placed into the effect school of Elemental Water. From this point of view, they belong to the same school.

**Dorrik:** And that is how the two schools differ in their spells? From their point of view?

**Terari:** Not quite, at least for the moment anyway. You see, the Great School of Magic is well established into its faculties of philosophy and has been teaching them for years. Here at the School of Magecraft, we are still adjusting to being a new college. No plans have yet been made as to what specialties we will offer, but it seems we are indeed heading toward specialties in schools of effect. Our work on the Concordia has given us great insight into the school of Elemental Air, while Thyatis has just funded

major research into the school of Elemental Water. I believe it is only a matter of time before these two fields of magical research become full fledged faculties at the college.

**Belzamith:** That will be an interesting development to follow.

**Dorrik:** What else do you offer?

**Terari:** We have excellent guest lecturers. Why, we've even convinced a shadow elf to discuss about the ancient city of Aengmor. It's in three days from now, so you're more than welcome to attend.

**Harald:** Of course, then you'll only learn what the shadow elves want you to learn. I suggest you visit Glantri to hear Angus McDuff's lecture. He has lived among the goblinoids in Oenkmarr, now Aengmor, for years and can surely give a more neutral and accurate description.

**Belzamith:** I have heard that a Darokinian wizard by the name of Halbaster has devised a new method of casting spells. He claims that his studies of the magic points in the Canolbarth forest have allowed him to understand the principles of why magic behaves abnormally around those areas, a problem that has been plaguing the elves trying to use weather magic to save their forest. He has reportedly been able to include this random behavior into his own spellcasting. Halbaster calls it wild magic.

**Terari:** Yes, I have heard of this wild mage. I find his studies to be dangerous and potentially catastrophic to all of Mystara. Magic is hard enough to control as it is, and many people have died when experienced wizards have lost control of spells. To purposely create sheer randomness in one's spells is an invitation to such a disaster.

**Harald:** I disagree. Although dangerous, I believe he is fulfilling an important part of learning about the nature of magic. His studies should be encouraged. I will have to look up this Halbaster as I have never heard about this wild magic before today. It is the same reason that we allow all races and

ethos into the Great School of Magic. Although one might not agree with the uses or results, the knowledge gained is usually always very useful in making other breakthroughs in the field of magic.

**Dorrik:** So the ends justify the means?

**Harald:** That is not what I said, dwarf. You misunderstood. I was merely... <violent coughing, then pause> I'm afraid I cannot spare any more time for this interview. I must return to Glantri.

<Harald raises his withered arm, casts a spell and disappears>

**Terari:** I believe that I also have things that I must attend to. It has been a pleasure talking to the both of you.

**Belzamith:** The pleasure has been ours, I assure you.

<Terari walks out of the room>

**Belzamith:** Way to go, you scared them both away with your dumb questions. I didn't even get a chance to ask about the rumors of secret schools within the Great School of Magic.

**Dorrik:** What do you mean my dumb questions? Secret schools? What are you talking about?

**Belzamith:** Oh, never mind. You just wouldn't understand.

## The Universities of Magic

This section, brought to you by Dorrik Stonecleaver, gives more statistical details about the schools of magic. Further information, including new spells, kits, and skills can be found for the Great School of Magic in the Glantri: Kingdom of Magic box set [or the old GAZ3: The Principalities of Glantri. Ed.] while notes on the School of Magecraft are available in the Karameikos: Kingdom of Adventure box set.

## *Great School of Magic*

**Location:** Glantri City, Glantri.

**Admission Requirements:** Intelligence 13.

**Tuition:** 5 ducats (gp) per day per level.

**Dormitories:** Yes; add 5 ducats per day.

**Duration of Basic Studies:** Varies according to student.

**Required Courses:** None. Student must learn at least 6 spells per level and must reach 9<sup>th</sup> level to be considered for ending his basic studies. Courses are optional.

**Courses Available:** Alchemy, Ancient History, Astrology, Brewing, Cooking, Disguise, Etiquette, Fire-building, Gem Cutting, Herbalism, Languages (ancient and modern), Local History (Glantri), Meditation, Monster Lore, Navigation, Reading/Writing, Riding (airborne), Spellcraft, and Spellflash.

A course lasts 3 months and a proficiency slot is still required to learn the skill.

**Spells Available:** All spells from the PHB, Tome of Magic, Complete Wizard's Handbook, Player's Option: Spells & Magic as well as from Glantri: Kingdom of Magic are available. A student's master might have a say as to which spells he may/should learn. Note that Glantrians call most spells by other names (example: Fireball is known as Deathfire's Rapture).

**Specialty Mage Classes Available:** Abjurer, Conjurer, Diviner, Enchanter, Illusionist, Invoker, Necromancer, and Transmuter.

## *School of Magecraft*

**Location:** Krakatos, Karameikos.

**Admission Requirements:** Must be human or demi-human (although an exception was made for a frost giant). Cannot be a known

criminal in Karameikos or allied nations. Obviously evil candidates will also be rejected.

**Tuition:** 1,000 royals (gp) per academic year, 2,500 royals (gp) for advanced students. Royal scholarships are available for promising students.

**Dormitories:** No, although cheap lodging is available in the nearby town of Krakatos.

**Duration of Basic Studies:** 6 semesters over a period of three years. Two semesters are offered a year. The first one is from Thaumont 15 to Fyrmont 1, and the second semester is from Fyrmont 2 to Kaldmont 15. After the second semester, students have 3 months off to go home or work to raise money for tuition.

**Required Courses:** The Spell Primer. First semester: Charm Person, Detect Magic, Enlarge/Reduce, Feather Fall, Hold Portal, and Identify. Second Semester: Light, Magic Missile, Read Magic, Shield, Shocking Grasp, and Sleep. Third Semester: Darkness 15' Radius, Detect Evil/Good, Detect Invisibility, Flaming Sphere, Invisibility, and Knock/Lock. Fourth Semester: Levitate, Magic Mouth, Mirror Image, Stinking Cloud, Web, and Wizard Lock. Fifth Semester: Clairvoyance, Dispel Magic, Explosive Runes, Fireball, Fly, and Haste. Sixth Semester: Hold Person, Infravision, Lightning Bolt, Slow, Suggestion, and Water Breathing.

Upon learning all these spells [which means reaching at least level 5. Ed.], the student becomes an advanced student. His tuition increases, but he may then take whichever class he desires from the courses available.

**Courses Available:** Each spell is a separate course. All first to third level spells from the PHB are offered as courses. Most fourth and fifth level spells are also available. Just less than half of the sixth level spells are taught at the School of Magecraft, while classes on seventh level spells are rare. The exact list is up to the DM, and should be expanding as students discover new spells and add them to

the library collection. Faculty may forbid certain spells, typically those involving summoning fiends or other dangerous results if cast improperly.

Faculty members have access to all spells of the PHB and most of the spells from the Tome of Magic. They can teach a promising student any such spell in private if they deem him worthy of that knowledge.

**Spells Available:** See Courses Available.

**Specialty Mage Classes Available:** none (although Air and Water Elementarists should be appearing soon).

## ***Famous Folk***

What world would be complete without its heroes and villains. Or more importantly, the bartenders who serve your ales and the wealthy merchants who pay you the rewards. This section deals with some of the most renowned people on the face of Mystara, whether for their heroic quests, beautiful voices, or depraved deeds.

### **Singers, Poets, and Scribes**

The following people are famous artists and entertainers whose songs and poems are renowned throughout the world.

***Akatrina*** (human, female, T2)

Akatrina is a Traladaran painter who has earned some fame at painting nobility and other famous folk. To date, her most impressive painting is of Count Anaxibius Torion of Redstone; a painting of him when he was still a gladiator training Thyatian soldiers during the war between Thyatis and Alphatia in the Wrath of the Immortals.

Akatrina is an attractive young woman in her early twenties. Standing exactly 5 feet tall, her long black hair is tied back in a tail. She loves to wear revealing clothing, as it draws attention to her, and hence her work. She also has blue eyes, an unusual and believed to be lucky trait among the Traladarans.

***Berthog the Mighty*** (human, male, F7)

Berthog is a proud warrior from Ostland who participates regularly in the World Games. Since AC 1012, he has won several competitions, including wrestling, weight lifting, and discus throwing, and many believe that he may just be the strongest man alive. Between World Games, he travels through Darokin and Thyatis, putting on displays of his strength in numerous villages. Many children love to watch him lift wagons with his bare hands, and his tales of pirate raids are also entertaining.

Berthog is an extremely muscle-bound human with pale blond hair, a full beard, and a scar running down his right cheek. His bright blue eyes show a merriment and zest for life, while the battle axe he always carries on his belt says he's ready for anything.

***Emilio the Great*** (human, male, no class)

Emilio is a Darokinian who has traveled the Old World, performing shows in almost every major city. The thespian has written several successful plays (such as *The Goblin and the Knight*), and several flops (notably *The Sinking of Alphatia*). Despite his uneven performances, Emilio continues to receive much sponsoring by wealthy Darokinians. His favorite cities are Selenica and Mirros, although the eccentric actor can be found in virtually any civilized city of the Old World.

Emilio is a tall man in his mid fifties. He tries to hide his age by dyeing his hair black and wearing a thin mustache. His eyes are brown. He dresses in high-quality clothing and is never seen without his silver-headed cane; except when performing, that is.

***Falinost*** (elf, male, F3/M3)

Falinost is a Shiye Elf from Shiye-Lawr who was adventuring on the continent of Skothar when his homeland sank beneath the waves. Upon returning home and hearing of the fate of his kindred, Falinost was struck with such grief that he often contemplated suicide. Instead, he turned to writing, and his poems and short-stories are some of the saddest anyone can bear. *Beneath the Waves* is his most touching tale, in which he describes all that was dear to him and now lost beneath the Alphatian Sea. Falinost's current whereabouts are unknown, and many believe that he has tried to reach the Hollow World upon learning that Alphatia might still exist deep beneath his feet.

Falinost has pure silver hair and bright amber eyes. He was always well dressed, and easily became upset when adoring fans accidentally wrinkled his clothing.

***Yolanda of Luln*** (human, female, no class)

Yolanda of Luln is a famous Traladaran singer in her mid thirties. Famous for her songs on love, heartbreak, and tragedies, Yolanda has a beautiful voice that has regaled even the Royal Family of Karameikos. Her most impressive song is The Black Tyranny, which talks about the suffering of the people of Luln during the reign of Ludwig von Hendriks in the nearby Fort Doom. Yolanda rarely travels outside Karameikos, and can usually be found at the Black-Heart Lily in Mirros.

Yolanda is slender and of medium height. She has waist-length straight black hair, and large brown eyes. Although almost always wearing brightly colored dresses and several pieces of jewelry, it is usually of little worth.

## **Adventurers, Mages, and Heroes**

The following people are heroes and adventurers who have risked their lives to save others, earning their gratitude, adoration, and respect.

***Erian*** (shadow elf, male, no class)

Erian is the son of King Telemon of the shadow elves. This young prince boldly marched into the mist of the civil war and demanded that his people stop fighting amongst themselves. The prince was then hit by a stray arrow; an event which caused the nearby elves to stop their battles. The respect they have for their youngest prince, risking his own life for his people, was enough to cause a cease-fire. Erian ended the civil war, and many believe it is only the first step on his way to greatness.

***Ghazan Khan*** (human, male, F7)

Son of the late Oktai, Ghazan has risen to become the newest khan of the Tajjits. He publicly denounced his father after proof of Oktai's treachery surfaced, and swore his allegiance to the Great Khan of Ethengar. He is a tormented young man, torn between

his hatred over his father's treason, and his loyalty to the man. Born: AC 994. Hair: Black, shaved on top. Eyes: Brown. Height: 5' 5". Appearance: Wiry build; long moustache. In the Tajjit tradition, Ghazan always wears some sort of head covering. Combat Notes: AL LN; AC 3 (banded mail); MV 12; F7; hp 41; THAC0 14; #AT 3/2 saber or 2 composite short bow; Dmg 1d6+3 or 1d6; Save F7; S14 D15 C11 I12 W10 Ch13; ML 14. Weapon Specialization: Composite short bow. Magical Items: Saber +2.

***Jemugu Khan*** (human, male, F13)

Son of Chagatai, Jemugu rose to take his father's place as khan of the Yakkas upon his father's death (of natural causes) early last year. He shares his father's vision of an Ethengarian Empire, and is utterly loyal to the Great Khan. He was overjoyed to be able to attack the hated Tajjit clan last year, and has been instrumental in aiding Moglai in keeping down groups of Tajjit rebels. Born: AC 968. Hair: Black, shaved on top. He wears a topknot. Eyes: Brown. Height: 6'. Appearance: Jemugu is a massive figure for an Ethengarian. Tall and imposing, he still manages a commanding presence even though he is getting on in years; his tendency to wear gaudy clothing only draws further attention to him. Combat Notes: AL LN; AC 3 (banded mail); MV 12; F13; hp 80; THAC0 8; #AT 5/2 saber or 2 composite short bow; Dmg 1d6+6 or 1d6; Save F13; S18/34 D12 C16 I9 W13 Ch10; ML 16. Weapon Specialization: Saber. Magical items: Banded mail +1, Ring of Spell Turning.

***Ludwig "Black Eagle" von Hendriks*** (human, male, F13)

Ludwig von Hendriks is an evil man who was once known as the Black Eagle Baron in the nation of Karameikos. His title was removed by his cousin - King Stefan Karameikos - for the cruel and inhuman treatment he gave the inhabitants of his

land. Halflings of the Five Shires soon kidnapped the former baron. But the Black Eagle was rescued by the forces of Prince Kol of Glantri, and he has been a guest of New Kolland ever since. Ludwig became a Glantrian hero upon slaying the Golden Khan, hence saving the nation of Glantri from the Ethengarians. Warriors of the magocracy now look up to the most popular man in the nation - a man who isn't a mage!

Ludwig is a handsome man who dresses entirely in black, which fits in perfectly with Glantri's current fashion. Though nearly in his sixties, he only appears to be in his early forties thanks to his continuous training and excellent health. His hair is, fittingly enough, completely black with no traces of gray. He wears a well trimmed beard and mustache.

#### ***Mc Duff, Angus*** (human, male, M15)

During a raid into Glantri early in his career, Thar the orc-king kidnapped a minor noble, Lady Myra McDuff, and forced her to bear him a son; Angus McDuff is the product of that union. The infant Angus was rescued from Thar's clutches when forces from Fort Nordling drove the orc and his legions out of Glantri. He was raised by teachers at the Great School of Magic, under the name Angus McClintock, and rose to become a Professor Emeritus. Always shunned for his hideous looks, Angus left Glantri to explore the world, and eventually stumbled onto the lost city of Oenkmar. He remained in the ancient city for years, until he was forced to flee during the Shadow Elf invasion of AC 1012, whereupon he returned to the Great School of Magic, bringing a wealth of information about the ancient city and its people with him. Born: AC 970; Hair: White; Eyes: Grey; Height: 5' 6".

Appearance: Angus'orcish heritage is evident to any who see him. From his porcine nose to his rotten teeth, he is truly an ugly sight to behold. He has long since given up any hope of attempting to disguise his appearance in public. Combat Notes: AL

LG; AC 7 (ring of protection +3); MV 12; M15; hp 28; THAC0 16; #AT 1 spell; Dmg By spell; Save M15; S9 D14 C11 I18 W12 Ch6; ML 10. Magical Items: Ring of Protection +3, Boccob's Blessed Book.

#### ***Thunder*** (human, male, T11)

Born to one of the premiere noble families in Bluenose, Arogansa (Alphatia), Thunder grew accustomed to the good life at an early age. Upon reaching adolescence, his family was scandalized to learn that their only son (he has two older sisters) was unable to utilize magic. His family allowed him enough money to become Gentry - the highest status a non-magic user can attain in Alphatia. He quickly tired of his lesser status and journeyed to Thyatis, where he quickly rose through the social ranks due to his good looks and foppish charm, and his antics with one of the premiere adventuring companies of Thyatis. He disappeared from the social scene during the Great War, but returned a few years back to become one of the most publicly admired members of the Empire - the fact that his adventuring companions are influential military and governmental figures didn't hurt any, either. Born: AC 976; Hair: Blond, tied in a ponytail; Eyes: Amber; Height: 5'9".

Appearance: Thunder is a strikingly handsome man with a wiry build. He dresses in the latest fashions and always carries his jeweled rapier and stiletto at his side.

Combat Notes: AL NG; AC 5 (ring of protection +2); MV 12; T11; hp 46; THAC0 15; #AT 1 rapier or stiletto; Dmg 1d6+1 rapier or 1d3+2 stiletto; Save T11; S15 D17 C12 I12 W13 Ch16; ML 12. Magical Items: Ring of Protection +2, Stiletto +2.

## **Most Wanted Infamous Villains**

The following people are wanted in various nations of the world, often with large rewards for their capture.



**Blackguard** (human, male, T11)

This notorious thief first made his appearance in the nation of Arogansa in Alphata many years ago. He gained fame through his dazzling burglaries on noble's houses - made all the more unbelievable due to the fact that there was no evidence that he possessed any magical abilities of his own to foil the magic users' precautions! He, or someone claiming his name, eventually resurfaced in the city of Thyatis, where he once again performed some amazing burglaries - most notably on the homes of visiting Alphantian dignitaries. Though he disappeared for a time during the Great War, recent thefts in the city of Thyatis on the homes of expatriate Alphantians bear his calling card - a black velvet domino mask. There is a 5,000 Lucin reward for his capture, alive. Born: Unknown; Hair: Unknown; Eyes: Unknown. Appearance: One unconfirmed sighting noted a figure dressed entirely in black, bearing a vast assortment of tools and carrying a long sword. Combat Notes: AL NG; AC 5 (ring of protection +2); MV 12; T11; hp 46; THAC0 15; #AT 1 longsword +1; Dmg 1d8+1; Save T11; S15 D17 C12 I12 W13 Ch16; ML 12. Magical Items: Ring of Protection +2, Longsword +1 (Luckblade), possibly other assorted items to aid in theft.

**Hoolg Red Mane (red orc, male, C9)**

A direct descendant of the orcish hero Big Chief Sitting Drool, Hoolg Red Mane was well bred to become chieftain of Red Orland. He studied with the tribal shamans at an early age, and eventually turned his sights to tribal politics, quickly rising to leadership of his people. He is rather unusual for an orc, in that he prefers to study a foe before battle, in order to learn all his secrets. It is partially for this reason that he was chosen by his patron Immortal, Wogar, to lead the latest Great Goblinoid Migration to find the lost Blue Knife. Born: AC 976; Hair: Long, shaggy red hair. Eyes: Blue. Height: 6'. Appearance: Reddish skin; vaguely simian facial features. Hool often

wears tribal facial paints and feathers.

Combat Notes: AL LN; AC 5 (leather armor and headband); MV 12; C9 (of Wogar); hp 40; THAC0 16; #AT 1 hand axe or spell; Dmg 1d6+1 or by spell; Save C9; S16 D15 C11 I14 W14 Ch12(15 to other orcs); ML 15. Magical Items: Head Band of Protection +2.

**Hutai-Khan (hobgoblin, male, F11)**

Hutai-Khan was captured by Oenkmarians and sent into slavery at a young age. He eventually escaped, after learning much from the Oenkmarians, and returned to take over as khan (chieftain) of Hobgobland. He finally returned to Oenkmar in AC 1012, to get his revenge on his former master Xilochtli, only to learn the orcish priest had already fled the city. Together with Alebane and Tlatepetl, Hutai-Khan managed to survive the Shadow Elf takeover of Oenkmar and return to the surface world. Born: AC 968; Hair: Rusty brown. Eyes: Red. Height: 6' 7". Appearance: Pale orange skin; vaguely oriental facial features. Dresses like an Ethengarian warrior. Combat Notes: AL LE; AC 4 (chain mail and shield); MV 12; F11; hp 55; THAC0 10; #AT2/1; Dmg 1d8+4; Save F11; S13 D14 C12 I12 W14 Ch14; ML 14. Weapon Specialization: Scimitar. Magical Items: Scimitar +2.

**Moghul-Khan (devil swine, male, F9)**

Born a normal Yellow Orc of the Broken Lands, Moghul-Khan rose to become a clan chieftain. During a raid into New Averoigne, he was inflicted with lycanthropy, and was transformed into a Devil Swine - an evil lycanthrope with the abilities to turn into a hog and to Charm others. Doubtless it was these abilities that allowed him to become the khan (chieftain) of Yellow Orkia. He didn't join in Thar's ill-fated assault on Glantri in 1006, preferring to stay in the Broken Lands. He was driven out of Yellow Orkia by the Shadow Elves, and is currently staying in Orland, where he raids the Ethengar Khanates. The Great Khan will pay a hefty bounty for him, dead

or alive. Born: AC 970; Hair: Dusty brown hair, knotted in a pigtail. Eyes: Cold, icy blue. Height: 5' 5". Appearance: Dull yellow skin; overweight with ugly Pekingese facial features. Combat Notes: AL CE; AC 10 (3); MV 12; F9; hp 50; THAC0 12; #AT 2 hand (1 tusk) or Charm; Dmg Special (as per martial arts table +3) (2d6) or Charm; Save F9; S16 (18) D14(13) C13 I15(16) W9 Ch11(9) (stats in parentheses are scores for Devil Swine form); ML 12. Weapon Specialization: Martial arts, 2 slots (+2 to hit and damage; +2 chart bonus). Magical Items: Nosering of Invisibility.

### **Nizam (gnoll, male, F11)**

Gnollish pasha (chieftain), Nizam distinguished himself at an early age with his holy crusades against gnollish heretics of northern Ylaruam. Upon his return to the Broken Lands, he was quickly placed on the South Gnollistani throne as tribal chieftain. Nizam suffers from multiple personalities - a sign of favor of his patron Immortal, Ranivorus - which served him well in his early political career. Now, as he enters old age, however, he is little more than a babbling madman, useful only as a tool of Ranivorus, who has his own plans for the legendary Blue Knife and the Great Migration. Born: AC 977; Hair: Tan mohawk, mostly gray. Eyes: Grey. Height: 6' 9". Appearance: Light brown hair with black spots. Nizam's normal tendency to hunch over is greatly exaggerated with his age. He wears puffy pants in the Ylari style and a long, black cloak. Combat Notes: AL CE; AC 10; MV 12; F11; hp 54; THAC0 10; #AT 2/1; Dmg 1d6+4; Save F11; S17 D13 C12 I14 W9 Ch14 (16 to other gnolls); ML 16. Weapon Specialization: Saber. Magical Items: None.

### **Tlatepetl (red orc, male, F10)**

Born ? in the orcish city of Oenkmar, this red orc grew up into a life of slavery and was sent off to the tlachtli pits at an early age. There he blossomed into a great tlachtli player and team leader, the idol of the

masses. As must inevitably happen, his team eventually lost to another, and were sent to the temple of Atzanteotl to be sacrificed. He was rescued from certain death by Lord Zotl Tehuantipoca, the general of the Oenkmarian army, as much for his demonstrated leadership abilities as to pull one over on Xilochtli, the high priest of Atzanteotl. Renamed Tlatepetl, to hide him from the clergy, he quickly rose in the ranks of the Oenkmarian army, eventually taking over as General upon the death of Lord Zotl in 1012 AC. He bears a strong hatred of priests and shamans to this day. Born: AC 990; Hair: Bright orange. Eyes: Blue. Height: 5' 11". Appearance: Dull reddish hide; simian facial features. Tlatepetl's body is covered with numerous scars, testimony to his days as a Tlachtli player and prisoner of the Oenkmarian clergy. Combat Notes: AL LE; AC 3 (scale mail); MV 12; F10; hp 70; THAC0 11; #AT 2/1; Dmg 1d6+5; Save F10; S14 D17 C16 I13 W10 Ch12 (15 to other orcs); ML 16. Weapon Specialization: Footman's mace. Magical Items: Mace +2, Periapt of Wound Closure.

## **Distinguished Dead**

The following distinguished people are reported to have met their demise in AC 1014.

### **Chagatai**

Khan of the Yakkas in Ethengar. Chagatai had been the khan of the Yakkas for 39 years. He died of natural causes on Flaurmont 5 of last year, and was replaced by his eldest son as khan of the tribe. Chagatai had just turned 69.

### **Mikhaelevich, Davinos**

A young Traladaran man from Kelven, Davinos had approached King Stefan Karameikos about reparations for Thyatian transgressions against his people. He was killed on Felmont 3 by agents of the Veiled Society, a hate organization based in Mirros, who were hoping to stir up anti-Thyatian sentiment in Karameikos. Davinos had recently turned 19.

**Doverson, Lenard**

A cleric of Vanya, Lenard Doverson had the misfortune of being caught up in the Inquisition taking place in the Heldannic Territories last year. He was put on trial for heresy, and executed before a court of his peers on Yarthmont 14. Perhaps not coincidentally, the very next day, all Heldannic Knights reportedly lost their clerical powers. Lenard was 20 years old.

**Al-Kalim, Mohammed**

Sultan of the Emirates of Ylaruam. The former Sultan was a direct descendant of the legendary Ylari hero, Suleiman al-Kalim. He was executed, along with his Council of Preceptors, on Kaldmont 21, following a civil war in the Emirates. Mohammed al-Kalim was 57 years old.

**Oktai Khan**

Khan of the Tajjits in Ethengar. Oktai was executed by the Great Khan on Ambyrmont 8 of last year. He was revealed to have betrayed the khanates through his dealings with Glantrians and goblinoids. Oktai was 40 years old.

**Ragnisdottir, Astrid**

We are sad to report that Astrid Ragnisdottir, a Mystaran Almanac Correspondent and cleric of Odin, was killed last year during the Battle of Falun Caverns. She had sustained serious injuries during the final battle against a horde of fiends on Klarmont 25, and was unable to recover. Her contributions to the Almanac, and her presence, will be sorely missed. We hope that she has found peace in the halls of Valhalla. Astrid was 45 years old.

**Rhoona, Stephan**

Duke Stephan Rhoona, of Vestland, was killed on Fyrmont 10 of last year, during an invasion of his dominion by goblinoid forces. A strong supporter of King Harald Gudmundson, Duke Stephan's rule was plagued by tragedies, such as the time he was placed under a curse by an Ethengarian

cleric and his northmen allies. Duke Stephan was 67 years old.

**Thra'gh**

The shaman of the Hardanger kobolds and personal aide to the kobold leader Psa'gh, Thra'gh was slain on Klarmont 23 by his own missummoned fiends. The kobold was reportedly 78 years old.

**Xanthus**

There have been unconfirmed reports that Xanthus, the former king of Blackrock in Esterhold was slain when his skyship crashed on Thaumont 25 of last year, during an attack on the Kingdom of Verdan by NACE forces. Xanthus was 65 years old, and was renowned for his cruel treatment of Jennite slaves in his kingdom.

## 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 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:

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	Klintlin
early fall	Ambyrmont	Aumbyr	Demai	Birrlin
middle fall	Sviftmont	Ssantiir	Chagai*	Biflin
late fall	Eirmont	Tembiit	Rinpoch	Jhyrlyn
early winter	Kaldmont	Dauntil	Komai	Kuldlin

\*: marks the first day of the year.

## Mystaran Horoscope

Most cultures of Mystara 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 Ascendency and Influence.

### DATE OF BIRTH

Month	Star Sign	Traits
Nuwmont	Manticore	Cunning, ardent, brave.
Vatermont	Hydra	Shrewd, self-centered, resourceful.
Thaumont	Centaur	Vigorous, strong, generous.
Flaurmont	Basilisk	Robust, passionate, domineering.
Yarthmont	Chimera	Confident, charismatic, possessive.
Klarmont	Gorgon	Reserved, private, studious.
Felmont	Griffon	Warm, practical, steadfast.
Fyrmont	Dragon	Ambitious, cold, independent.
Ambyrmont	Salamander	Calm, practical, miserly.
Sviftmont	Pegasus	Enterprising, flighty, imaginative.
Eirmont	Warrior	Astute, efficient, courageous.
Kaldmont	Giant	Selfish, strong, stubborn.

Week	Ascendency	Traits
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.

Time of Day	Influence	Trait
Sun is up	Winds of Law	Fortify lawful temperaments, sway neutral dispositions toward good; curb chaotic personalities.
Moon is up	Winds of Chaos	Undermine lawful tendencies, sway neutral dispositions toward chaos; intensifies chaotic behavior.
Both are up	Winds of Wisdom	Temper all dispositions with prudence, caution, and common sense.
Neither are up	None	Bodes either great luck or great hardship for the child.

## ***Horoscope for AC 1015***

**Manticore:** The Chimera Star in the House of the Manticore indicates it's time to create new opportunities for yourself. Your energy level will be high, so expect life to be upbeat, exciting, and full of adventure. This year also presents a turning point, and many new directions and goals should be pursued. If you're single and looking for action, be prepared to meet the love of your life.

**Hydra:** The Griffon Star in the House of the Hydra indicates that this year will run smoother. However, you must watch that your stubbornness doesn't get out-of-hand and cause you unnecessary disruption. Much excitement is in store for you, starting around the month of Fyrmont. Any unresolved issues should be finalized at that time. You're getting ready to make your debut and need to look your best!

**Centaur:** Having the Dragon Star in the House of the Centaur means that this is one of those years that you could find yourself being pushed and pulled in different directions. Try to keep your focus and not get overly distracted with your social life. Your high cycle is just beginning and many opportunities could come about in many unexpected ways. Any past pressures will now be released - so expect all the answers to come rolling in.

**Basilisk:** The Salamander Star in the House of the Basilisk means that you shouldn't expect miracles or the world to fall at your feet just because you aren't feeling loved. Being overly sensitive, it's best if you try to thicken your skin and not to take anything personally over the next year or two. Your professional life offers much challenge, so make sure you brush up on all your skills. This is not a year to leave anything to chance, especially if it involves a financial or career decision.

**Chimera:** With the Warrior Star in the House of the Chimera, this year will present you with roadblocks that may require certain adjustments on your part. People don't

seem to be giving you what you want, so you must remain totally objective - without making a fuss. Patience and understanding will get you where you want to go. If you focus on what you want to bring into your life, many positive rewards will be yours, especially in Sviftmont and Eirmont.

**Gorgon:** The Hydra Star in the House of the Gorgon means that you should look both ways before getting yourself into trouble this year, especially around the full moons of each of the twelve months. Your bark may seem worse than your bite and you may find yourself rubbing others the wrong way - when you least expect it. This is a time to make use of gorgon studiousness to learn everything about any given situation to prevent you from taking a misstep.

**Griffon:** Having the Gorgon Star in the House of the Griffon means you'll be making a lot of decisions this year. It's that time again when you must come down from the mountains and face the facts. Felmont and Fyrmont may seem particularly harsh and confrontational, but in reality all that fire is actually helping you get what you want. Once you finally make up your mind and take a stand, the road will be cleared and you'll be able to achieve the best for yourself, both personally and professionally.

**Dragon:** The Manticore Star in the House of the Dragon means that moodiness may appear to get the better of you as the energy has shifted and put you to the test. Be especially careful of your moves in Vaternmont as your opponents will check-mate you if you're not watching. Sharpen up your resources by using your powerful intuitive insight to plan for the later part of the year. This is when everything will be back on track and you'll feel like you're back in the game.

**Salamander:** With the Pegasus Star in the center of the House of the Salamander, the growth cycle that you've been experiencing over the past few months will continue as you keep planning for your future and

achieving your goals one step at a time. You're ready to blaze new trails and create new directions for yourself with much more confidence and self-esteem. Remember not to waste this year and don't do that salamander thing by ignoring your problems and hiding underneath a rock until they go away.

the way you want and you may have to completely revamp your approach.

**Warrior:** Having the Basilisk Star in the House of the Warrior indicates that stability and balance are what you should be seeking, especially in Ambyrmon. Anything you initiate this year will be accomplished with a minimal amount of difficulty and effort. Romantically, if you're interested in playing the field, Thaumont and Klarmont will bring you lots of fun and games.

**Giant:** The Giant Star in the House of the Giant means that this is your year. Keep

**Pegasus:** The Centaur Star in the House of the Pegasus means that the pressure's on and you're it! Taking on more responsibilities and proving yourself seem to be the themes you've made for this year. If it's a leadership position you want, play it cool for now and wait for a more auspicious time to make your move. This can be a period of realizing that your efforts may not have gone exactly

working on the plans you've initiated and spend the year finalizing whatever needs to be altered in your life. The planetary energies are revitalizing your energy and keeping your spirits high, especially around Klarmont. This is your year to show off and be recognized for all your previous accomplishments. Don't be afraid to step out into center stage and take that risk, regardless how apprehensive you feel.

## Universities of Mystara

### *Universities of the Old World*

Location	Name	Most Illustrious Teachings
Biazzan (Thyatis)	University of Biazzan	Algebra, Hollow World Theories
Corunglain (Darokin)	University of Corun	Siege Warfare, Land-based Exploration
Darokin City (Darokin)	DDC Compound	Diplomacy, Global Trading, Geopolitics
Dengar (Rockhome)	Skarrad High Seminary	Architecture, Engineering
Erendyl (Glantri)	Erewan Dateless University	Botany, Horticulture, Zoology
Evemur (Rockhome)	Syrklist Conservatory	Mining, Metallurgy, Geology
Glantri City (Glantri)	Great School of Magic	Magic in all its forms
Harbortown (Minrothad)	School of Harbortown	Navigation, Commercial Shipbuilding
Ierendi City (Ierendi)	Naval Academy	Navigation, Naval Warfare
Kerendas (Thyatis)	West Reach	Cavalry Tactics, Mounted Warfare
Krakatos (Karamaikos)	Karamaikan School of Magecraft	Magic in all its forms
Leenz (Glantri)	Drachen Zentral	Monster Lore and Hunting
Minrothad City (Minrothad)	Minrothad Institute of Trading	Economics, Trading & Marketing
Norrvik (Vestland)	Uppsala Colleg	Magical Runes, Poetry,
Folklore Port Lucinius (Thyatis)	Imperial Navy Academy (aka Collegium Navalis)	Navigation, Naval Warfare, Shipbuilding

Retebius (Thyatis)	Retebius Air Academy	Air Warfare, Flying Creatures Training
Rymskigrad (Glantri)	Igorov Institute	Ancient History, Necromancy
Sayr Ulan (Sind)	Ul-Nervi Palace	Philosophy, Theology
Selenica (Darokin)	University of Al-Azrad	Economics, Commerce, Administration
Selenica (Darokin)	Darokin Uni. of Medicine and Scientific Researches	Medicine, Anatomy & Surgery
Serraine (Flying City)	Top Ballista Flying School	Aircraft Piloting, Air Warfare
Shireton (Five Shires)	Shireton Tea House Literature, Poetry, Agriculture	
Tameronikas (Ylaruam)	Ylaruam Medical & Curative Academy	Medicine, Healing Methods, Herbalism
Thyatis City (Thyatis)	Imperial Academy	Land Warfare, Diplomacy
Thyatis City (Thyatis)	College of Lucinius (aka Collegium Arcanum)	Magical Warfare & Engineering
Thyatis City (Thyatis)	Academy of Music	Music, Storytelling, Construction of musical instruments
Vyennes (Glantri)	Beaux Arts de Vyennes	Art & Entertaining
Ylaruam Town (Ylaruam)	Dream of the Desert Garden University	Water Management, Theology

### *Universities of the NACE*

<b>Location</b>	<b>Name</b>	<b>Most Illustrious Teachings</b>
Alchemos (Meriander)	University of Alchemos	Alchemy
Alpha (Alpha)	Royal University of Norwold	Agriculture, Land Warfare, Basic Magic
Featherfall (Aeria)	University of Air Magics	Magic of the Air, Skyship Engineering & Enchanting
Newkirk (Westrourke)	Newkirk High	Sea Exploration, Linguistics
Seashield (Aquas)	Zyndryl University	Aquatic Races, Underwater Magic, Sea Exploration
Skyreach (Floating Ar)	Aerial Uni. of Ar	Air Magic, Skyship Engineering & Enchanting



## *Economica*

### *Currency Exchange Fees*

<b>Currency</b>	<b>Fee</b>	<b>Currency</b>	<b>Fee</b>
Aegos	5%	Karameikos <sup>a</sup>	10%
Almarrón	No Fee	Minrothad	5%
Atruaghin	No Fee	NACE <sup>a</sup>	5%
Cimarron	No Fee	Ochalea <sup>a</sup>	10%
Darokin	5%	Ostland	15%
Ethengar	No Fee	Pearl Island	15%
Five Shires	5%	Rockhome <sup>b</sup>	10%
Gargoña	5%	Sind	15%
Glantri <sup>a</sup>	10%	Soderfjord	No Fee
Heldann	No Fee	Thyatis	10%
Helskir	10%	Vestland <sup>a</sup>	10%
Hule	15%	Wendar	10%
Ierendi <sup>a</sup>	10%	Ylaruam	15%
		Yavdlom	5%

#### Notes

Most nations add 5% surcharge to the regular fees for exchanging gems and treasures

- (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).

## ***Economic Year (AC 1015) In Review***

This year, besides the usual economic chart about the major seaports and trading centers, we're proud to offer you a short but detailed review of the economic year written by some of the most accomplished economic experts of Mystara. Enjoy the reading and good luck for your business.

### **Old World (courtesy of the DDC)**

AC 1015 will probably be remembered as one of the darkest years for traders all over the Old World.

For land-based trade, AC 1015 has certainly been the worst year since the post-Great War crisis. The war in Glantri, the dangerous status of the Broken Land area and the confused situation of Ylaruam have seriously hampered caravan traffic through the Overland Trade Route.

The northern regions of the OW have especially suffered from this situation, while everything was quiet in the south, though people in Selenica are still worried of a possible Shadow Elves attack that will definitely sever all traffic to and from Darokin city.

Before Ethengarian hordes attacked Glantri, Darokinian and Glantrian governments started talking about building a new trade route through New Kolland. Prince Kol gave his word that caravans would be allowed free passage through his territory, but merchants know better than to trust a kobold. Anyway something will have to be done in the area, since it looks hard to either chase the Shadow Elves away from the former Broken Lands or reach a peaceful agreement with them.

In the meantime all trade to Glantri and Wendar has to go through Sind (and even here the situation is not very good) and the dangerous Adri Varma Plateau. Anyway work is being done to improve the route from Nouvelle Averogne up to Wendar.

The Northern Reaches, the Heldannic Territories and Norwold are also very difficult to reach, except by ship, and Rockhome looks almost unreachable.

Better news at home: some work is being done to reopen the World Elevator and trade agreements with Rafielton seem to get closer.

*DDC Press Bureau, Darokin City, Kaldmont, AC 1015*

### **NACE (courtesy of the NACE embassy in Karameikos)**

War is over and trade restarted normally in the NACE. Many nations, especially on the Isle of Dawn, are recovering from the war and in great demand for goods, while others have supplies they can't handle because they no more have Alphatia as a market, or on the contrary lack products that were coming from Alphatia. Many trade opportunities.

There has been an increase in piracy in southern NACE (southern Bellissaria, Isle of Dawn, Alations), so trade is dangerous but profitable.

Trade with Gaity is very profitable, as the country is in chaos and needs everything, but at your own risk!

Look out for unscrupulous traders smuggling mnemonic mineral from Ionace.

### **Sea of Dread (courtesy of the Minrothad Merchant Sailors Guild)**

Trade routes to Raven Scarp from Minrothad, southern Darokin, and Ierendi will grow slowly this year, as more markets are found for northern goods, and more exotic spices and the like find their way to receptive markets.

Perhaps the biggest story in the south is that of Kastelios. Described by historians as proof of the ancient Milenian Empire, Kastelios is rapidly growing as the new "Gateway to the South." Conservative estimates indicate its total aggregate trade volumes could outpace those of even Raven

Scarp as soon as AC 1020. As safe routes through the treacherous shoals offshore are found, more and more northern ships will soon visit this city to exchange staples for rare artifacts, artwork, exotic spices, and fruits. Special note to traders, mark Kastelios in your books as the place to be in AC 1016 - before the market gets saturated! Thanks to growing ties with Kastelios, easier routes are also being found to Yavdlom. Already Kastelian merchantmen, knowledgeable of the perils of the local waters, have acted as middlemen in bringing goods to and from this strange land. It seems that new markets and goods are being found every month in the Wild South - count on Yavdlom to be a stable market for your goods, on top of being an interesting place to visit! For eager traders in Davania, why not stop by the Minrothad consulate in Kastelios to pick up a free information

package on the opportunities these two nations have to offer you as a merchant, and as a customer!

For the adventurers among you, why not try to blaze a trail to Cestia? Several people have already tried, and have brought back many bizarre and beautiful goods from this fascinating realm! Opportunity awaits those who try...

### ***Local Price Adjustments***

The following table works in accordance to the rules presented in both GAZ 7 - The Minrothad Guilds and GAZ 11 - The Republic of Darokin. For those without the above mentioned products, assume that each +/- 1 in the Price Adjustment column equals to a +/-10% in price for the mentioned goods.

<b>City</b>	<b>Nation</b>	<b>Class</b>	<b>Modifiers to Price Adjustment</b>
<b>Aaslin</b>	Notrion (NACE)	B	Grain -5, Animals -1, Wine -1, Meat -3, Textiles -2; Common Metals +1, Dyes +1, Glassware +1
<b>Aegopoli</b>	Aegos	D	Grain -3, Meat -2, Animals -1; Weapons +1, Oil +3, Glassware +1
<b>Akesoli</b>	Darokin	D	Fish -2, Porcelain -1, Tea -1, Textiles -1; Salt +3, Silk +3, Spices +1
<b>Akorros</b>	Darokin	C	Fish -2, Hides -2, Meat -1; Cloth +3, Grain +1, Semiprecious Stones +3, Wine +1
<b>Alchemos</b>	Meriander (NACE)	D	Grain -2, Meat -1, Common Wood -2, Precious Wood -2, Oil -4; Textiles +2, Salt +1, Glassware +3, Common Metals +2, Gems +1
<b>Alinquin</b>	Dawnrim (NACE)	B	Grain -1, Meat -4, Fish -3, Textiles -3, Furs -2, Animals -2; Common Wood +2, Beer +1, Pottery +1, Wine +1, Glassware +1
<b>Alpha</b>	Alpha (NACE)	C	Grain/Vegetables -3, Meat -2, Precious Wood -1; Ivory +5, Coffee +6, Weapons +1, Wine +4, Armor +3
<b>Altendorf</b>	Heldann	D	Animals -2, Dyes -1, Common Wood -1, Grain/Vegetables -2, Meat -3; Weapons +1, Armor +1, Pottery +2, Salt +1, Common Metals +2,
<b>Athenos</b>	Darokin	D	Gems -1, Glassware -4, Ivory -3, Meat -1; Animals +1, Monsters +1, Precious Wood +3, Porcelain +4
<b>Atruaghin</b>	Atruaghin	E	Coffee -3, Mounts -3, Tobacco -5, Textiles -1; Beer +4, Semiprecious Stones +2, Weapons +1
<b>Azurun</b>	Hule	C	Grain -4, Cloth -2, Gems -1, Glassware -1; Red Steel +3, Common Metals +2, Salt +1, Dyes +2, Silk +1

<b>Beitung</b>	Ochalea	C	Silk -4, Grain -3; Wood +1, Rare Books +3, Art +2
<b>Biazzan</b>	Thyatis	D	Silk -1, Spices -1, Tea -1; Animals +3, Ivory +2, Rare Books +2, Mounts +1
<b>Blueside</b>	Lagrius (NACE)	D	Fish -4, Common Wood -4, Grain -1, Meat -1; Common Metals +1, Glassware +1, Porcelain +1
<b>Castellan</b>	Soderfjord	E	Common Metals -4, Dyes -2, Semiprecious Stones -2; Armor +3, Fish +2, Pottery +1, Weapons +2
<b>Ciudad Real</b>	Gargoña	D	Art -1, Musical Instruments -3, Grain -1; Cinnabryl +2, Rare Books +3
<b>Ciudad Tejlilas</b>	Almarrón	D	Silver -4, Cloth 2, Tobacco -1, Coffee -3; Cinnabryl +1, Red Steel +2, Rae Books +2
<b>Corunglain</b>	Darokin	C	Gems -2, Monsters -1, Semiprecious Stones -1; Grain +2, Hides +3, Pottery +3, Weapons +1
<b>Darokin City</b>	Darokin	A	Common Metals -2, Common Woods -2, Grain -1, Ivory -2, Textiles -2; Gems +3, Monster +3, Mounts +2, Precious Metals +4
<b>Dengar</b>	Rockhome	B	Armor -3, Gems -3, Weapons -2; Animals +4, Grain +5, Tobacco +5
<b>Dunadale</b>	Thyatis	B	Porcelain -2, Weapons -3, Monsters -4, Gems -3; Tea +5, Ivory +4, Grain/Vegetables +5, Glassware +2
<b>East Portage</b>	East Portage (NACE)	C	Beer -1, Grain -1, Dyes -2; Common Wood +1, Tea +2, Coffee +1, Animals +1
<b>Edairo</b>	Thothia (NACE)	B	Grain -3, Fish -2, Common Wood -2, Wine -2, Ivory -1, Furs -1; Cloth +2, Tea +1, Porcelain +1, Spices +1, Silk +2, Precious Metals +2
<b>Ekto</b>	Ekto (NACE)	D	Weapons -1, Dyes -1; Grain +3, Fish +2, Common Wood +3, Common Metals +3, Tea +1
<b>Ethengar</b>	Ethengar	E	Hides -3, Mounts -2, Salt -3; Common Metals +5, Common Woods +4, Tea +3
<b>Featherfall</b>	Aeria (NACE)	C	Grain -1, Meat -1; Common Wood +1, Oil +1, Glassware +2, Rare Books +3, Gems +2
<b>Freiburg</b>	Heldann	D	Animals -3, Porcelain -1; Armor +4, Oil +3, Weapons +4
<b>Glantri City</b>	Glantri	B	Monsters -5, Rare Books -2, Pottery -6; Gems +3, Glassware +3, Tobacco +3, Weapons +3
<b>Grauenberg</b>	Heldann	E	Animals -3, Common Metals -5, Weapons -1, Armor -1, Hides -1; Oil +4, Dyes +1, Salt +2, Fish +3, Coffee +4, Common Wood +1
<b>Hockstein</b>	Heldann	E	Animals -1, Hides -3, Common Wood -2, Grain/Vegetables -1, Beer -2; Spices +4, Gems +3, Weapons +2, Armor +2, Salt +2, Fish +1
<b>Harbortown</b>	Minrothad	C	Fish -3, Dyes -2, Animals -2; Spices +2, Meat +3, Wine +3

<b>Helskir</b>	Helskir (Thyatis)	D	Dyes -4, Salt -2; Fish +2, Hides +3, Coffee +4, Pottery +1
<b>Horken</b>	Horken (NACE)	C	Grain -1, Meat -1; Common Wood +4, Tea +1, Spices +1, Textiles +1
<b>Ierendi</b>	Ierendi	C	Fish -2, Precious Metals -2; Dyes +2, Cloth +2, Animals +4, Silk +2, Meat +1 ;
<b>Jaboor</b>	Ylaruam	E	Coffee -2, Oil -3, Glassware -3; Meat +3, Spices +4, Wine +2, Weapons +1
<b>Kelven</b>	Karameikos	C	Glassware -2, Pottery -3, Precious Metals -2; Ivory +3, Meat +1
<b>Kerendas</b>	Thyatis	C	Beer -2, Grain -2, Meat -3, Wine -2, Mounts -1; Common Metals +4, Common Woods +2, Dyes +1, Oil +1
<b>Kopstar</b>	Glantri	D	Dyes -2, Oil -5, Precious Metals -3; Precious Woods +4, Semiprecious Stones +3, Spices +2
<b>Minrothad</b>	Minrothad	B	Coffee -2, Tea -2, Beer -3, Fish -3, Dyes -1; Pottery +4, Cloth +2, Precious Metals +2, Gems +2, Common Wood +3
<b>Mirros</b>	Karameikos	C	Animals -1, Common Metals -2, Common Woods -2, Hides -3; Armor +1, Mounts +3, Rare Furs +4, Weapons +1
<b>Newkirk</b>	Westrouрке (Thyatis)	B	Dyes -5, Armor -2; Coffee +3, Gems +3, Porcelain +2;
<b>Norrvik</b>	Vestland	C	Salt -3, Silk -4, Weapons -3; Cloth +3, Ivory +3, Pottery +4
<b>Oceansend</b>	Heldann	D	Books -1, Common Wood -4; Dyes +2, Salt +1, Grain +2, Silk +3;
<b>Sayr Ulan</b>	Sind	B	Rare Books -1, Salt -2, Spices -3; Common Woods +3, Fish +4, Tea +3;
<b>Seagirt</b>	Pearl Islands	D	Vegetables -5, Fish -3, Gems -3, Pottery -1; Grain +2, Precious Wood +1, Wine +3, Weapons +1
<b>Seahome</b>	Minrothad	D	Wood -3; Silk +2, Dyes +4; Hides/Furs +3
<b>Selenica</b>	Darokin	B	Cloth -2, Precious Wood -1, Rare Books -1; Dyes +3, Fish +4, Glassware +2
<b>Shireton</b>	Five Shires	D	Beer -4, Grain -2, Tobacco -5, Wine -2; Coffee +3, Fish +2, Tea +2
<b>Skyfyr</b>	Esterhold (NACE)	D	Grain -1, Beer -1, Common Metal -2, Precious Metals -2, Gems -2; Animals +1, Wine +1, Meat +1, Weapons +2, Mounts +1, Armor +2
<b>Slagovich</b>	Slagovich	C	Cinnabryl -3, Fish -2; Common Metals +2, Salt +1, Spices +3, Red Steel +3, Weapons +1
<b>Smokestone City</b>	Cimarron	C	Ale -2, Cinnabryl -2, Smokepowder -2, Wheellocks -1; Grain +3, Meat +1, Salt +1, Spices +1
<b>Soderfjord</b>	Soderfjord	C	Common Woods -4, Grain -1; Armor +2, Wine +4
<b>Spearpoint</b>	Surshield (NACE)	C	Grain -2, Meat -2, Weapons -2, Armor -1, Wine -1; Common Metals +1, Salt +1, Glassware +1, Spices +2

<b>Stahl</b>	Rockhome	C	Ivory -3, Monsters -3, Precious Metals -4; Grain +2, Meat +3, Silk +3, Textiles +4
<b>Tameronikas</b>	Ylaruam	E	Animals -2, Cloth -1, Tea -3; Glassware +2, Porcelain +2, Salt +4, Weapons +1
<b>Tanakumba</b>	Yavdlom	C	Cocoa -4, Coffee -3, Fish -3, Gems -1, Precious Woods -3, Ivory -2; Grain +3, Meat +2, Silk +2, Precious Metals +3
<b>Tel Akbir</b>	Thyatis	D	Beer -2, Coffee -1, Oil -2; Cloth +2, Dyes +2, Hides +2
<b>Tenobar</b>	Darokin	D	Cloth -2, Fish -4, Pottery -5; Hides +2, Precious Metals +2, Salt +3
<b>Thyatis City</b>	Thyatis	A	Armor -3, Mounts -2, Silk -1, Weapons -3; Gems +3, Grain +1, Oil +1, Precious Metals +2, Rare Furs +4
<b>Trikelios</b>	Trikelios (NACE)	D	Grain -2, Fish -1, Beer -1; Common Wood +2, Common Metals +1, Tea +1
<b>Verdun</b>	Minrothad	D	Woods -2, Cloth -1, Books -3; Furs +3, Dyes +3, Silk +2, Salt +3
<b>Vyonnes</b>	Glantri	E	Rare Furs -4, Textiles -3, Wine -2; Beer +4, Meat +5, Silk +3, Grain +1, Weapons +1
<b>Wendar City</b>	Wendar	D	Wood -3, Hides -2, Rare Furs -1; Weapons +1, Textiles +2, Cloth +2, Salt +3, Grain +4.
<b>Ylaruam</b>	Ylaruam	B	Oil -1, Porcelain -3, Semiprecious Stones -4; Coffee +4, Mounts +3, Tobacco +4, Weapons +2, Armor +1
<b>Zeaburg</b>	Ostland	C	Fish -4, Cloth -3, Textiles -1; Common Woods +2, Meat +5, Weapons +2

## ***Cults of the Immortals***

The following sections deal with the various Immortals and their churches found on the world of Mystara. Except for the table giving the major Immortals and their followings, the material below is a preview of the upcoming “The Immortal Scriptures” due out this Fyrmont by Joshuan Gallidox Publishing. Those with interests in the Immortals should make sure to place this book on their must-read list.

### **Clerics and Specialty Priests**

To most folks, anyone who worship the Immortals or gods and receive spells in return are simply known as priests. The common peasant does not care to note that there is a difference in behavior, devotion, powers, or even duties between various priests within the same religion. The fact is, there are two main types of priests found on Mystara; the cleric and the specialty priest.

#### ***Cleric***

The Cleric is a believer in a cause or higher goal. To him, the concept of the Immortal’s portfolio is more important than the Immortal himself. As such, clerics worship a greater goal first, then a particular Immortal second, if they even bother to worship any Immortal at all. To a cleric, every Immortal has a role to play in relation to their particular belief in the “big picture” of things, therefore rarely does one particular Immortal deserve more worshipping than another.

On Mystara, there are two types of Clerics: the Philosopher, and the Pantheist.

#### **THE PHILOSOPHER**

The Philosopher is a cleric who believes in a particular ethos, notably Law, Chaos, or Neutrality. To him, the moral definition of good and evil are secondary when compared with the struggles between order and anarchy (Law), stasis and freedom (Chaos), or stability and choice (for Neutrality).

Philosophers receive their spells from all the Immortals of Law (or Chaos or Neutrality), and

therefore upsetting just one of them will not cause any problems with the cleric’s powers. Only a severe change in ethos (alignment) will affect the Philosopher’s powers.

#### **THE PANTHEIST**

The Pantheist is a cleric who believes in a way of life represented by several Immortals as to be the correct way to live. As such, a Pantheist worships and entire pantheon in which she believes are the true ideal of perfection. She therefore honors all the Immortals of the pantheon and will only lose her spells if she somehow offends them all. The goal of the pantheist is to make sure that all the Immortals in a pantheon are respected, thereby keeping a balance between them all.

There are several pantheons found on (and within) Mystara. More details will be given in the pantheon chapter later on in this tome [in The Immortal Texts. Ed.].

Clerics tend to travel the land, as they are not locked into a hierarchy or organization. Some join various churches and religions throughout their lives, while others do not. Those that do often do so because the Immortal worshiped in that particular religion is often very close in philosophy to the beliefs of the cleric. For example, clerics of the Norse Pantheon often join the church of Odin, as being the head of the Norse gods, he obviously represents them best.

Still, clerics can (and do) leave a particular faith without much incident. The above mentioned cleric might decide that the worshipping of Thor is starting to slip and therefore try to fix things. He would likely resign his role in the church of Odin and then join the church of Thor. This is one of the main advantages of being a cleric.

The other comes from the fact that, since you worship almost all the Immortals, a cleric will generally be well treated by most religious organizations and priests. After all, the cleric is a potential recruit into their order.

The powers of a cleric are as detailed in the Player’s Handbook, although a more up-dated

and balanced version can be found in Player's Option: Spells and Magic. As such, they have access to most spells and can turn/command undead. They can wear any armor and only use blunt weapons.

### ***Specialty Priest***

A specialty priest is a priest who believes and upholds the dogma of ONE specific Immortal. To the specialty priest, her Immortal is more important than anything else in the world. A specialty priest is the champion of the cause of any given Immortal. Specialty priests are the ones that actively preach about their Immortal and do their best to convert others to their philosophies.

The biggest misconception people have about specialty priests is that all priests of a given Immortal are all alike. Nothing could be further from the truth. Most Immortals have several specialty priests of various natures working for them. Each type of specialty priest has a specific function within the hierarchy of an Immortal.

Think about it. Both the Temple of Vanya in Thyatis and the Heldannic Knights worship Vanya, yet the two religions are different in attitude and behavior. Would it therefore not be logical that the abilities of the specialty priests also vary slightly?

Even a relatively peaceful Immortal, such as Asterius, still needs warriors to defend his temples. If his specialty priests are all merchants and thieves, how would he manage? The answer is simple: by having fighting specialty priests (such as Defenders [warrior kit from the Savage Coast setting. Ed.]) act as guards. The difference is that being a less warrior-like Immortal means he will probably have less warrior-type specialty priests than, say, Vanya.

Despite each Immortal having a different portfolio and goal, many share the same type of specialty priests. For example, Ordana, Faunus, and Zirchev have druids among their specialty priests, as do a few others.

The most common specialty priests of Mystara are described below:

### **PRIEST**

The specialty priests known simply as Priests are the most common specialty priests of Mystara. As such, their abilities are identical to the cleric (that is access to most spheres and turn/control undead) with the addition of one extra power.

For example, a Priest of Halav gets a +2 to damage against goblinoids in addition to all abilities listed for the cleric (as per Player's Handbook or Player's Option: Spells and Magic). On the other hand, the extra power of a Priest of Protius is a swimming movement equal to his movement on land. The exact ability a Priest of an Immortal gets is described in the Codex of the Immortals from the Wrath of the Immortals boxed set.

Priests are the catch-all specialty priest of an Immortal. Their ability to use any armor and blunt weapons along with a decent THAC0 make them capable of holding their own in combat while their access to most spells can be useful in just about any situation. Their versatility often makes Priests the adventuring specialty priest of a deity, traveling around the world and spreading the faith. Many also serve as temple guardians, caretakers of the flock of worshippers, and representatives to the average person.

All Immortals commonly use Priests in their ranks.

### **CRUSADER**

Crusaders are considered to be weapons against the enemies of the faith. While Defenders are charged with defending the temples and Holy Grounds, Crusaders are the ones that invade the temples and territories of the enemy. They are militaristic and often organize themselves as any army would.

The exact abilities and requirements of a Crusader can be found in Player's Option: Spells and Magic. Briefly, they require a Wisdom of 9, Strength of 12, and Charisma of 12. The most important power is the fact that a Crusader uses the warrior's THAC0 instead of the priest's THAC0. They have major access to the spheres of All, Combat, Guardian,



Healing, War, and Wards. They have minor access to Necromantic and Protection spheres. For a more complete description, as well as a list of the rest of their minor abilities, see *Player's Option: Spells and Magic*. (Note: they cannot turn/control undead.)

Crusaders are common among the Immortals of war, guardianship, justice, revenge, rulership, strength, and thunder. Vanya's favorite specialty priest in the Crusader.

### **DEFENDER**

Defenders are exactly what the name implies: defenders of the faith. Their role is to protect the temples, priests, and worshipers of an Immortal. Defenders often organize themselves along the line of knights, viewing themselves as the champions of the peasants in the name of their Immortal.

Defenders are actually fighters with the "Defender" Kit. They therefore have the THAC0 and hit points of a warrior. They must have a Strength of 12 and a Wisdom of 13 to take the Defender kit. Spells available to a Defender vary according to the Immortal they worship; they are not necessarily combat oriented spells (that's the role of the Crusader), although they often have major access to both Combat and Healing. A few have weapon restrictions limiting them to weapons noted as being favored by their Immortal (such as a war hammer for Defenders of Thor or a longbow and longsword for Defenders of Ilsundal), but most Immortals let them use whatever weapon they want. There is never any restriction on armor. The exact spell progression of the Defender, as well as other benefits and disadvantages can be found in the *Savage Coast* on-line rulebook, in the warrior kits' section. (Note: they cannot turn/control undead.)

Defenders can be found worshiping all the Immortals, although peaceful ones will only have a handful of Defenders while more war-like Immortals will have complete regiments of Defenders. Defenders of nature-oriented religions are often called "druidic knights," while evil-aligned Defenders enjoy the title of "avenger" or "anti-paladin."

### **DRUID (BALANCER)**

The Druid is a specialty priest of nature and nature-oriented Immortals. They view themselves as the protectors and guardians of all things natural, making sure that mankind does not interfere with the natural way of things. The abilities and requirements of Druids are found in the *Player's Handbook*, although an updated and more balanced version can also be found in *Player's Option: Spells and Magic*. Of important note is the fact that they cannot turn/control undead.

Contrary to popular beliefs, Druids are not simply "forest priests." Druids are found in any natural setting. There are desert Druids, mountain Druids, and even underdark (underground) Druids. Their abilities can vary slightly according to their favored terrain (for more information, see *Complete Druid's Handbook*).

Unlike the traditional druid, a Mystaran Druid can be true neutral, lawful neutral, or chaotic neutral in alignment. The lawful druids believe in keeping things as they are while the chaotic ones see a more dynamic approach with the advances of man in one area balanced by an advance in nature in another. True neutral druids are somewhere in the middle (for more details, see *Karameikos: Kingdom of Adventure*).

Of special note on Druids is the fact that some of them don't worship any Immortals at all, but instead worship Nature directly. Sages speculate that the Immortal Djaea grants them their spells, but Priests of Djaea deny this. Regardless, Druids of Nature receive spells even if they don't worship an Immortal. To the Druids of Nature, all other Druids are not real druids, so they call them Balancers instead (although their powers are identical). Druids of Nature still give praise to many of the Immortals of nature - much as a Cleric can honor a particular Immortal - but they do not receive any benefits from it.

Each order of druids have their own hierarchy, as detailed in the *Player's Handbook*. Despite this, their territories do not overlap; the presence of one Druid in an area, regardless of religion, is enough to maintain the balance of nature. The "guardianship" of the land can be

transferred from one order to another in the same way as rising in the ranks: through combat. A druid of one religion can challenge a druid of another religion of the same rank [level]. The winner becomes the guardian of the land in the name of their particular Immortal (or Nature). The opponent must be of the same rank, because this is not a challenge to rise in levels; there can still only be a specific number of druids of higher levels in any given religion. A druid cannot replace a higher level druid of another religion as this will create one too many for his own religion!

There appears to be one Great Druid for each region of Mystara. The female half-elf Great Druid Maud of Robrenn (a forest druid) is in charge of the entire Savage Coast region. In the Old World, the human male Kaikhatu who lives in the Steppes of Ethengar (a plains/grassland druid) is rumored to be the Great Druid of the area. The Great Druids of Norwold and other regions are still a mystery to most people.

### **RANGER**

A Ranger is a specialty priest of nature - in particular woodlands - that is more combat-oriented than Druids. They are also aligned toward Good rather than Neutrality, making them somewhat biased as to how nature works (at least according to Druids). Rangers tend to follow the same Immortals as Druids, but they play a more active part, often hunting down those who would destroy nature.

The abilities and restrictions of Rangers are well detailed in the Player's Handbook (with extra options found in the Complete Ranger's Handbook). Of particular note, although they receive priest spells, the Ranger class falls in the warrior category and advances as warriors. Only Immortals who favor woodlands, nature, and goodness use rangers as specialty priests.

Like Druids, however, some Rangers worship Nature directly instead of any particular Immortal, and they still receive their spells. Once more sages speculate that Djaea grants them their spells in these instances, but again this has yet to be confirmed.

### **PALADIN**

A Paladin is a specialty priest of law and goodness. They actively roam the land, spreading justice and honor everywhere they go. To Immortals of such concepts, Paladins are the ultimate champions of their cause. They are the ideal knight, and exemplify everything the Immortal seeks to achieve.

As Rangers, Paladins are considered to be warriors, not priests, and their class abilities are well described in the Player's Handbook (again, the Complete Paladin's Handbook gives variations on the theme).

The Immortal Tarastia has been known to grant spells to Paladins who uphold their ideals but don't worship any particular Immortal of paladins. Her priests claim that as long as they serve justice, Tarastia will continue to grant the Immortals Paladins their powers, since to Her, the ideal is more important than the religion. Most of these Immortals Paladins scoff at the claim, yet none have outright challenged it.

### ***Others***

Many other specialty priests exist, including the Mystic (also known as the Monk or Fighting-Monk as detailed in Player's Option: Spells and Magic) found throughout Sind, the shamans of Ethengar (again, see Player's Option: Spells and Magic or the accessory Shamans) or the very specific priests of the Nithian Culture in the Hollow World (see HWR2 - Kingdom of Nithia). Individual DMs are free to create their own specialty priests. Useful suggestions can be found in the Complete Priest's Handbook, while guidelines for keeping everything balanced are available in Player's Option: Spells and Magic.

Others examples of specialty priests, created by various members of the Mystaran Mailing List can be found in the mailing list archives.

Needless to say, the amount and type of specialty priests are endless, and depend greatly on the whims of the Immortals. The advantages of specialty priests comes from the fact that they can possibly gain powers far beyond the grasps of most clerics. On the downside, their actions are closely monitored by their deity, and any stray actions or thoughts

from the tenets of the religion can cause a loss in spells and powers. Also, it is difficult for a specialty priest to break free of an organized religion to her Immortal; after all, she can't exactly join the church of another Immortal, now can she?

## Churches of Mystara

The following is a list of four of the churches described in the upcoming *The Immortal Scriptures*. Note that in the texts below, the term "Priest" (with a capital P) refers to the specialty priests called Priest (as described above), and not to the clergy of the given church or religion. The term "priest" (with a lower-case p) refers to either the clergy as a whole, or the title "priest" a clergy-member might have in their particular order.

### *The Church of Thyatis*

COAT OF ARMS: Thyatian Eagle in the middle of a circle of twelve Thyatian Immortals' holy symbols (starting from the top, clockwise: Vanya, Thor, Tarastia, Odin, Kagyar, Korotiku, Koryis, Protius, Halav, Asterius, Valerias, and Diulanna.)

CLERGY: Clerics (50%), Priests (25%), Defenders (10%), normal humans (8%), Paladins (5%), other specialty priests (2%).

CLERGY'S ALIGNMENT: Any non-evil alignment

WORSHIPER'S ALIGNMENT: Any

The Church of Thyatis is a religious organization which encourages the worship and/or respect of all the Immortals of the Thyatian Pantheon. This list includes: Alphaks, Asterius, Diulanna, Halav, Kagyar, Korotiku, Koryis, Odin, Protius, Tarastia, Thanatos, Thor, Valerias, and Vanya.

Although Alphaks and Thanatos are included in this list, the Church of Thyatis does not actually encourage their worship. These two Immortals are used as examples of evil and simply serve to show the fate that awaits those of evil alignment upon their death at their hands. In fact, except for mentioning them as the evil to be fought against in the Church of Thyatis, their worship is a crime punishable by death in the Empire of Thyatis and most other nations.

The clergy of the Church of Thyatis is composed mainly of clerics. Most are pantheists, but philosophers of law and neutrality are also common. Only a few chaos philosophers are present among the hierarchy. Priests (and other specialty priests) are often in charge of the ceremonies pertaining to their particular Immortal. Of course, only priests of the Immortals mentioned above, minus Priests of Alphaks and Thanatos, can join the clergy. Even non-priests (that is, normal humans) can join the order and give ceremonies to the masses.

The temples of the Church of Thyatis tend to be grand buildings since they must serve as a place of worship for many Immortals. Most can seat a couple hundred spectators during their ceremonies. They also have several other chambers which serve as shrines for each particular Immortal. Finally, chambers in the back serve as barracks for the clergy, as well as meeting rooms for discussions and planning.

### **ORGANIZATION**

All clergy of the Church of Thyatis start at the rank of initiate. Their duties include serving as messengers, preparing the temples for the ceremonies, and generally acting as servants for the higher ranking clergy. It is a life of studying and classes in the temple libraries followed by hard work and menial chores.

An initiate who has served well for three years [and about 3<sup>rd</sup> level. Ed.] attains the rank of priest. It is the priests of the religion which actually give the ceremonies to the people of the Thyatian Empire. Those of priest rank are also sent out on adventures to discover secrets, amass wealth for the order, and convert other cultures to their way.

A priest who performs admirably for at least 5 years [and around level 7 if possessing a character class. Ed.] becomes a curate. Curates are in charge of deciding exactly what the topics of each ceremony is to be, as well as plan what enlightenment will be taught to the people. There is a curate in charge of the ceremonies for each Immortal of the pantheon. That is, in each temple, there is one curate for Asterius, another for Diulanna, and so on. This is the highest rank any Priest (or other specialty priest) can attain within the clergy since their

point of view is limited to those of their Immortal.

Finally, in charge of the entire temple is a bishop [they are usually around 9<sup>th</sup> level. Ed.]. He runs the place and has final say on what will or will not be accepted within his building. Normal humans who do not possess any divine granted powers cannot proceed above the rank of bishop.

In charge of several temples in entire areas - usually a complete dominion - are the Patriarch and Matriarch. Only Clerics [of 13<sup>th</sup> level or higher. Ed.] can attain this rank, as only they can remain unbiased when deciding how each Immortal is to be worshiped. These Patriarch advise rulers on matters of the church and can exert a lot of political power in their region.

There is no rank above Patriarch in the Church of Thyatis. As such, all the Patriarch of the order gather annually in Thyatis City to discuss and vote on the future of their religion. Traditionally, the Patriarch of Thyatis City has the power to veto any vote passed by this assembly, and in case of ties, holds the deciding vote.

### **DOGMA**

The philosophies of the Church of Thyatis hold that all acts performed by mortals are recorded by the Immortals above and will be used to judge them when they pass into the afterlife. The spirits of the dead will belong to the Immortal he or she most resembled in life and will wind up serving eternity in the Outer Plane of their Immortal. This is why they describe the temperaments and homes of Alphaks and Thanatos; by seeing what awaits those of evil alignment, they hope they will change their ways. As such, good deeds will be rewarded with good deeds in the afterlife, just as bad deeds will be payed back with bad deeds.

The priests cheerfully describe the purpose, alignment, and desires of all the Thyatian Immortals so that the citizens of Thyatis can make their own choices of which Immortal to hold to heart and where they want to go when they die. Of course, since Thyatians are militant people, the Immortals Vanya, Thor, and Diulanna often receive more than their fair share of attention.

Initiates spend several hours a day studying everything known on all the Pantheon. Upon reaching the rank of priests, they are charged with spreading this knowledge to the people of Thyatis and the rest of Mystara. Most prefer to have the people come to them in their daily ceremonies at the temples, but a few adventure out into the world and try to convert other cultures.

Although not specifically stated in their doctrines, the Church of Thyatis also promotes the belief that Thyatians are the best people in the world and that all other cultures should join the Empire and become full-fledged Thyatians.

### **DAY-TO-DAY ACTIVITIES**

The clergy of the Church of Thyatis can often be seen roaming the streets of major Thyatian cities, preaching about making choices for one's afterlife. Those who seem curious about their speeches are often referred to one of the temples of the order.

Every day, at noon, ceremonies are held in the various temples of the religion. Each ceremony starts with a brief talk about all the Immortals, then proceeds onto the main topic of the day which usually deals with one Immortal in particular. The subject for the day is determined by the bishop, usually in conjunction with his curates. Since there are currently 12 Immortals in the pantheon (not including Alphaks or Thanatos), a common theme is to have an "Immortal of the month," thereby teaching the philosophies of one Immortal for a month, then changing to another at the arrival of the new moon. Still, some bishops have other complicated schedules dividing the days evenly throughout the year in a pattern only they can see.

Finally, the Temple of Thyatis often gives special rites when a Thyatian child is born, blessing her and asking the Immortals to look after her as she grows up. The clergy members also take care of marriage ceremonies and divorce throughout the Thyatian Empire.

### **HOLY DAYS AND IMPORTANT CEREMONIES**

Up until recently, the Church of Thyatis did not have any major holy days. Now, however, Wrath of the Immortals Day (Nuwmont 15<sup>th</sup>) is

considered to be sacred. This day celebrates the fact that the Thyatian Pantheon proved to the world that Thyatians are the favored people of the Immortals by destroying the continent of Alphatia. The logic goes that since Thyatians are the favored people, then the Church of Thyatis must be the favored religion of the world. Wrath of the Immortals Day started in AC 1010 as a workers' holiday but has since become a full-fledge religious event.

On Flaurmont 1, priests give a special ceremony celebrating the Day of Freedom for those Thyatian youths who have turned 21 and are now "free" from their parents' whims.

Other days are considered important, but only to a particular Immortal, and not the entire Pantheon. Because of this, they are not considered religious holy days, but are usually celebrated by the bishops of the temples anyway. These days include the Start of Shipping Season (Va. 23, Protius), The Day of Valerias (Fe. 15, Valerias), Vanya's Day (Sv. 8, Vanya), and Protius' Day (Ei. 22, Protius), as well as several others.

### **MAJOR CENTERS OF WORSHIP**

The Great Thyatian Temple, located in the estates district of Thyatis City, is an immense building which can seat almost 5,000 citizens. This marble building is crafted in the typical Thyatian style, with marble columns and a circular amphitheater-styled ceremony hall. Several other buildings are attached to this hall, including the residence of Dylan Finsson, Patriarch of Thyatis City, as well as sleeping quarters for over 250 clergy members.

Several other temples (although usually much smaller) can be found throughout the city as well as every other major Thyatian City. The temples of the Pearl Islands still have a good following, while a new temple is currently being built in Selenica.

### **AFFILIATED ORDERS**

A few blocks down the street from the Great Thyatian Temple, one can find the Knights of the Gold Dragon Enclave. This building houses a military order dedicated to uphold the decisions taken by the Patriarchs of the Church of Thyatis. The ranks of the Knights of the

Gold Dragon are composed of warriors, rogues, paladins, and crusaders. Members of this order protect the various temples of the religion, lead military expeditions as needed by the Patriarchs, and roam the Empire seeking to enlighten people about the choices they make in life. When not on a religious mission, this order acts as a mercenary band willing to perform any mission that doesn't go against their philosophies or the church.

All applicants to the order must have both a Knight of the Gold Dragon and a clergy member of the Church of Thyatis sponsor them. Candidates are then tested, and if their combat skills are adequate [that is, if their THAC0 is 15 or better. Ed.], they are accepted into the ranks.

### **PRIESTLY VESTMENTS**

During their everyday lives, clergy of the Church of Thyatis are permitted to wear any clothing which suits their needs.

During ceremonies, however, a more formal dress code is enforced. Their ceremonial dress consists of a full-sleeved, floor-length blue robe. The coat of arms of the church is displayed prominently on the left chest. If also a member of the Knights of the Gold Dragon, their gold dragon symbol is sown unto the upper edge of the right sleeve, much as military rank insignias are often displayed.

Priests of the Church of Thyatis of all ranks except initiate also carry with them a metal scepter while in ceremonial dress. The size and color of the scepter indicates the rank in the clerical hierarchy the owner is.

### **CURRENT BELIEFS**

The Church of Thyatis suffered many losses during the past couple of decades. About 40 years ago, when the Grand Duchy of Karameikos separated from the Empire, so to did their branch of the church (forming the Church of Karameikos). More recently, with the independence of Ochalea, the Pearl Islands, Helskir, and the Grand Duchy of Westrourke, the Patriarchs are fearing the complete destruction of their religion, along with the Empire. Despite their fears, the Church of Thyatis remains strong in the Pearl Islands,

Helskir and Westrouke. Only Ochalea has completely abandoned the tenets of the church.

The Church has also made grounds recently. For the past 20 years, they have made inroads into the Jungle Coast, converting many of the hinterland barbarians to their beliefs. The Church of Thyatis even went as far as accepting Diulanna, their Immortal, into the Thyatian pantheon; after all, they are Thyatians now, aren't they.

But the church seeks to expand further. At the moment, they are slowly building temples within the nation of Darokin, using the city of Selenica as their main base of operations. Rumors also claim that the Church is seeking to reabsorb the Church of Karameikos into their fold.

As another means of regaining worshipers, the Church of Thyatis has seriously started debating about Holy Days, something which has until very recently never crossed their minds. Wrath of the Immortals Day is one such idea. At the moment, they are also debating on whether or not to make Fyrmont 19 "The Visit" an official Holy Day. This day would mark the discovery of the "Footprint of the Immortal" found in the Altan Tepes back in AC 1010, showing the world that the Immortals actually visited the Empire of Thyatis. Making the site into official Holy Ground is also high on its priority list.

### ***The Temple of Rad***

COAT OF ARMS: Three connected hemispheres forming a triangle.

CLERGY: Wizards (100%)

CLERGY'S ALIGNMENT: N, LN, and CN

WORSHIPERS' ALIGNMENT: any

Although religions and preaching about the Immortals is illegal in the Principalities of Glantri, Glantrians do have a place to go where they can contemplate personal problems. In the Temples of Rad, wizards known as Shepherds of Rad listen to the problems of nobles and commoners alike, giving them counseling on any problem they might have.

Their marble temples scattered in every major town of Glantri promote meditation and contemplation. The Shepherds believe by relaxing and thinking things through one can eventually solve any problem and make the vital discovery that was missing. This self-enlightenment just serves to show how Glantrians truly do not need any Immortal guidance in their lives.

Each Temple of Rad has a large crystal ball placed on their main altar. The Shepherds claim that it is a receptacle of Rad, the living incarnation of magic itself. Although foreigners assume Rad is an Immortal, the Shepherds of Rad and Glantrians know better than to assume that magic could possibly be an Immortal. After all, he doesn't ask for worship, so he can't possibly be a divine being.

Apparently, they receive dreams and visions through the receptacle, indicating when Rad desires for his Shepherds to perform a task or change something. The Shepherds of Rad therefore believe that they wield power both temporal and magical thanks to their direct connection with the incarnation of magic.

[Editor's Notes to the DM: Contrary to what the Glantrians believe, Rad is indeed an Immortal, or at least he used to be. Rad used the mortal incarnation of Etienne d'Ambreville to further his goals in Glantri. At the end of the Wrath of the Immortals events, Rad disappeared into the Radiance and was not heard or seen again, barring some rumors of Etienne's brief appearance in Chateau Sylaire back in AC 1012. The Shepherds of Rad have yet to realize this since they still receive dreams and visions through the Radiance Receptacle in their temples. In fact, the Brotherhood of the Radiance have always given them their visions, not Rad - except as a member of the Brotherhood himself. Glantrians therefore continue to believe in Rad - the incarnation of magic - without the slightest hint that he might no longer even exist.]

### **ORGANIZATION**

First of all, never call any Shepherd of Rad a "priest." They will rudely let those who made the mistake know that they are wizards just before throwing them out the door.

There are only two ranks in the Temple of Rad; Shepherd and High Shepherd. All members of the organization are considered Shepherds while the individual in charge of a particular temple is the High Shepherd. High Shepherds are determined based on magical experience. [Most are at least 12<sup>th</sup> level mages. Ed.]

There is no connection between individual temples. All higher goals and common decisions come from sharing the same visions from Rad through their receptacles.

### **DOGMA**

While not an actual set of religious beliefs, the doctrine of Rad promotes the use of magic and its superiority over all other powers, including those of the Immortals. By mastering magic, one can learn to master his or her own fate.

Their method of dealing with the personal problems of Glantrians is to encourage them to meditate and think things through. The serenity of their temples usually makes these endeavors successful.

### **DAY-TO-DAY ACTIVITIES**

Shepherds of Rad usually spend the day in meditation or working on magical studies and experiments. When a Glantrian enters the temple seeking aid, they help the person enter a relaxing trance and attain what comfort they need to feel at ease.

Shepherds also visit the Great School of Magic regularly. Since many are accomplished wizards in their own right, their magical expertise is often sought by other mages, and they often give lectures at the school. Besides trips to the Great School of Magic, many often travel to the numerous wizard towers scattered across the principalities. Shepherds of Rad are therefore well respected members of society.

### **HOLY DAYS AND IMPORTANT CEREMONIES**

Since the Temple of Rad is not a religion, they have no holy days or important religious ceremonies. They simply meditate in their temples and wait for Glantrians to seek their advice when they have a problem.

### **MAJOR CENTERS OF WORSHIP**

There is no temple of Rad more important than another within this organization. The most renown, however, is the Temple of Rad of Glantri City, due mainly to the fact that the Shepherds of this temple are often spotted in the Great School of Magic.

### **AFFILIATED ORDERS**

The Temple of Rad has no official affiliated order. Unofficially, many powerful mages appreciate the counsel from the Shepherds in both magical and personal affairs. Should the Temple of Rad ever get into trouble, they can probably count on the support of several hundred mages to come to the rescue.

### **PRIESTLY VESTMENTS**

Shepherds of Rad wear simple brown robes with long, flowing sleeves. There is no headpiece for their ceremonial dress, and in fact, it is forbidden for anyone to wear any type of hat while within a Temple of Rad.

### **CURRENT BELIEFS**

Since each Temple of Rad is more or less self-sufficient, the order as a whole is not making any type of grand plans or schemes. Still, one event might actually cause a few High Shepherds to work together.

High Shepherd Chath Restoun (human, male, M14) is currently still shaken up by an incident in AC 1013. He was charmed by an illithid and performed acts he has yet to forgive himself for [see the "Temple Takeover" adventure in Glantri - Kingdom of Magic for more information. Ed.]. His advice since then has been less than effective, and many wizards are beginning to complain about the situation. It has gotten to a point where other High Shepherds are deciding whether or not to intervene in the matter.

### ***The Temple Of Vanya***

COAT OF ARMS: Vanya's holy symbol, a lance crossed by two shortswords.

CLERGY: Priests (30%), Crusaders (25%), Defenders (25%), Clerics (15%), other specialty priests (5%).

CLERGY'S ALIGNMENT: any non-chaotic.

WORSHIPERS' ALIGNMENT: any.

The Temple of Vanya is a church dedicated to the Grey Lady, the Immortal of war and conquest. The clergy consists mainly of specialty priests of Vanya, with a few philosopher clerics who incorporate battle into their ethos.

This temple is strong within the Empire of Thyatis, with worshipers numbering in the hundreds of thousands. In fact, the Temple of Vanya has almost as many lay members as the Temple of Thyatis. Despite this, there is no rivalry for numbers; the Temple of Thyatis simply view the Temple of Vanya as a sub-branch of their religion which concentrates on only one of their Immortals. There are a few squabbles between the priests, especially when it concerns respecting other Immortals besides Vanya, but in general the two orders get along well.

### **ORGANIZATION**

The ranking system within the temple hierarchy is very similar to those of the military. Everyone has a rank and must follow the orders of someone of higher rank.

New members to the order start out as novices. As in most other religious orders, this means they have more or less the roles of servants within the temples. Between chores, novices attend various classes on the teachings and doctrines of Vanya.

Once a novice has mastered his knowledge on the philosophies of Vanya, he is promoted to the rank of acolyte [This usually represents attaining level 1. Ed.]. At this point, instead of lectures and study classes, the acolyte is taught how to fight and use weapons.

Senior acolytes [those of 5<sup>th</sup> level. Ed] must choose in which branch of the Temple of Vanya they wish to continue their career in. They may either remain in the clergy hierarchy, at which point they earn the title priest, or they may join the militant branch and be known as Knight-Adepts.

Priests have the role of giving ceremonies and teaching to novice the ways of Vanya. More experienced ones [9<sup>th</sup> level] are placed in charge of their own temples, earning them the title of bishop. Archbishops are placed in charge of all bishops within a certain territory. In charge of

the entire religion is the Vicar of Vanya; only specialty priests of Vanya may earn this title [and they usually have to be of at least 15<sup>th</sup> level. Ed.]

Those following the militant branch of the religion enter their own hierarchy. They are the ones in charge of the Brotherhood of the Grey Lady. Knight-Adepts who perform well are promoted to Knight-Warriors [level 9. Ed.]. A Knight-General [of at least 13 levels in experience. Ed.] is in charge of the entire order.

### **DOGMA**

The Temple of Vanya concentrate on teaching Vanya's aspect of combat and honor. Priests are given the task of encouraging martial training, making sure that everyone can fight. They also show the value of honor and fair fighting, scorning backstabbing or outright slaughter. Discipline is therefore important to this clergy.

Vanya looks favorably on those who throw themselves recklessly into battle, throwing their entire fate into their battle prowess. Those who fight honorably and tirelessly in battle, slaying all opponents while avoiding destroying homes or the innocent are the epitome of what Vanya represents.

Battles are not to be feared, for eventually all must learn to stand for what they believe in or it will be swept away by the enemy. Because of this, all should learn to improve their martial skills. Also, no enemy should be disrespected as valor can be found in all, regardless of age, gender, or race.

### **DAY-TO-DAY ACTIVITIES**

Priests of the Temple of Vanya are charged to keep battles a thing of rules and tradition with professional behavior and minimized bloodshed. They are therefore often found as judges or witnesses to the various duels that take place in the streets of Thyatis.

The more martial clergy members can often be seen fighting in the gladiatorial arena. They also regularly sponsor such activities, and having a priest of Vanya trainer is considered a good omen.



## **HOLY DAYS AND IMPORTANT CEREMONIES**

One day is considered particularly Holy to the Temple of Vanya. The first is Vanya's Day (Sv. 8). This day commemorates the day when the mortal Vanya led Thyatian troops against the Milenians on the southern continent of Davania. It is celebrated with good cheer, heavy feasting, and numerous duels and gladiator combats.

## **MAJOR CENTERS OF WORSHIP**

The High Temple of Vanya is by far the most renowned temple of the entire Old World. Even those who don't worship Vanya have heard of it. Although created over a century ago, the High Temple of Vanya was recently expanded and redesigned. This construction ended in AC 1013. Now, the temple can fully seat over 15 000 spectators during the ceremonies [magic is used for the priests' voices to carry across the entire crowd. Ed.]. The arched towers and ceilings are at least ten stories high, while the central spire reaches the amazing height of at least 15 stories. Magnificent colored windows depicting various battles and wars in the name of Vanya are scattered throughout the complex.

It is from here that Claudia Derrogan (human, female, P17 of Vanya), Vicar of Vanya, heads the order of the Temple of Vanya. She has led the order wisely for the past 20 years, and many believe she talks regularly to Vanya herself, marking her as one who is truly blessed by the Immortals.

## **AFFILIATED ORDERS**

The Temple of Vanya has two major affiliated orders. The first is the Brotherhood of the Grey Lady, whose Guildhall is just across the street from the High Temple of Vanya. This is an order dedicated to learning and teaching fighting skills while spreading the wisdom of Vanya. Although only members of the clergy can have positions of power within the Brotherhood, absolutely anyone can join the common ranks. The Brotherhood of the Grey Lady often pursues military goals for the Temple of Vanya. Although the common member of the order need not participate in such campaigns, most do. [Further details on

the order can be found in the Dawn of the Emperors box set. Ed.]

The second order calls themselves the Wings of Vanya. Their estate is located a few blocks away from the main temple. The Wings of Vanya clerical order is more monastic than the Temple of Vanya. Here, the priests spend time meditating and contemplating rather than actively pursuing combat and preaching to others. The monks of this temple are practiced healers, and many priests of Vanya come here to receive healing after a battle or duel. Rumors also claim that the monks have mastered the unarmed fighting techniques of the mystics of Sind and Ochalea, but so far no one has ever witnessed them use such skills. The Wings of Vanya are actually a separate religion from the Temple of Vanya, but the two work so closely together, most people assume that they are merely two different branches of one philosophy.

## **PRIESTLY VESTMENTS**

For the most part, clergy members can wear any clothing they like. During religious ceremonies or public appearances by the Temple of Vanya, they must wear the traditional dark purple robes and ceremonial armor. The armor will bear the heraldic symbol of either the Temple of Vanya or the Brotherhood of the Grey Lady. A purple sash above the armor indicates the rank of priest or knight-adept, while a bishop or knight-warrior wears a red sash.

Archbishops and the Knight-General have dark red robes instead of purple. They do not have any sash, however. Finally, a dark red robe with a purple sash indicates the Vicar of Vanya, leader of the entire temple.

## **CURRENT BELIEFS**

The Temple of Vanya still refuses admittance to anyone who is a member of the Storm Soldiers fighting order. They remember clearly the rift in the clergy that took place almost 70 years ago when numerous Storm Soldiers began pressing for changes to the tenets of the church [such as forbidding women from fighting and racial-purity ideals. Ed.]. A civil war almost broke out, but stopped when the Storm-Soldiers-Priests-of-Vanya decided to pack up and go somewhere where they can decide the

policies of their religion. They have since founded their own order dedicated to Vanya which is now renown world-wide as the Heldannic Knights.

More recently, the Temple of Vanya is still infuriated at the Heldannic Knights for the execution of the Knight-Warrior Lenard Doverson in their outrageous Inquisition. The fact that the Knights lost their Vanya-granted spells and powers only served to prove that these Heldannic Knights have corrupted the dogma of Vanya. Some speculate that the Temple of Vanya is beginning to plan an outright war against the Heldannic Knights. How the Empire of Thyatis - the seat of power of the Temple of Vanya - will respond to this, if it is true, remains anyone's guess.

### ***The Heldannic Knights***

COAT OF ARMS: A black lion on a white background.

CLERGY: Crusaders (40%), Priests (30%), Defenders (25%), other specialty priests (5%).

CLERGY'S ALIGNMENT: any non-chaotic.

WORSHIPERS' ALIGNMENT: any.

Easily the most renowned religious order of the world, the words "Heldannic Knights" is guaranteed to get a reaction out of anybody. Some claim they are tyrants and slave masters, while others bring up their dedication to order and abolishment of crime as proof of otherwise. The only thing that everyone can say for certain, though, is that they intend to conquer the world for the Glory of Vanya.

Unlike most other churches, the Heldannic Knights accept only specialty priests of Vanya into their ranks. Clerics, even if they value Vanya's beliefs, will not be accepted. Even specialty priests of Vanya must be able to wield swords and lances, as well as wear any armor if they desire to become a Heldannic Knight.

### **ORGANIZATION**

The ranking system of the Heldannic Knights is semi-complicated because it actually combines two hierarchies in one: military and government. First, the Knights are militaristic and everyone has a military rank. New recruits are squires assigned to a specific Knight. They act as servants for the Knights, who in return

teach them the values and lessons of Vanya as well as combat.

When deemed worthy by his master, a squire is promoted to the rank of Knight [by then, he has attained 2<sup>nd</sup> level. Ed.]. Knights who perform admirably [and reached level 5. Ed.] earn the rank of sergeant - although they are still called Knights except during military operations. Further promotions up the rank are captain [Editor's Note: at least level 9.] and Warlord [who is in charge of an entire division. He must also be at least a 12<sup>th</sup> level priest of Vanya. Ed.]. Finally, the leaders of the armies are the Generals.

The Heldannic Knights also combine these ranks with the titles of government and nobility. The Heldannic Knights have many minor nobility titles, such as Baron and Count, which are usually titles kept by nobles of other nations who joined their ranks [such as the minor nobles of Norwold. Ed.]. In this case, they keep the title, placing it before their military rank. For example, you could have a Baron-General, or a Count-Sergeant. When it comes to policy of an area, deciding the law, giving punishment, and such, the higher government rank is in charge. With the above examples, it would be the Count-Sergeant who decides the interpretation of the law in a town. When it comes to military matters, it's the highest military rank who leads. This time, the Baron-General would be in charge of the Count-Sergeant.

Above these minor nobility ranks, the Heldannic Knights have two other imposed by their own nation; Chancellor and Governor. Both of these rank are higher than any other minor noble rank. Chancellors are placed in charge of major cities and the land surrounding them, while Governors are in charge an entire Territory. Governor-General is the highest rank one can attain without being the Oberherr.

Finally, the Oberherr is the head of the entire order of the Heldannic Knights, deciding on their day-to-day policies and on the entire direction of their military campaigns.

### **DOGMA**

The Heldannic Knights believe in glory and conquest. Vanya will guide their blades in battle, and never shall they lose a war. Battles

are not to be feared, for eventually all must learn to stand for what they believe in or watch it be swept away by the enemy. Because of this, all should learn to improve their martial skills.

One must strike at the enemy first, before the enemy can attack your home. Better that they suffer than the people of Heldann. No enemy should be disrespected, however, as valor can be found in all, regardless of age, gender, or race.

Vanya looks favorably on those who fight honorably and tirelessly in battle, slaying all opponents in their way. Vanya will one day conquer all of Mystara, and it is the Heldannic and Hattian people who are Her chosen champions. All other races are inferior and will be conquered.

### **DAY-TO-DAY ACTIVITIES**

The Priests of Vanya spend most of their time as members of the armies of Heldann. Only a few [about 10%. Ed.] are permitted to leave the ranks and adventure elsewhere, and usually only if it will somehow benefit the order as a whole. These priest-soldiers make up the elite heavy cavalry of each division of the Glory of Vanya.

Those who are out adventuring are given the task to always act honorably and courageously. They are to serve as shining examples of what it means to be a Heldannic Knight to the rest of the world. The leaders of the Heldannic Knights therefore only allow those who are charismatic and of good alignment to adventure; this helps make sure they only get a good reputation from their wandering adventurer-priests.

### **HOLY DAYS AND IMPORTANT CEREMONIES**

The Heldannic Knights celebrate two Holy Days. The first is Vanya's Dance, on Felmont 6<sup>th</sup>. At sunset, the Heldannic Knights don full armor and perform an ancient dance around a bonfire in Vanya's honor. Even squires participate, and it is the only day when squires are actually permitted to wear a full suit of armor. In Freiburg, the largest bonfire is prepared in the center of Freiburg Square, just in front of the Temple of Stars. Afterwards,

the Heldannic Knights feast and drink into the late hours of the night.

On Sviftmont 8<sup>th</sup> is Vanya's Day. It is a day celebrated by parades, duels, and heavy feasting. Vanya's Day serves to remind the Knights of the day when the mortal woman Vanya led an army against the Milenians on the continent of Davania, saving her people. It shows how anyone can be a hero and receive glory and honor.

The Heldannic Knights have a ceremony known as the Receiving of the Sword. This ceremony marks the day a squire has earned the right to be called a Knight. The squire spends the entire day, starting at sunrise, fasting and praying to Vanya. Should the sun not be visible, the aspiring Knight must wait another day to receive his title and ceremony. At sunset, the squire bathes then proceeds to the temple after donning a white robe. There, Priests of Vanya perform the Receiving of the Sword ceremony, whereas they give the squire his first longsword, armor, as well as black lion shield. By the end of the ceremony, the squire has earned the title Heldannic Knight.

### **MAJOR CENTERS OF WORSHIP**

The infamous Star Chamber is the heart of the Heldannic Knight's order. From here, Oberherr Wulf von Klagendorf (human, male, Pr19 of Vanya) dictates the tenets and laws of the order. The Star Chamber is a large building built with defense in mind. Siege weapons dot the upper parapets, and squads of Defenders wait just beyond the main doors.

The building receives its name from a large, central chamber in the shape of a star. Here, 8,000 Knights can gather in the five wings to listen to a speaker standing in the center. A glass ceiling in the shape of Vanya's Lion lets sunlight shine upon the speaker, giving the impression of a divine glow enhancing his words.

### **AFFILIATED ORDERS**

The Heldannic Knights are an order which constitute religion, military, and government all into one. As such, there was never any need

for affiliated orders. Recently, however, a group known as the Champions of Vanya has been formed. They seem to be the “Knights” of the Heldannic Knights. What their role and duties will turn out to be in the future remains to be seen.

### **PRIESTLY VESTMENTS**

During religious ceremonies, the Heldannic Knights wear a full suit of ceremonial armor [true plate mails can be a bit heavy and cumbersome for simple ceremonies and prayers. Ed.] with a white tabard depicted with the black lion of Vanya.

In the field, the dress code is identical, except that you can expect the armor to be actual full plate.

### **CURRENT BELIEFS**

The Heldannic Knights were once part of the Temple of Vanya in Thyatis, but difference in the interpretation of Vanya’s tenets caused a rift in the church. The Hattian members of the Temple of Vanya left Thyatis and conquered the Heldann Freeholds where they started their own religion to Vanya. To encourage the locals to join the order, they named themselves the Heldannic Knights, after the people they subjugated. The Hattians have kept their racial-purity ideals, but incorporated the Heldanners into the supreme race as well [probably just to get them to join their ranks. Ed.]. Their belief that women should not fight disappeared slowly over the years, however.

The faith of the Heldannic Knights has suffered a tremendous blow during the past couple of years. The Knights started an Inquisition and wound up losing all their spells granted to them by Vanya. This has led Wulf von Klagendorf to re-examine the values and doctrines of the Knights. The Oberherr is currently trying to make changes into the order and their beliefs. The first was the removal of force-worshiping of Vanya in the Heldannic Territories. Many Knights have also been stripped of the rank and privileges. Other changes are still being discussed with the elder priests of the religion.

Besides this reorganization, the Oberherr is busy planning the invasion of Norwold and conquest of new, unexplored lands in Davania.

Changes in the order aside, the true glory of Vanya comes from conquest, and that’s exactly what he plans on doing.

## Geology Of The Known World

The known world as it appears now, started out as a series of independent islands which collided together.

The Wendarian Range is the oldest of the mountain ranges. It is the result of a smaller island colliding into the mainland. Recent expeditions out to the Wendarian Range shows that they are actually composed of gneiss, not basalt as has been previously reported. The gneiss is a result of previous rocks being changed during the collision. Offshore, coral reefs grew in abundance.

Further to today's south, the Ierendi and Minrothad islands were forming through the calm eruption of lava onto the ocean floor. As time went on, these islands grew with the eruption of more lava, forming islands made of basalt.

Long ago these islands started to move towards the Wendarian Range. When the northernmost island collided with the coral reefs, the reefs and ocean floor rose up the side of the island forming the Cruth Mountains. As more islands collided the Black Peak Mountains grew. The northern foothills of the Cruth Mountains are limestone in composition, and then switch into gabbro with layers of diabase. As the Cruth Mountains change into the Black Peak Mountains, the rock type changes from gabbro to basalt. The gabbro contains large hornblende crystals. Previous explorers have noted the presence of hornblende in the Cruth Mountains. It is believed that collision did not continue for very long, as the Cruth and Black Peak Mountains are relatively low (4000' to 4500').

As time went on, coral reefs continue to grow in the shallow ocean between the Wendarian Range, the Cruth and Black Peak Mountains, the Ierendi and Minrothad islands.

During this time, it is believed that a large island to the east, with a large mountain range composed of gneiss, was shedding sediment into the surrounding water forming sandstone. This mountain range is the present day Makkres Range. Further away from the shore of the island, coral reefs grew in clear warm water.

The ocean between the Makkres Range island and the Black Peak Mountains begins to close. This is accomplished by a crack forming in the ocean floor to the east of the Black Peak Mountains. The ocean floor to the west of this crack was then swallowed up and melted. The resulting molten rock then rose and formed the Altan Tepes through explosive volcanism. As the Altan Tepes continued to grow, the Makkres Range moves closer and the ocean shrinks further. Finally the Makkres Range collides with the Altan Tepes, crushing the sandstone and coral reefs (limestone) in between, forming the Sardal and Hardanger Ranges.

All is quiet for the numerous unknown years. Sediment is eroded from the Altan Teppes, Sardal, Hardanger Ranges, and Makkres Massif, filling the space between the Altan Teppes and Hardanger Range, allowing it to rise above water level.

Years later, the southern mountain ranges start moving northward and the sediment (sandstone) and coral reefs (limestone) start to get crushed and pushed above water level. Volcanism is also associated with this collision. During this collision, the Kurish Massifs, Glantrian Alps, and Colossus Mountains, are formed. The Silver Sierra Hills formed at this time. The ocean that existed between the Wendarian Range and the southern mountain ranges dries up.

The whole continent then shifts northward being covered by glaciers, and the water level drops, exposing the southern volcanoes (the tips of which are the present day Ierendi and Minrothad islands).

At 3000 BC, the planet shifts, placing the continent in warmer climates and the glaciers start to melt. All remains quiet until 1700 BC. At this time a great explosion occurs. This event cracks the surrounding land and builds up the Silver Sierra Hills into the Silver Sierra Mountains. The Broken Land Mountains, were also formed at this time.

To the southwest, the Hardanger Mountains appear to grow higher. What is actually happening is the land to the north and south is falling. The Ierendi and Minrothad islands

were formed by the cracking of the earth and submergence of the land, leaving only the highest peaks above water.

Mountain Range Descriptions:

### ***Altan Tepes***

**Average Altitude:** 8950'

**Rock Type:** granite and andesite

**Age of formation:** unknown

**Formation:** result of ocean closure and resulting volcanism

**Appearance:** peaks have been described as jagged, and the range itself is broad. Areas composed of andesite appear blackish-brown to greenish in colour, while the granite areas appear pink or white/grey in colour.

**Passes/Travelling conditions:** passes are infrequent. Where present they are result of glacial erosion of former river valleys. These passes are wide u-shaped valleys that follow anything but a straight line, usually branching outwards as the centre of the mountain range is approached. The length of passes are hard to determine, and they can end rapidly by climbing upward, ending with steep sides all around. This results in the travellers usually being forced to backtrack. Passes that remain broad with little change in elevation, such as the two located near Selenica (notably the King's Road to Karameikos and the Valley pass to Ylaruam), offer the best chances of crossing the range. Rumors claim that the Darokin Tunnel of Rockhome is also such a pass and not a tunnel as its name implies.

Cliff faces are smooth and steep. Landslides are relatively uncommon, except in areas where the rocks appear to have numerous fractures criss-crossing the surface, and occur more often in andesite than in granite.

**Minerals and Mining:** gold, silver and iron ore is present in the southern regions. It is also believed that the Altan Tepes may contain significant copper deposits, although none have been found to date.

**Volcanism:** only one active volcano is present in Northern Rockhome, near the ruins of Jhyrad. This is an explosive volcano often spewing ash into the air. Every so often it explodes, sending huge chunks of hot rocks into the air, and hot landslides roar down the side of the mountain wiping out anything in its way.

### ***Black Mountains***

**Average Altitude:** 15000'

**Rock Type:** reported as gneiss by previous expeditions

**Age of formation:** unknown

**Formation:** unknown

**Appearance:** is known to contain lots of glaciers.

**Passes/Travelling conditions:** avalanches and earthquakes have been known to affect the area.

**Minerals and Mining:** unknown

**Volcanism:** unknown

### ***Black Peak Mountains***

**Average Altitude:** 4500'

**Rock Type:** basalt

**Age of formation:** unknown

**Formation:** collision of the southern region with the coral reefs surrounding the Wendarian Range.

**Appearance:** peaks are ebony in colour and often jagged. Pillow like shapes are often visible in cliffs, as well as numerous tube like caves. The rocks are sharp, with lots of black glass around.

**Passes/Travelling conditions:** passes are usually in the form of narrow chasms, with steep sided walls that may extend hundreds of feet into the air. These passes usually form long lines that gradually become shallower, with their extent being related to the height of the surrounding walls. High pass walls indicate that the pass will continue for quite a distance. Pass

walls are solid, but rocks may be knocked loose on rare occasions.

Travellers should be wary of steep slopes as they are usually composed of loose rocks. Avalanches are easily caused by travellers knocking down rocks as they scramble along steep slopes. Falling is not suggested, for the effect would be the same as falling down a hill of broken glass.

Caves are tube-like in form and wind randomly. Elevation changes within caves are generally gradual. Walls are smooth, with the roof showing small stalactites. Cave floors are often littered with broken rocks, but other than that, are quite passable. The caves form a branching pattern, combining with other branches and becoming larger, as one travels inward.

One final warning to travellers... Although the ground may appear solid, thin crusts of rock can easily give way, depending on the travellers weight. The poor victim may fall into a chasm or into a cave, either way they will be cut by the sharp edges of the crust.

**Minerals and Mining:** unknown

**Volcanism:** none

### ***Broken Lands***

**Average Altitude:** 10000'

**Rock Type:** sandstone

**Age of formation:** 1700 BC

**Formation:** the Broken Lands are the result of a great explosion, that cracked the land.

**Appearance:** the Broken Lands are high, rocky, and treacherous hills. The area is brownish in colour.

**Passes/Travelling conditions:** Passes in the area should be frequent due to all the fractures. These passes are usually straight, with steep sided walls that are very prone to rock slides. Two main passes/trails lead through the area following the Streel and Vesubia Rivers.

The Broken Lands are full of caves and tunnels. The caves are usually the result of wind erosion. The walls are smooth and rounded. Tunnels were probably formed by rivers at one time, through most are dry now, and are gently

sloping with rounded ceilings. Travellers should beware of abrupt breaks in tunnels. Many tunnels are also blocked off due to collapsed roofs. It is believed that these tunnels existed before the formation of the Broken Lands.

Climbing should be relatively easy in the Broken Lands. Although there are lots of cliff faces, many contain abundant ledges that can be followed. It is also easy to travel from one ledge to another. The traveller should be watchful for unstable ledges that can give way.

The landscape is littered with rock pillars standing on wider bases and smooth curving arches. There are many places to hide. Paths, where they exist, usually follow wide, deep cracks in the land, making it difficult to get off a path in a hurry. Land between paths is difficult to move through, and will require climbing, lots of jumping, effort and time.

**Minerals and Mining:** copper, gold, tin and jade are mined in the area. Most of the copper, gold and jade are found near old river valleys.

**Volcanism:** the area is still volcanically active, as lava has been noted beneath the surface. Minor non-explosive volcanoes are present, occasionally erupting small lava flows composed of basalt.

### ***Colossus Mountains***

**Average Altitude:** 18500'

**Rock Type:** schist and Marble

**Age of formation:** unknown

**Formation:** collision of southern mountain ranges and the coral reefs and sediments to the south of the Wendarian Mountains.

**Appearance:** the Colossus mountains resemble a series of sheets that have been folded and then thrust into the air, forming steep, smooth cliff faces. The mountain range is dark grey to whitish in colour, appears silver in some areas when the sunlight hits it.

**Passes/Travelling conditions:** there is one known pass which crosses these mountains: Skullhorn Pass. There are also two main river valleys that extend a good distance into the range. Travel is extremely difficult, useless one is following a river valley or pass. There are

numerous small streams in the area, as well as many waterfalls, all leading into the larger rivers.

Rocks are smooth, and make climbing very difficult. The threat of landslides is very high, as huge slabs can break off and slide down steep cliff faces with little warning. The exception to this is where marble is located. In these areas the rocks are more rounded, often light in colour, and more stable.

The landscape is beautiful and bands can be seen in the cliffs, where the rocks change from marble to schist and back.

**Minerals and Mining:** quarrying of marble, and mining for minerals such as garnet, silliminite, and jadeite occur in this region.

**Volcanism:** there is one known active volcano in this range. It is explosive in nature and lately has only erupted ash clouds into the air. It is believed the threat of an all out eruption is nearing and that travellers along Skullhorn Pass should be on alert. A major eruption of this volcano would result in lots of molten rocks being thrown into the air, and an extremely hot rock and gas landslide would roar down the side of the volcano, at incredible speeds. This landslide would follow the valleys. The landslide may even end up extending as far as the settlements of Skullhorn in Bramyra.

### ***Cruth Mountains***

**Average Altitude:** 4000'

**Rock Type:** ultramafic and mafic rocks such as: peridotite, hornblendite, gabbro, and diabase.

**Age of formation:** unknown

**Formation:** collision of southern islands with the reefs and ocean floor to the south of the Wendarian Range, resulted in the ocean floor rising up the side of the islands forming the Cruth Mountains.

**Appearance:** the range is black in colour with a distinctive greenish tinge. Mountain tops are rounded in appearance. Landslides are very common in regions where the rocks are soft, and very green, due to weathering.

**Passes/Travelling conditions:** there is one main known pass that crosses the range (the road from Darokin to Shireton). The rocks are soft in many areas and passes are not uncommon. Travelling along the smaller passes is often dangerous, due to the frequency of landslides. Smaller passes can often be blocked by these same landslides.

Caves are extremely infrequent. Where present they are often irregular in shape, and have jagged entrances that are well hidden. The cave floors are littered with broken rocks. Individual caves can on occasion be linked to other caves by tunnels.

Travel is fairly easy if one stays to the beaten path. Climbing for the inexperienced is not recommended, and proves very difficult and time consuming even for the experts. If you must climb it is suggested that you try to find an area where two river valley meet. The slope between the two rivers will be the best method of reaching a ridge. Once one is on a ridge they are broad and easy to follow. The only disadvantage is that they are at a higher altitude, meaning colder weather with higher winds.

**Minerals and Mining:** unknown

**Volcanism:** none known

### ***Glantrian Alps***

**Average Altitude:** 20250'

**Rock Type:** schist and marble

**Age of formation:** unknown

**Formation:** collision of southern mountain ranges and sediments to the south of the Wendarian Mountains.

**Appearance:** the Glantrian Alps are very similar in appearance to the Colossus Mountains. They resemble a series of sheets that have been folded and then thrust into the air, forming steep, smooth cliff faces. The mountain range is dark grey to whitish in colour.

**Passes/Travelling conditions:** there are no commonly known passes through this range. Although it is possible that some may exist. The traveller should assume that passes are



scarce to non-existent and that passing through the range will be extremely difficult.

Rocks are smooth, and make climbing very difficult. The threat of landslides is very high, as huge slabs can break off and slide down steep cliff faces with little warning. The exception to this is where marble is located. In these areas the rocks are more rounded, often light in colour, and more stable.

The landscape is beautiful and bands can be seen in the cliffs, where the rocks change from marble to schist and back.

**Minerals and Mining:** marble building stone is quarried in the mountains. Gold and precious gems are mined.

**Volcanism:** the Glantrian Alps contain one active explosive volcano, which occasionally spews ash clouds into the air. No other activity has been noted recently.

### ***Hardanger Range***

**Average Altitude:** 10000'

**Rock Type:** limestone and sandstone

**Age of formation:** unknown

**Formation:** the collision of the Makkress Range with the Altan Tepes crushed the sandstone and coral reefs (limestone) in between, forming the Hardanger Range.

**Appearance:** The range is grey and yellow/brown in colour. Peaks are sharp and appear as though a series of sheets were thrust into the air. The region is riddled with huge caverns.

**Passes/Travelling conditions:** the main pass through these mountains is the road from Cinsa-Men-Noo to Castellan. There are no other widely known passes. Although following streams may offer travellers another method of crossing the range, but with the effect that they will have to travel at higher altitudes.

Caverns riddle the range, mainly in the limestone sections of the range. These caverns are huge, and are connected through extensive tunnel systems. The roofs often display stalactites, and stalagmites are present on the floor. Size changes between caverns and

tunnels can be abrupt and drastic. Travellers should keep in mind that even though a tunnel starts out large it can rapidly narrow and become impassable.

**Minerals and Mining:** flint is present throughout the range. Limestone is also quarried for building stone.

**Volcanism:** no known volcanoes exist within this range.

### ***Icereach Range***

**Average Altitude:** 14000'

**Rock Type:** gneiss

**Age of formation:** unknown

**Formation:** unknown

**Appearance:** the mountains have been described as tall and hard-edged.

**Passes/Travelling conditions:** unknown

**Minerals and Mining:** iron

**Volcanism:** unknown

### ***Ierendi Uplands***

**Average Altitude:** 9000'

**Rock Type:** trachyte and alkaline basalt

**Age of formation:** unknown

**Formation:** old volcanoes that formed underwater, were exposed and then recently flooded.

**Appearance:** the mountains are made up of a series of cone shaped volcanoes. The rocks are light grey to greenish (trachyte) and dark grey to black (alkaline basalt) in colour.

**Passes/Travelling conditions:** passes are very abundant in the area. Travellers just have to go around the volcanoes or between them. Those attempting this should read the section on volcanism below.

Climbing up volcanoes is tricky due to all the loose rocks on the surface. Falling is not recommended as the rocks contain lots of glass.

**Minerals and Mining:** unknown

**Volcanism:** numerous active volcanoes exist in the Uplands. These volcanoes are usually explosive and therefore very dangerous. Explosive eruption seem to be preceded by huge clouds of ash, spewed into the air. Less explosive lava flows also occur and are usually black in colour. Travellers are warned to stay away from active volcanoes as they can erupt with little warning.

### ***Makkres Range***

**Average Altitude:** 13800'

**Rock Type:** gneiss

**Age of formation:** unknown

**Formation:** unknown

**Appearance:** these mountains have been described as inhospitable and resembling teeth, with no known passes. The mountains are grey, white, black, and light pink in colour.

**Passes/Traveling conditions:** a few important words: INHOSPITABLE, NO KNOWN PASSES, and TEETH, need anyone say more.

The peaks are steep and treacherous. Climbing is nearly impossible. The area is also prone to landslides. If you must travel, stick to the valleys and get a dwarf as a guide. The valleys and the existing roads are the best way of getting through the mountains.

The area is also known to contain numerous tunnels. Once again ask the dwarves.

**Minerals and Mining:** mining of precious metals, and iron ore is common.

**Volcanism:** two active volcanoes are present within the range. Both are explosive in nature. It is assumed that if they were to erupt they could cause significant damage through landslides of hot rocks and hot clouds of ash flowing down the mountain side. Recently they have only erupted clouds of ash into the air, nothing more.

### ***Kurish Massif***

**Average Altitude:** 12500'

**Rock Type:** andesite, sediments, granite, and marlestone

**Age of formation:** unknown

**Formation:** collision of southern mountain ranges and sediments to the south of the Wendarian Mountains.

**Appearance:** the range appears worn down, with lots of passes. Rocks are black, grey, pink, and white in colour.

**Passes/Travelling conditions:** travel is easier than in some of the adjacent ranges, since the Kurish Massif has been worn down for a longer period of time. Passes are frequent and have been widened by glaciers, in broad U-shaped valleys that change little in elevation.

Caves are not very common, except in the marlestone. These caves are not extremely stable and commonly have the roofs collapse inward.

Valley walls are steep and difficult to climb. Rockslides are common along valley walls soon after and during the spring meltdown.

**Minerals and Mining:** unknown, although the mountains should contain numerous ore deposits.

**Volcanism:** one active ash volcano exists. At present the only activity has been ash erupted into the air. Travellers should stay away from the volcano, as it is explosive in nature and can erupt anytime, killing everything in its way.

### ***Diamond Spurs***

**Average Altitude:** 4500'

**Rock Type:** basalt

**Age of formation:** unknown

**Formation:** old volcanoes that formed underwater, were exposed and then recently flooded.

**Appearance:** the mountains are made up of a series of cone shaped volcanoes. The rocks are dark grey to black in colour with large pink feldspar crystals.

**Passes/Travelling conditions:** travelling is relatively easy if one stays off the cone shaped volcanoes. Volcanoes slopes are not that steep,

but the surface is made up of broken pieces of rock that are easily displaced to start landslides. These rocks contain a lot of glass and will cut deeply if someone falls on them.

**Minerals and Mining:** unknown, although metals should be present.

**Volcanism:** the volcanoes are active and explosive in nature. Presently only erupting ash, they can erupt hot chunks of rocks, and glowing ash clouds that can roar down the mountain at incredible speed destroying anything in its path.

### ***Silver Sierras***

Average Altitude: 17000'

**Rock Type:** phyllite

**Age of formation:** unknown

**Formation:** collision of southern mountain ranges and the sediments to the south of the Wendarian Mountains.

**Appearance:** the range is red to purple and brownish-grey in colour. The peaks are jagged, as though a series of sheets were thrust up into the air.

**Passes/Travelling conditions:** passes are infrequent and travelling is difficult. Cliffs are steep and smooth offering few handholds. Deep valleys are U-shapes and probably had rivers flowing through them before the glaciers moved in. Shallower V-shaped valleys also exist, but do not make good passes, since they rise quickly.

Caves are present, but not very large in extent.

Travellers should be aware that huge slabs are commonly knocked loose by earthquakes, and slide down the steep cliff faces. Mudslides are also common in the area, especially after spring runoff.

**Minerals and Mining:** precious gemstones, silver, coal, sulphur, are rare ores are mined from the region.

**Volcanism:** no known active volcanoes are present within this range.

### ***Wendarian Range***

**Average Altitude:** 11300'

**Rock Type:** gneiss

**Age of formation:** unknown

**Formation:** unknown

**Appearance:** the range is worn down with valleys and passes frequent. The rocks are pink, grey, white, and black in colour. Veins cross-cut most areas within the range.

**Passes/Travelling conditions:** passes and valleys are frequent, making travel easy. The valleys are broad U-shaped due to erosion by glaciers.

Travellers should stay away from valley walls soon after the snow melts, since the cliffs may be unstable and landslides are frequent.

**Minerals and Mining:** unknown. Although numerous veins cross-cut the area, it is not known whether they contain any mineralization. Gold and precious metals should be present within the area.

**Volcanism:** one active ash volcano is present, but not much is known about it. It is assumed to be explosive in nature, and travellers should beware.

## ***Current Events: AC 1015***

### **Nuwmont**

#### **NUWMONT 1, AC 1015: Celebration Rudely Interrupted.**

**Location:** Zeaburg, Ostland. OW

**Description:** While making a public appearance during the New Year's celebration in Zeaburg, an assassination is attempted on King Finn Hordson. The young king manages to survive the attack, and his assassins are caught. They are revealed to be in the employ of one of the Ostman jarls on Kalslo island. A scandal ensues. (See Th. 15, Fl. 7.)

**What This Means:** Ever since his coronation two years ago, King Finn has been the target of numerous assassination attempts. This time, the assassins have been caught, and a noted jarl is indicted in the matter. The jarl is exiled from Ostland, which will only serve to increase tensions between the Ostman and Cnute clans of Ostland.

**What The PCs Can Do:** If the PCs are present, they can foil the assassination attempt, and earn the respect of the King. Alternatively, the PCs can be hired to perform the assassination attempt (though with grave consequences if caught).

#### **NUWMONT 1, AC 1015: Fights Among Shadow Elves Go On.**

**Location:** Rafielton, Aengmor. OW

**Description:** In the Canolbarth Forest the civil war between "reformist" shadow elves and "conservative" ones continues. Even the army is split on the issue and barely manages to keep order in Rafielton.

In the city of Aengmor the reformists, secretly supported by the cult of Atzanteotl, get the best deal. General Garafaele flees underground to meet King Telemon's army that is marching toward the surface. (See Nu. 10, Nu. 15.)

**What This Means:** This is the natural continuation of the civil war started on Kaldmont 22, AC 1014. The cult of Atzanteotl

started this war and now, almost without fighting, finds the city of Aengmor in its hands and the shadow elves totally confused.

#### **NUWMONT 2, AC 1015: Ogre Speaks Out.**

**Location:** Sumag, Suma'a. SC

**Description:** An ogrekin prophesies today outside the temple of Sumag that the faith of Sumag will crumble under the greater wisdom of Gombar.

The ogrekin is taken away by city guards and imprisoned awaiting trial. (See Th. 8.)

**What This Means:** The clerics of Sumag had the ogrekin removed mainly because they fear the ring of truth in his words. They are more frightened that the change in faith should be seen to be happening rather than actually happening. They therefore petition Sumag for help in this matter. Some higher members of the faith decide to make sure that the outcome of the trial is a non-damaging one.

Ever since the finding of the Gold Mine near Malabar, the more economical teachings of Gombar have found a foothold in the people of Suma'a. They still believe in the teachings of peace which is a concurrent theme in both the teachings of Sumag and Gombar but the general populace is beginning to see that profit and peace can go together as well.

#### **NUWMONT 4, AC 1015: Goblinoids Raid.**

**Location:** Canolbarth Forest, Aengmor. OW

**Description:** Goblinoid forces led by Hutai-Khan of Nu Hobgobland sweep down into the northern part of the Canolbarth forest and begin a series of vicious raids on the Shadow Elves in the region.

**What This Means:** Hutai-Khan is just doing what comes naturally. Fortunately for him, as the Shadow Elves are currently experiencing internal problems, they are unable to rouse a very effective defense, and Hutai's goblinoids will make off with quite a few spoils.

### **NUWMONT 6, AC 1015: Elven Ambassador Arrives in Wendar.**

**Location:** Wendar City, Wendar. OW

**Description:** A foreign elf magically arrives in Wendar City and demands to see both the Elf-King and the exiled King of Alfheim as ambassador of the unknown Elven Nation of Ironwood. He tells the Royal Chancellor that he bears an interesting proposal that could solve the inner problems that Wendar is experiencing. (See Nu. 8, Nu. 14.)

**What This Means:** This is not a trick. The Ambassador has a proposal that could bring benefit to both Wendar and his country.

**What The PCs Can Do:** If the PCs are on friendly terms with the Wendarian government, they could be hired to uncover the real intentions of the foreigner and act as bodyguards for the time of his staying.

### **NUWMONT 6, AC 1015: Dragon Attack.**

**Location:** King's Road Keep, Karamaikos. OW

**Description:** At sunrise, the soldiers stationed at King's Road Keep are surprised to see a large shadow suddenly pass over them. The source of the shadow then lands atop one of their towers and lets out a breath of frost and ice down into the parade square where most of the young men and women were performing their morning drill. The white dragon then destroys a few towers and takes off before any organized defense is brought upon it.

An assessment of the casualties reveals that over half the "Goblin Crushers," the army stationed at the keep, have been killed or severely wounded. Most were caused by the initial surprise attack during the morning exercise. (See Nu. 10, Nu. 12.)

**What This Means:** The young white adult dragon has just left its home and is carving out its own territory. It has chosen the mountain peaks of the Black Peak Mountains as its new lair. Now, it seeks to remove all other creatures from the area, including the humans stationed at King's Road Keep.

Since the snow has already started to accumulate, the mountain passes are none too

safe to cross, and the dragon figures it will be some time before any reinforcements can arrive to help the humans out.

**What The PCs Can Do:** Unless they happen to be in King's Road Keep at the time, which is highly unlikely, not much. If they are there, they can help drastically reduce the number of casualties. The white dragon will get away, however, unless the PCs are very quick and powerful.

### **NUWMONT 6, AC 1015: Something Strange.**

**Location:** Haldemar, Alphatian Neatharum. HW

**Description:** A group of visiting Alphatian Mainlanders stumble across a group of diminutive persons peering into the windows of a Haldemar tavern. Raising a cry of alarm, city guards and tavern patrons come outside to investigate. The diminutive persons have since scurried away. However, searching the area signs of their presence and a few miniature pieces of gear are found. News of the sighting is forwarded to the Imperial Court at Andaire. (See Nu. 9, Nu. 12.)

**What This Means:** This sighting is of a Hollow World people known as the Kubitts. Since becoming aware of the Alphatians, the Kubitts have developed a curiosity and fear of them. In light of this, the Kubitts have dispatched parties of themselves to gather information on the Alphatians. So far they have been limited to infiltrating into the city of Haldemar and the town of Dogrel. At first the Kubitts' impressions of the Alphatians' actions in the town of Dogrel support the legendary tales of them. However, observing the Alphatians of Haldemar undermines, and at times contradicts, those tales of a cruel people.

At hearing of this sighting, the Imperial Court sees it as a sign that Zandor may be in Neatharum. Empress Eriadna begins summoning Alphatians capable of the task and trusted enough to act in a discreet manner. The agents are also instructed to

look into the uneasiness and hostilities of the Neathar towards the Alphatians.

**What The PCs Can Do:** Trustworthy and loyal Alphatian PCs may find themselves tasked to join the groups to be sent to Neatharum. PCs already in Haldemar may be hired or compelled to investigate the incident themselves.

### **NUWMONT 7, AC 1015: Monastery Rediscovered.**

**Location:** Barleycorn Monastery, Western Broken Lands. OW

**Description:** Schattentalfen spies already in the Outer World based in Aengmor discover a large tunnel beneath the ruins of Barleycorn Monastery in the Broken Lands. To their surprise, it does not seem to be a natural tunnel - it is completely straight, with smooth sides.

They decide first to follow it upwards, towards the surface. Soon they come to a dead end - a cavern with the remains of what appears to be a gigantic worm. The leader of the spies recognizes the remains: the huge creature was a great annelid. With great delight, she realizes that they have stumbled upon the end of a huge tunnel created by the Schattentalfen over ten years ago under the orders of their patron, Atzanteotl. (See Nu. 8, Va. 12.)

**What This Means:** Although they have known about this tunnel for some time, the Schattentalfen did not know where it was - that knowledge died along with the Schattentalfen who lost their lives during Thanatos' Blood Brethren plot more than a decade ago. Now that they know where one end of it is, it is a simple matter to travel, with the aid of a summoned earth elemental and the Schattentalfen Distance Distortion spell, to the other end, somewhere in the Hollow World. Once there, they will take their bearings and begin their journey back to Schattentalfheim.

The fact that the tunnels were actually created at Thanatos' order (while impersonating Atzanteotl, of course) is not really relevant anymore. Thanatos' work will now service Atzanteotl's covetousness of the shadow elves.

### **NUWMONT 8, AC 1015: Schattentalfen Spies Emerge at Atacalpa.**

**Location:** Atacalpan ruins near Colima, Azca. HW

**Description:** The Schattentalfen spies today travel down the long annelid tunnel that joins the Hollow World with the Outer World. Their magic fails them several times during the journey, as they encounter cave-ins and blockages which have to be cleared with their magic.

Finally, they emerge at the ruins of Atacalpa, in the mountains near Colima. Once they realize where they are, they rejoice at their good fortune, before setting out on the journey back to Schattentalfheim. (See Nu. 7; Va. 12, Va. 13.)

**What This Means:** The Schattentalfen now know of a tunnel connecting the Outer World to the Hollow World. The mere fact that it is not in exactly the right place is nothing compared to the prospect of creating a new tunnel through the 1,200 mile-thick crust of the planet.

Once the spies reach Issarthyl in a few weeks, work will immediately begin on a tunnel connecting the Schattentalfen tunnels to the new tunnel.

### **NUWMONT 8, AC 1015: Narvaez Complains About Sanctions.**

**Location:** Ciudad Real, Gargoña. SC

**Description:** In the meeting of the Signatory Council in Ciudad Real, Narvaez complains about the smokepowder sanctions placed upon it. Barón Hugo demands that the sanctions be lifted so that Narvaez's economy can return back to normal. He swears that he does not plan on invading any of the other baronies.

After much deliberation, the Council opts to keep the sanctions, although the vote passes by just a small majority. Both Torreón and Gargoña strongly supported Narvaez, stating that the sanctions were too severe against the people of the land.

**What This Means:** The Barón is honest when he states that he does not want to invade the other baronies with wheellock pistols. He is secretly planning on claiming a large piece of

territory within the Terra Vermelha so his nation can also share in the cinnabryl mining. He figures that his men will need the weapons to defend themselves against retaliatory strikes from Torreón, Texeiras, Vilaverde and Hule.

Still, should the need arise, having such weapons against the other baronies would be useful.

### **NUWMONT 8, AC 1015: Ironwood Makes Proposal.**

**Location:** Wendar City, Wendar. OW

**Description:** After some investigations the Ambassador is finally received by the Elf-King in an official audience. He explains that an elven dominion exists in Norwold, made up of elves ONLY, and that its ruler is trying to assemble a huge library regarding the elves' history and magical secrets as well as the greatest natural reserve of the world. The clan holder and Baron, a Karamaikan adventurer named Elariathas Blackblade, and the clanmasters of Ironwood have therefore invited the Alfheim elves to join their project up in Norwold, and they will be welcomed at any time. (See Nu. 6; Nu. 14, Va. 16.)

**What This Means:** The Ambassador is telling the truth: this is indeed a major project set up by this elven Clan Holder, Elariathas Blackblade, who wants to unify all the elves of Norwold under his banner. To attain this, he has thought about giving a common goal to all those elves: the creation of a Natural Paradise and Research Center for all the elves. But he has realized that he lacks both the magic and the knowledge to do this, and so he is now trying to gain the support of the Alfheimers.

Doriath will report the news to the other Clanmasters in Wendar, and they will soon start debating about the proposal; it will be a long talk. In the meantime, the Ambassador will wait and enjoy the hospitality of Gylharen.

**What The PCs Can Do:** Unless they are Clanmaster or have high position within the Alfheim clans hierarchy, they will not be engaged in the real discussion. The only way to get involved is to be asked to act as bodyguard for the Ambassador during his presence in Wendar. The Ambassador isn't either a fool

nor is he weak, but he will still accept the offer of having bodyguards taking care of him just to please Gylharen and maybe to have some fun (he may very well decide to take a tour of Wendar, attracting troubles in every form).

### **NUWMONT 9, AC 1015: Battle at Sea.**

**Location:** Western Sea. SC

**Description:** In a great sea battle the Yavdlom Navy defeats Hulean pirates that have recently plagued the sea lanes between Tanakumba, Kladanovic and Slagovich.

Back in Tanakumba, the leader of the fleet, kwa'a (count) Zuberi ("strong" in Yavdlom), is honored as a great war leader. (See Va. 13)

**What This Means:** With this victory, Zuberi has fulfilled his prophetic role among the Yavdlom people, so he's stripped of noble ranks and is now a swetanga, i.e. a destitute noble that retains a status equivalent to that of knight in eastern societies.

**What PCs Can Do:** PCs can take part in the sea battle. This is a chance to use the Sea Machine (from "Dawn of the Emperors") or the other systems for sea battles presented in GAZ 4 - Ierendi and GAZ 9 - Minrothad.

### **NUWMONT 9, AC 1015: Missing Patrol.**

**Location:** Dogrel, Alphatian Neatharum. HW

**Description:** A routine patrol unit fails to return to the town of Dogrel. Searches of the surrounding area offer the remains of the five Alphatians and their mounts. All signs indicate that Neathar attacked the patrol. The inhabitants of Dogrel tighten security of the town, and future patrols are strengthened. (See Nu. 6; Nu. 12, Nu. 25.)

**What This Means:** The town of Dogrel has gone unmolested since Eirmont of last year. Since then, the armed forces in Dogrel have steadily grown lax in their defense. This lax attitude had not gone unnoticed by Zorok and his Neathar. Seeing the opportunity, he began planning an assault on the town. Unfortunately, the understrength patrol came across a Neathar

war party and was destroyed. With the Alphatians at Dogrel alerted, Zorok will have to rethink his strategy.

### **NUWMONT 10, AC 1015: Hosting the Games.**

**Location:** Shireton, Five Shires. OW

**Description:** Discussions in the Five Shires begin about the World Games to be hosted in Shireton this summer. The major concerns deal with various locations for ceremonies and events as Shireton is not a very large city.

Tentative decisions are made to use the Clanmeet Hall Amphitheater (the largest building in the city with a capacity of 5,000) for the opening and closing ceremonies and the numerous parks around the city for the events. (See Th. 20, Fl. 3.)

### **NUWMONT 10, AC 1015: Escape From Aengmor.**

**Location:** City of Aengmor. OW

**Description:** The Radiant wizard Kanafasti, now a Wanderer according to the old shadow elves customs, rallies all the Wanderers living in Aengmor to tell them they have to flee, because the once buried city is sacred to Atzanteotl and thus very dangerous to those who worship Rafiel.

The Wanderers quickly set up an escape plan: they'll head for Rafielton, where the practice of Wanderers is no longer performed. Some of the Wanderers however decide not to leave Aengmor, they'll serve as Rafiel's eyes among Atzanteotl's minions. (See Nu. 1; Nu. 20, Fl. 11)

**What This Means:** Kanafasti learnt that Aengmor was sacred to Atzanteotl since he first studied the archives of the temple a couple of years ago, but he was too busy devising a way to avoid becoming a Wanderer to realize how dangerous this city was to Shadow Elves.

Anyway the Civil War and the odd behavior of his old friend Xatapechtli in the last months prompted him to leave the city and report to Princess Tanadaleyo of his suspicion about an incoming threat.

### **NUWMONT 10, AC 1015: Patrol Destroyed.**

**Location:** Black Mountains, Karameikos. OW

**Description:** A patrol sent out to find the white dragon's lair is instead discovered by the white dragon. No one escapes from its attack. (See Nu. 6; Nu. 12, Nu. 15.)

### **NUWMONT 10, AC 1015: Famine Feared in Gaity.**

**Location:** Gaity, Alatian Islands. AS

**Description:** The situation in Gaity has only worsened since the beginning of the Baronial Wars. Nobody has yet been victorious, though some have been assassinated. The battles are indecisive, if bloody, and chaos reigns. Crops have been burnt or destroyed, and battles have prevented many peasants from harvesting. As winter settles in the Alatians, armies retreat to their barons' dominions, but famine is feared as grain is scarce, and the barons do not have enough funds left to import it - all their money went into paying their troops or recruiting new mercenaries.

### **NUWMONT 12, AC 1015: Messengers Arrive.**

**Location:** Penhaligon, Karameikos. OW

**Description:** A group of three soldiers arrives at Penhaligon after crossing the snow-filled pass in the Black Mountains. They inform the baroness about the white dragon's attack on King's Road Keep. Messengers are sent to inform King Karameikos of the situation. Meanwhile the baroness begins gathering her troops, preparing them to face a white dragon. (See Nu. 6, Nu. 10; Nu. 15, Nu. 17.)

**What This Means:** The dragon's belief that reinforcements would not arrive until spring is wrong. There might soon be an army it cannot possibly deal with arriving at its lair and teaching it that humans do not like to be thrown out of their own homes.

**What The PCs Can Do:** Perhaps the PCs are the messengers sent by the fort's commander to get help.



### **NUWMONT 12, AC 1015: The Hunters Gather.**

**Location:** Haldemar, Alphatian Neatharum. HW

**Description:** In Haldemar, there is a noticeable influx of visitors from the Alphatian Continent. Most of the city's taverns and rooming houses are near full capacity. The city guards increase security. (See Nu. 6, Nu. 9; Nu. 25, Va. 3.)

**What This Means:** These visitors are Alphatian agents. Their task is to discover the whereabouts of, and apprehend, the criminal Zandor, who had escaped internment thanks to the affects of the last Day of Dread. Empress Eriadna has since summoned trusted Alphatian heroes and offered a bounty on her son. Eriadna stresses confidentiality and that Zandor be brought in alive. Over the next few days, these groups will begin departing Haldemar to begin their search. In the meantime, the city's economy will benefit from their presence.

This influx of Alphatians has been noticed by Neatharum's ruler, King Dogrel. A rogue of the Empress's decrees on slavery and new conquests, Dogrel is wary of so many obvious Alphatian agents. Personally, he feels that they are here to investigate him. Dogrel has ordered his troops and city guards to be highly visible and listen for clues, but he has little insight as to their true mission yet.

**What The PCs Can Do:** If the PCs are acting Alphatian agents, then they can start their search for Zandor. If the PCs are Neathar they may find employment with a group of agents to serve as guides. If the PCs are in the service of Dogrel, their mission will be to uncover the visitors' mission.

### **NUWMONT 14, AC 1015: Bensarian Investigates.**

**Location:** Wendar City, Wendar. OW

**Description:** Bensarian discovers something interesting about the man who attempted to assassinate Gylharen last month (AC 1014).

Examining his corpse after the execution which took place yesterday, he spots a tattoo on his left shoulder displaying a black dragon-like creature with open wings. He starts to investigate deeply into the matter to find out who's behind the anti-elven propaganda. (See Nu. 6, Nu. 8; Va. 16, Va. 24.)

**What This Means:** Bensarian is taking steps to avoid a civil war. He has realized that somebody is instigating and backing up the humans in their assaults against the elves, and recently against the King himself, and wants to find out the truth. The mark on the assassin's corpse revealed him that the Church of Idris is probably pulling the strings behind the scenes, and he is resolute to find out the head of this network of hatred in Wendar. He will investigate very carefully and not reveal his suspects to anyone until he has concrete proofs against the traitors.

**What The PCs Can Do:** The PCs (if they are renowned heroes) can be contacted by Bensarian to help him uncover the Church of Idris's spies in Wendar, but he will never reveal them his suspects and will keep them uninformed about the whole thing until they can be trusted.

### **NUWMONT 14, AC 1015: Tension in Esterhold.**

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

**Description:** Tension mounts in Verdan as many Jennites accuse the Alphatians of still considering them as inferiors and keeping some of them as slave. Some even say Jennites are used in magical experimentation by evil Alphatian wizards. The pacifist Jennites are considered traitors under Alphatian charm spells who sell their kin to their foes. Some Jennites in other provinces of Esterhold are also convinced by such xenophobic ideas. (See Ya. 5, Ya. 9.)

### **NUWMONT 15, AC 1015: Civil War Ends.**

**Location:** Rafielton, Aengmor. OW

**Description:** Prince Erian, son of King Telemon (see the novel "Son of Dawn"), amazed by the shadow elves' silliness and

annoyed by the senseless deaths, manages to evade his own bodyguards and reaches Rafiel Square, where he improvises a speech urging his brethren to stop this absurd Civil War. Suddenly a crossbow dart pierces Erian's chest and the young Prince immediately falls unconscious to the ground.

Erian is quickly rescued, but he looks severely wounded and shows no sign of life.

Faced with the lifeless body of the young prince, the shadow elves realize how stupid and senseless is the war they're fighting. Rumors of Erian being dead quickly spread all over the forest and the shadow elves begin to lay down their arms one after the other. In a few days the army manages to retake control of the situation. (See Nu. 1; Nu. 20, Va. 21)

**What This Means:** This is the end of the civil war. Shadow elves aren't an evil race and they certainly are not predisposed to fight each other. They started the civil war simply because they were manipulated by the Atzanteotl shadow elves, so it didn't take much to stop them either.

Erian was beloved by the shadow elves (as clearly shown in the novel "Son of Dawn"), and his lifeless body made them think what would have happened to their son and the whole shadow elf race if this stupid war had continued spreading down to the City of the Stars.

Ironically, the poisoned dart that hit Prince Erian was fired by a follower of Atzanteotl, a renegade member of the Second Shadow sent in Rafielton by Xatapechtli to stir up more trouble.

#### **NUWMONT 15, AC 1015: King Informed.**

**Location:** Mirros, Karamaikos. OW

**Description:** King Stefan Karamaikos receives the message about the devastating attack on King's Road Keep and the casualties suffered by the 4<sup>th</sup> Division ("Goblin Crushers").

He discusses the situation with his Minister of War. They determine that if they send an army, the dragon will go into hiding and can come back at another time. The best solution would be to send in a band of adventurers. Their

smaller size will give them a better chance at getting to the dragon's lair without scaring it away. (See Nu. 10, Nu. 12; Nu. 17, Nu. 18.)

**What This Means:** Several criers will start announcing that the King is seeking brave heroes to deal with a white dragon lairing in the Black Mountains. The reward is announced to be the dragon's treasure, completely tax free, as well as the gratitude of the royal family.

Of course, many adventuring bands begin preparing for a quest into the mountains.

**What The PCs Can Do:** Go dragon hunting, what else?

#### **NUWMONT 17, AC 1015: Wulf Receives a Message.**

**Location:** Freiburg, Heldannic Territories. OW

**Description:** Herr Wulf von Klagendorf, leader of the Heldannic Knights, has a dream in which he is leading a great horde of Knights across a vast plain to certain victory. Above it all he sees a woman dressed in armor and wielding a great sword. She tells him that all this is possible, if he takes the greatest champions in the realm to Vanya's Rest in Davania, and from there to victory against the hated Milenians.

Herr Wulf is puzzled by this, but the clarity of the dream makes him wonder. (See Nu. 27, Va. 5.)

**What This Means:** Vanya has decided to give the Heldannic Knights, who were Her personal champions, a chance to redeem themselves by engaging in honest warfare against the Milenian city-states in Davania. The Milenians were Vanya's enemies while She was mortal, and She has no love for them, or any remnants of their culture, even now. She has sent Herr Wulf a dream to this effect.

#### **NUWMONT 17, AC 1015: Wanderers Reach Rafielton.**

**Location:** Rafielton, Aengmor. OW

**Description:** The Wanderers who left the City of Aengmor a few days ago finally reach Rafielton, where Kanafasti asks to meet the Radiant Princess immediately.

The Royal wizard advises Tanadaleyo not to try to retake Aengmor, because the city is corrupted by Atzanteotl and thus can bring no good to the shadow elves. Princess Tanadaleyo immediately sends envoys to stop her father's armies that are coming from the City of Stars to quell the rebellions in the surface colonies. (See Nu. 10; Nu. 20, Va. 21.)

**What This Means:** Unfortunately all the magical items that allowed fast communication with the City of Stars were destroyed during the riots. The Radiant Princess has to send messengers both to General Garafaele and to her father in the City of Stars. Most of these messengers are ambushed by Atzanteotl's shadow elves who want to spread more confusion and start another war if possible. Not all the shadow elves' forces receive their orders to stop.

#### **NUWMONT 17, AC 1015: Sir Yuschiev Starts his Quest.**

**Location:** Mirros, Karameikos. OW

**Description:** Sir Yuschiev, the hero who solved Davinos's murder last year, begins gathering his band to deal with the white dragon harassing King's Road Keep.

Yuschiev admits he knows nothing about the King's Road Keep, and decides to find some help who knows the area better. Grygory, one of his henchmen, suggests the frost giant who is training at the School of Magecraft. Since this giant once raided King's Road Keep himself (back in AC 1012, see PWA 3), Yuschiev thinks it's a great idea. The band of adventurers head for Krakatos. (See Nu. 12, Nu. 15; Nu. 18, Nu. 26.)

**What This Means:** Sir Yuschiev is simply being the hero he wants to be. Of course, a dragon's treasure hoard as a reward is rather encouraging as well.

Sir Yuschiev and Grygory are characters from the novel "Dark Knight of Karameikos." The adventures in that novel take place during the year AC 1018.

**What The PCs Can Do:** Yuschiev is also gathering a group of heroes to go with him, and this can obviously include the PCs. He might

even seek them out if they helped him solve Davinos' murder last year.

#### **NUWMONT 17, AC 1015: Volospin's Legacy.**

**Location:** Glantri City, Glantri. OW

**Description:** Jaggar von Drachenfels offers a proposal to the Council of Princes today, asking for their permission to recommission the Dragonflies. These skyships, designed by the late Prince Volospin Aendyr, could prove to be a boon in the coming war against the Ethengarians. The Council reluctantly gives their permission, citing their doubts as to the abilities of the craft-they didn't fare well in their last outing. (See Va. 3.)

**What This Means:** Jaggar is looking for every advantage over the Ethengarians. The idea of the Dragonflies was recently suggested to him by a trusted advisor, and he jumped at the chance to get these skyships working once more. They don't have a very good track record, however, but Jaggar is hopeful that he will be able to correct that, or at least that their advantages will outweigh their disadvantages.

#### **NUWMONT 17, AC 1015: Senkha Presses Her Advantage.**

**Location:** Nithia. HW

**Description:** In the Delta Kingdom region of Nithia, forces loyal to Senkha capture large swaths of territory from those still loyal to the deposed Pharaoh Ramose. (See Va. 7, Va. 20.)

**What This Means:** The Lower Kingdom is already in Senkha's hands, but the Delta Kingdom contains some of the most vocal supporters of the ousted pharaoh, and Senkha cannot afford to have such a concentration of enemy forces within the kingdom she hopes to control. Although most of her forces will head north, towards Tarthis, a large group will head east to secure the towns and villages of the fertile Plains of Ra, as well as Menkara.

### **NUWMONT 18, AC 1015: Frost Giant Recruited.**

**Location:** Krakatos, Karamaikos. OW

**Description:** A band of adventurers arrives at the School of Magecraft and asks for permission to talk to the frost giant student. With classes closed for the season anyway, the frost giant informs his colleagues that he will be leaving for a few days. (Nu. 15, Nu. 17; Nu. 26, Va. 4.)

**What This Means:** Sir Yuschiev has managed to convince Derkost, the young frost giant witch-doctor, to join him on his quest to defeat the white dragon. Derkost agreed mainly because of the potential for becoming rich with the dragon's treasure (tuition is expensive at the School of Magecraft!). He really couldn't care about the human's plight or of their nation (frost giants are evil after all).

### **NUWMONT 19, AC 1015: This Is Not Logical.**

**Location:** Five Shires. OW

**Description:** A group of several dozen spherical mechanical creatures suddenly appear in the wilderness of the Five Shires. They begin marching in a straight line to some unknown direction, ignoring everything in their path. The entire group is in perfect formation the entire time.

**What This Means:** First of all, this event is a random encounter of the purely AD&D game. There is no D&D equivalent to this event.

These creatures are a group of modrons from the PLANESCAPE setting. In the outer planes, the modrons are currently undergoing a Great March, and they have just reached the plane of Limbo. In that chaotic plane, many modrons were lost. This bunch was also separated from the main group and found themselves flung through a portal to Mystara. Now they are intent on finding a way back to rejoin the others on the Great March, or at least get back to Mechanus.

How they get back, if at all, is up to the individual DM. For more information on Modrons and their march, DMs should obtain

"The Great Modron March" adventure for the PLANESCAPE setting.

### **NUWMONT 20, AC 1015: Skirmishes in Aengmor.**

**Location:** City of Aengmor. OW

**Description:** Some shadow elf troops reach the City of Aengmor in the Western Broken Lands and launch disorganized attacks against the rebellious shadow elves inside. Due to their better organization, the rebels manage to defeat the troops sent from underground and even take some of them prisoner. (See Nu. 17; Va. 21, Th. 26.)

**What This Means:** Atzanteotl's followers managed to kill most of Tanadaleyo's messengers, therefore she was unable to stop all of the troops coming from underground. As a result, the attack on the City of Aengmor is a complete failure.

Other shadow elf armies led by General Garafaele pop up in Rafielton just to discover that the civil war is over. At first, Garafaele refuses to believe that everything is quiet, thinking that the secessionist Radiant Princess is trying to trick him. He orders his troops to take control of the whole forest, but soon realizes that the fighting is indeed over.

All these events put the shadow elf armies, now spread out everywhere, into confusion.

### **NUWMONT 22, AC 1015: The Great Migration Marches On.**

**Location:** Atruaghin Territories. OW

**Description:** After last year's devastating raid on Bangore, the Great Migration was scattered by Sindhi forces. Hool and Nizam Pasha have managed to regroup a majority of the surviving goblinoids (despite some guerrilla attacks by Turtle Clan warriors). They are ready to proceed once more with their migration. They also have their ranks bolstered by a group of ogres from out of Sind. (See Va. 12, Va. 19.)

**What This Means:** The search for the Blue Knife that was started when Wogar sent his shaman, Hoolg Red-Mane, a vision last year continues into Tiger Clan territory. The presence of the ogres demonstrates that other

goblinoid Immortals are taking an interest in this migration as well.

**What The PCs Can Do:** If the PCs are Atruaghin natives, they can participate in attempting to drive the goblinoids away. If goblinoids, they can scout out the surrounding areas, and stave off attacks from Atruaghin warriors.

### **NUWMONT 23, AC 1015: Very Promising Area Found near Odom.**

**Location:** Mountainous region to the northeast of Odom, Suma'a. SC

**Description:** Geologists who have been working in the Odom region since AC 1002 have finally found a promising layered mafic intrusion. They begin tests to determine the exact position of any metalliferous reefs. (See Nu. 27, Fl. 9.)

**What This Means:** No real promising mining operation has been started in the Odom region since the town was founded in AC 1002. This has led many who supported the idea both financially and ethically to doubt their move, with many people having distanced themselves from the whole scheme. Now with a real promise of mineral wealth interest will again be placed in Odom.

**What the PCs Can Do:** The PCs may be part of the geological team to find the layered mafic intrusion or they may be in town to hear about the whole thing early on. If they act quickly they may be in line to become very rich.

### **NUWMONT 25, AC 1015: A New Visitor.**

**Location:** Haldemar, Alphatian Neatharum. HW

**Description:** One of Dogrel's patrols discover the unconscious body of an Alphatian male just outside of Haldemar. They transport the wounded man to Haldemar, where he is cared for. Looking through the person's belongings they discover an Imperial signet ring. (See Nu. 9, Nu. 12; Va. 3, Va. 9.)

**What This Means:** This person is Zandor. He has been hiding in Neatharum since

leaving the floating continent.

Unaccustomed to the rigors of living off the land, and with no magic at his disposal, he has succumbed to the elements and hunger. Weak and disoriented he has decided to travel to Haldemar to gain provisions. With all of the agents within the city, Zandor had to remain outside to avoid capture. While awaiting the agents to depart, he collapsed.

His unconscious form was discovered and brought to Dogrel. Unaware of Zandor's true identity and status, Dogrel suspects he is an Alphatian agent sent to investigate him. Since he is alone and weak, Dogrel hopes to use him to gain some information.

### **NUWMONT 26, AC 1015 : Timeline Inconsistency Investigation.**

**Location:** Andaire, Jafilia, Alphatia. HW

**Description:** Empress Eriadna orders some famous sages and historians an investigation on the inconsistency in the Alphatian timeline.

**What This Means:** In Alphatia, only name-level characters [that is, those of 9<sup>th</sup> level or higher. Ed.] remember the true history of the empire in the outer world, while the populace believe they always lived here under the red sun. Though it hasn't been the cause of any major troubles so far, Eriadna wishes to know why it is so, and the possible consequences of this phenomenon.

### **NUWMONT 26, AC 1015: Help Has Arrived.**

**Location:** King's Road Keep, Karameikos. OW

**Description:** Sir Yuschiev, his men-at-arms (including Grygory), and the other adventurers he picked up as his entourage arrive at King's Road Keep.

At first, there is somewhat of a problem about allowing a frost giant into the keep. Some of the veterans of the keep recognize Derkost as one of the giants who captured the keep three years ago. They are not pleased to see him back, since the giants killed several of their compatriots and kept them hostage for several weeks.

The problem is solved when the commander of the keep orders his men to let the giant in. Derkost had received an official pardon (see PWA 3, on Va. 5) and has the rights of any citizen of Karameikos. Although unhappy, the soldiers comply with their orders. (See Nu. 17, Nu. 18; Va. 4, Va. 15.)

**What This Means:** Although allowed into the keep, Sir Yuschiev and his party will be treated rudely by the soldiers whenever they think they can get away with it. They take an instant dislike toward the soldiers, who are mostly of Thyatian descent. This only serves to increase Sir Yuschiev's dislike toward the Thyatian Karameikans.

On the flip side, Derkost gains respect for Sir Yuschiev as he continuously stands up for the frost giant, despite having absolutely no reason to do so.

#### **NUWMONT 27, AC 1015: Emdur Merchant Arrives in Odom.**

**Location:** Odom, Suma'a. SC

**Description:** One of the most well known precious metal dealers from Emdur has caught wind of the news from Odom. He has traveled quickly to Emdur, with a troupe of geologists, to assess the situation. (See Nu. 23; Va. 2.)

#### **NUWMONT 27, AC 1015: A Spell Worked!**

**Location:** Freiburg, Heldannic Territories. OW

**Description:** Herr Wulf, still pondering his dream, half-heartedly attempts to cast a spell, having prayed for several that morning out of devotion. He is astonished to find that his spells have returned!

Subsequent attempts fail, but he sees this as a sign from Vanya, and immediately makes preparations for the voyage to Davania, and considers who he should take with him. He realizes that, with fighting still going on in the Freeholds, any expedition to Davania would not be approved by the other senior Heldannic Knights. He decides this must be done in secret. (See Nu. 17; Va.5, Va. 8.)

**What This Means:** Vanya has given some of Herr Wulf's magical powers back to him, just

once, as proof of Her intent and Her power. He understands the meaning of this immediately, and begins to make plans for the voyage. Also, it has become clear to Herr Wulf that without Vanya's guidance, the Knights will not be able to regain control of the country.

**What the PCs Can Do:** PCs who are renowned Knights/Clerics of Vanya could attract Herr Wulf's attention as potential companions on this journey. Otherwise, enthusiastic players could lobby anyone they know in positions of power to gain an audience with Herr Wulf.

### ***Topic Of The Month: Elves In Wendar: Social Integration Or Apartheid?***

Something big is happening in Wendar these days: there are voices among the Alfheimers of a possible exodus to Norwold. According to the information I've gathered in the past days, an elven ambassador from Norwold has recently arrived in Wendar with a proposal for the Alfheimers to relocate in an elven dominion under the protection of a mighty Elf Mage. Normally this would seem an unrealistic idea, given the fact that the Alfheimers had to experience a similar situation only seven years ago and are now living in a country very much similar to their lost Forest of Canolbarth. Yet I think the Norwold Elf Baron couldn't choose a better moment to make his proposal to his brethren, and considering how things are going in Wendar these days, the chances the Alfheimers accept are high. In fact, if you read carefully my brief commentary on Wendar, you will notice that life has not been so easy for the Alfheimers since their arrival in the Genalleth Valley. But in order to better understand this situation, we must take a few steps back in Wendar's history and examine its society in depth.

Many of my esteemed colleagues of the University of Darokin used to say that Darokin and Wendar are the perfect examples of multicultural integration in the Old World. In Wendar, elves and humans live peaceably side by side respecting the other's way of life and

cooperating for the good of the nation. Emile Durkème, one of the most active scholars of Glantri, has spent a great deal of his life studying the Wendarian social system and his theory of the social solidarity is commonly used to explain the success of those multicultural societies like Wendar and Darokin. However, now that I've experienced first hand how things work in Wendar, I must say that I respectfully disagree with Durkème's theories. Maybe twenty years ago (when Durkème made his studies on the field) Wendar was indeed the perfect example of social integration, but now it has become a place where hostility can be smelt in the air and social tension is the most dangerous problem the ruler has to face. And the Alfheimers are apparently in the eye of the maelstrom, so to speak.

Since the arrival of the Alfheim refugees the situation has been changing in Wendar. With the Alfheimers came the plague, and even though the Wendarians helped the elves resettling in their own territory, the humans began to view the newly arrived with mistrust. After all, they were bringing more problems to their country (plague and demographic changes) and the Alfheim clans were not so much open to the humans either (some of the most conservative - if not xenophobic - clans migrated to Wendar and they were not really in the right mood to make friends with the humans; they had just lost their homeland after all). Mistrust soon began to spread all around the nation as if carried by the winds, and many small frictions between bordering human and elven settlements came to happen, with the fault on both sides. At first these were nothing more than squabbles regarding logging rights and exploitation of the forest, but they soon degenerated into open rivalry when humans became the target of jokes and pranks by the Alfheim Avengers. The burgomasters were able to calm things down for a while, but the friction fueled by false rumors spread by unknown people (though a reliable source blames the phantomlike Church of Idris) couldn't be eliminated simply with proclamations of goodwill. And then the Second Plague came. The climax of the tension between humans and Alfheimers was reached during last year (AC 1014), when some magical fruits discovered in the Alfheimers' forest

resulted to be lethal for humans who ate them. The magical disease caused the death of nearly one fifth of the human population and the Alfheimers were soon blamed for the whole thing.

Their denial of any involvement in the fact was of no avail for the humans, who now felt threatened by the Alfheimers. Open skirmishes occurred then in the forest of the immigrants, causing unrest among the races of Wendar.

This is the current situation in this country, a tense one at best, and that's why I think the proposal from Norwold could be pivotal in relieving (albeit a bit) the elves who now feel loathed, and the humans who, on the other hand, feel "besieged."

*Christopher Dove*

## Vatermont

### VATERMONT 1, AC 1015: New Hard-Ball Season.

**Location:** All around the NACE. AS

**Description:** The new hardball season begins in every nation of the NACE. Teams from the same countries compete for the right to go to Ionace in Flaurmont and win the trophy. The Mirros Knights are again invited to compete this year. (See Fl. 28.)

### VATERMONT 2, AC 1015: Afflicted Harassed.

**Location:** Ciudad Morales, Torreón. SC

**Description:** The Afflicted throughout the town of Ciudad Morales find themselves the target of thrown vegetables and rocks. Soon enough, a full-scale riot breaks out in town, and Baronesa Isabel is forced to send soldiers in to calm things down. (See Va. 7, Va. 10.)

**What This Means:** The Torreóners have also had a slight fear and mistrust of the Afflicted. When a plague broke out last year among them, many began to fear that the Afflicted would cause the death of countless non-Afflicted. The mistreatment of the Afflicted today is simply the continuation of this fear.

### VATERMONT 2, AC 1015: Population of Odom Doubles.

**Location:** Odom, Suma'a. SC

**Description:** Hopeful miners from Gombar and even Suma'a have flocked to Odom causing its population to double even though nothing has yet been found. A lot of activity outside the mining area is also occurring in Odom at this time with new taverns, inns, and supply stores opening overnight to accompany the projected influx of people. (See Nu. 27; Th. 22.)

**What This Means:** With the new influx of people the faith of Gombar is beginning to expand in Odom and the Odom region, while the church of Sumag is at a loss at what to do about this.

### VATERMONT 3, AC 1015: Dragonflies Shot Down.

**Location:** Glantri City, Glantri. OW

**Description:** Jaggar has a meeting with the heads of the Dragonfly recommission project. During the course of the meeting, he is informed that the damages sustained by the Dragonflies in their last mission were extensive, and will be costly to repair. Jaggar is disappointed, and knows it will be an uphill battle to get Dolores (the Council's Treasurer) to put up the money for repairs, but is confident he will win in the end.

Unfortunately, his advisors tell him, the damages are only half the problem. The skyships need to be refueled, and the only known source of fuel was destroyed by the Dragonflies in a climactic battle against dragons years ago. An expedition could be mounted to seek a new source of fuel out, and to mine the ore, but the cost...

Jaggar frowns and tells the project heads that he will think about it, inform them of his decision in a few days. In the meantime, he begins to seek out other means of attaining skyships. (See Nu. 17; Va. 7.)

**What This Means:** It looks as if the Dragonfly project has hit a serious snag. DMs could make a mission or series of missions for PCs to uncover and acquire a source of fuel for the skyships. Such an adventure could be very dangerous, as the ore that fuels the skyships tends to attract dragons (especially reds). Unless the DM decides to have his PCs undertake such a mission, assume that any efforts to get the Dragonflies in the air once more are either unsuccessful, or come too late to play any decisive role in the war against the Ethengarians.

### VATERMONT 3, AC 1015: The Patient "Finally" Revives.

**Location:** Haldemar, Alphatian Neatharum. HW

**Description:** After weeks of recuperation, Dogrel's charge has regained consciousness. Dogrel meets with the man in private, where they speak for several hours.



Emerging from the chamber, Dogrel places guards at the door. (See Nu. 12, Nu. 25; Va. 9, Va. 15.)

**What This Means:** Zandor had actually regained consciousness a few days after being brought to Haldemar, and feigned unconsciousness to eavesdrop on his host. Since then he has learned much about Dogrel and his fears. Using this information Zandor has formulated a plan of action.

Zandor informs Dogrel that he is in fact Zandor, the rightful Emperor of Alphatia. He tells Dogrel that there is a power struggle within the Imperium. Supporters of his mother wish to lead Alphatia on a docile path based on trade and non-expansionism, whereas he represents the aspect of the Empire that desires to exert rightful Alphatian power through whatever means necessary. Zandor tells Dogrel that he was forced to flee the Alphatian Continent due to attempts upon his life by supporters of his mother.

Dogrel eagerly listens to Zandor. To him, the story is easy to believe as Zandor's presented beliefs mirror his own. Aiding this is the secrecy in which the Imperial Court has cloaked the matter in. Dogrel knows nothing of Zandor's true crimes.

Though wary of the possible implications, Dogrel is sorely tempted to offer Zandor aid in exchange for an ally that may be Emperor someday. However, despite the limitations the Empress has imposed upon him, he is not too thrilled about committing treason. He concedes to offer him sanctuary for the time being. This is satisfactory for Zandor, as all he wants is a safe place where he can regain his strength and most importantly assemble a new spellbook.

#### **VATERMONT 4, AC 1015: The Dragon's Defeat.**

**Location:** Black Mountains, Karameikos. OW

**Description:** Sir Yuschiev and his party find the white dragon's lair. The white is not in, so they plan to ambush it when it returns.

Unfortunately, the white manages to sense the intruders and catches them by surprise instead. The battle is bloody on the adventurers' side, as the dragon continuously flies above sword reach, breathing down upon them.

Derkost eventually manages to pull the dragon down, pinning it long enough for his human allies to finish off the huge creature. Several minutes are then spent bandaging the massive cuts on Derkost who had received the full fury of the white's claws during his wrestling match.

The group then enters the lair and divides the treasure amongst themselves. Of particular note, Derkost manages to obtain a staff of power. (See Nu. 18, Nu. 26; Va. 15, Va. 18.)

**What This Means:** The party was able to discover the lair rather quickly thanks to Derkost. When his group raided King's Road Keep a few years ago, they scouted the entire area looking for their own caverns to rest in. Derkost therefore knew where most of the caverns large enough to hold a dragon were located. The party simply tried each of them until they found the right one.

Now that the white dragon has been dealt with, Sir Yuschiev is once more a hero. The exact contents of the dragon's treasure hoard is up to the DM, but the frost giant witch-doctor should obtain a staff of power or similar magical item.

**What The PCs Can Do:** Obviously, if they are part of Sir Yuschiev's party, the PCs will greatly affect the outcome of this battle.

If the PCs are on their own and defeat the dragon themselves, then the DM should find another situation for Sir Yuschiev to once more be a hero. Yuschiev must be awarded the title of Baron before the year AC 1018 so the events in the novel "Dark Knight of Karameikos" can take place as written.

#### **VATERMONT 4, AC 1015: Stragglers Return.**

**Location:** Xorg, Orcland. OW

**Description:** A few stragglers from last year's failed raid on Fort Hobart return to Alebane's keep in Orcland today. They have been holed up for most of the winter, but they come back

with some interesting news. They have discovered the highly secret Darokin Tunnel - a back way into Rockhome!

Alebane plots on how best to utilize this information as quickly as possible. (See Fl. 5, Am. 15.)

**What This Means:** Alebane is getting rash in his old age -due both to the weight of his numerous defeats as well as the influence of the Huptzeen he wears. He plans to build up his forces and mount an assault on the dwarves of Rockhome within the next few months.

#### **VATERMONT 5, AC 1015: Von Klagendorf on a Mission.**

**Location:** Freiburg, Heldannic Territories. OW

**Description:** Herr Wulf notifies senior members of the order that he has received word of personal matters that must be dealt with in Hattias.

He manages to convince the others that, as this is personal, and it could affect his ability to lead effectively if left unresolved, he should head south by ship immediately. He appoints a council to rule in his absence, and selects a small group of Knights to accompany him. (See Nu. 17, Nu. 27; Va. 8, Va. 11.)

**What This Means:** Herr Wulf has come up with an excuse to cover up his mission. As long as everyone believes he has personal business, no one will question his absence. He has decided to name a council to rule in his absence so that no one person can usurp his position easily.

**What The PCs Can Do:** If the players have lobbied Herr Wulf to accompany him, they will be going with him. If they are working for any of his political opponents, discovering the true nature of this voyage would shake the nation.

#### **VATERMONT 7, AC 1015: Afflicted In Arms.**

**Location:** Ciudadela de León, Torreón. SC

**Description:** After a week of continuous abuse by the elves and humans of Torreón, a group of Afflicted in the capital take up arms and begin

attacking the non-afflicted in retaliation.

Another riot breaks out, but it is soon squashed by the numerous mercenary companies found within the town. (See Va. 2; Va. 10, Th. 12.)

**What This Means:** Despite attempts at keeping the peace, tension is mounting between Afflicted and non-Afflicted.

#### **VATERMONT 7, AC 1015: Jaggar's Petition.**

**Location:** Glantri City, Glantri. OW

**Description:** Prince Jaggar petitions the Council of Princes for permission and funding to make skyships. He desires to create them to help in the war against Ethengar.

Jaggar uses the arguments that it could also help against Thyatis, who now has its own skyships, and who is much more expansionist than Alphatia ever was.

The Council agrees to the petition. (See Fl. 9, Fl. 14.)

**What This Means:** Prince Jaggar is using the war as an excuse to increase his own power. With skyships, his military will be stronger than ever, and that will only give him more influence on the Council once the war is over.

Still, the reasons he desires the skyships are valid, and he truly will use them to defend his beloved nation of mages. Another reason, which he did not mention, is that he misses being in the air. His pegasus mounts refuse to let him ride them (because of evil deeds he performed while influenced by Synn), and he has only just begun to realize this fact.

#### **VATERMONT 7, AC 1015: "Senkhites" Surround Tarthis.**

**Location:** Tarthis, Nithia. HW

**Description:** Forces loyal to Senkha have seized large swaths of territory along the Nithia River in the Delta Kingdom since the beginning of the year. Now, her forces have converged on Tarthis, the main stronghold of devoted supporters of Ramose. Quickly they manage to begin a siege today, effectively blocking all land and sea access to the city - they even manage to

turn back floating barges that make their way to the capital. (See Nu. 17; Va. 20, Va. 27.)

**What This Means:** With the apparent discrediting of Ramose, due to Senkha's successful passing of the test of pharaohs [See AC 1014 Almanac. Ed.], the old pharaoh's supporters are in disarray. Senkha's forces have seized the advantage, and so were able to conquer large swaths of territory in the Delta kingdom, despite tough resistance in certain regions. With the encirclement of Tarthis, the Delta kingdom is effectively cut in two.

**What The PCs Can Do:** If the PCs are on the side of Ramose's forces, they could perform such missions as scouting the enemy, and trying to send information, important goods, and other things through the blockade. They could also be asked to try to harry the besiegers in their camps, thus causing discord and hampering the siege.

### **VATERMONT 8, AC 1015: Herr Wulf Departs.**

**Location:** Freiburg, Heldannic Territories. OW

**Description:** Herr Wulf and his chosen companions leave Freiburg today for Port Hatti.

**What This Means:** Herr Wulf and his party have set sail for their quest. He has no intention of arriving in Port Hatti, and has made arrangements for a stopover to be made in Zeaburg, Ostland, where he and his party will change ships and head straight for Vanya's Rest. (See Nu. 27, Va. 5; Va. 11, Th. 14.)

### **VATERMONT 9, AC 1015: A Nest of Spies.**

**Location:** Haldemar, Alphatian Neatharum. HW

**Description:** Alphatian agents still in Haldemar uncover a series of small-scaled tunnels beneath the buildings of the city. Using magic, the agents access the tunnels and follow their paths. They come to the

tunnels' main chamber and engage the diminutive persons.

The spies flee with surprising speed. However they leave behind three of their party, one of which is wounded badly, while two are taken captive. Also captured are notes concerning the observations the Kubitts had made. With their captives and captured notes, the agents immediately secure passage aboard a skyship and travel to the Alphatian Continent. (See Nu. 25, Va. 3; Va. 15, Va. 17.)

**What This Means:** Alphatian agents investigating the sightings of the diminutive persons discovered the passages the Kubitts had used to move about areas of the city. Using magic, they shrank themselves to a size that allowed them to access the tunnels. This gave them the opportunity to surprise the Kubitts, which proved enough to take the prisoners and secure the documents before the Kubitts could flee with them.

With their base of operations discovered and their observations taken, the surviving Kubitts will have to start over again. Their task will be made more difficult now as they have lost the factor of surprise. They have also lost their leader, since one of those taken prisoner is Captain Zoranthi [HW Box page 57] who was badly wounded in the brief battle. So the Kubitts will have to be more careful and stealthy.

**What The PCs Can Do:** If PCs were the ones that uncovered the Kubitts and their tunnels, then they will be well received in Andaire. They could then lead the effort to discover the identity of these small spies, possibly including their Alphatian origin. They also have an opportunity to act as diplomats to the Kubitts. If they treat the captured Kubitts well, then an important first step between the two peoples has been initiated. Other options for Alphatian PCs include pursuing the Kubitts that evaded capture.

If the PCs are Kubitts then they may assemble a rescue force. A rescue attempt is more favorable while the captured Kubitts are still in Neatharum awaiting the skyship to depart, while infiltrating the

flying continent will prove more difficult. Rescuing their fellows and departing will really be challenging either way. Then remains the task of reorganizing and rebuilding their spy network in Haldemar.

### **VATERMONT 10, AC 1015: Afflicted Regroup in Las Guajacas.**

**Location:** Las Guajacas, Torreón. SC

**Description:** Afflicted throughout the Baronia de Torreón have begun fleeing to the village of Las Guajacas. The small town soon becomes almost entirely composed of Afflicted and the largest known enclave of Afflicted on the Savage Coast. (See Va. 2, Va. 7; Th. 12, Kl. 9.)

**What This Means:** Most Afflicted in Torreón were hermits or small groups living just outside of normal people's way. And these small groups were easy targets for the paranoid who feared them. Fleeing from the dangers, many started heading to the village of Las Guajacas, which already boasted a 75% Afflicted population. With the increase of Afflicted to the area, many of the non-afflicted began fleeing that same town.

### **VATERMONT 11, AC 1015: Stopover in Zeaburg.**

**Location:** Zeaburg, Ostland. OW

**Description:** Herr Wulf and his party arrive in Zeaburg, and switch ships. Their new vessel, a small sailing ship, will head straight for Vanya's Rest. A substantial sum of money convinces the shipowner that this is not too far out of the way. The original ship will still head for Port Hatti so as not to arouse suspicion. The party leaves the same day. (See Va. 5, Va. 8; Th. 14, Fl. 4.)

**What This Means:** Herr Wulf had decided before the quest that switching ships would be a good way of eluding pursuit. He had made arrangements beforehand.

**What The PCs Can Do:** Again, the players are along for the ride on this one. Their skills may be needed to procure extra supplies, however, and to ensure that the whole operation does not attract attention.

### **VATERMONT 12, AC 1015: New Allies!**

**Location:** Atruaghin Territories. OW

**Description:** After weeks of fighting, leaders of Atruaghin war parties and the leaders of the Great Migration meet to discuss an alliance against their mutual enemies, the Tiger Clan. The two parties agree to join forces. (See Nu. 22; Va. 19, Th. 1.)

**What This Means:** Atruaghin forces have been slowly coming down from the plateau (via routes through the interior) in order to help drive the goblinoids off. It has become apparent over the weeks, however, that the Great Migration's true goal is to raid Tiger Clan lands. If that is indeed their target, the Children of Atruaghin would rather let their enemies fight each other.

After much discussion and communion with their respective Immortals, the two groups have reached a tentative alliance. This will bode ill for the Tiger Clan.

**What The PCs Can Do:** PCs have ample opportunity to be the peacemakers here, or to attempt to forestall agreements between the two peoples.

### **VATERMONT 12, AC 1015: Spies Report to Catriata.**

**Location:** Issarthyl, Schattentalheim. HW

**Description:** The spies reach Issarthyl, after covertly traveling through the southern part of the Azcan Empire. They are quickly brought to Queen Catriata, who listens to their reports with great interest. At the mention of the lost city of Aengmor, she becomes even more intrigued.

Later that day, after consulting with her generals and advisors, and communing with her patron Atzanteotl, Catriata announces that the Schattentalfen must have this city which once belonged to them. It is their right. However, in order to take the city her spies inform the court that they will have to conquer their enemies the shadow elves - otherwise they stand no chance of holding Aengmor. It is thus decided that the largest military force the Schattentalfen have ever committed to battle

will be sent up the annelid tunnel to attack the shadow elves on their home territory.

Preparations are begun immediately to gather the necessary resources to support such a massive force: food is gathered and stockpiled, as are weapons and armor, clothing, tools, and so on. Meanwhile Schattentalfen tunneler mages set to work extending a tunnel to join up with the annelid tunnel; patrols of outlying territories are ordered to be cut, and the Schattentalfen begin to withdraw from their most distant outposts. In Issarthyl, training camps spring up around the city as large numbers of troops are brought home and begin a series of rigorous drills and exercises. (See Nu. 7, Nu. 8; Va. 13, Va. 17.)

**What This Means:** Conflict between the two kindreds of shadow elves has always been a strong possibility since they made contact a few years ago. Now, the Schattentalfen have found an excuse to be the first to strike. Although they will be taking on their enemies on the Shadow Elves' home territory, the Schattentalfen have a slight numeric advantage. They will exploit their element of surprise to its full potential.

#### **VATERMONT 13, AC 1015: Spies Depart for the Shadow Elf Territories.**

**Location:** Issarthyl, Schattentalfheim. HW

**Description:** Many of Schattentalfheim's best spies leave Issarthyl today in small groups, heading as fast as possible through (and under) Azcan lands to the tunnel at Atacalpa. Accompanying the spies are some elite tunneler mages, who will begin tunneling back towards Schattentalfheim to speed the effort of the tunnelers back home. (See Nu. 8, Va. 12; Va. 17, Fl. 10.)

**What This Means:** In a matter of days, the Shadow Elf Territories will begin to be infiltrated by Schattentalfen spies. These spies will attempt to cause as much trouble for the shadow elves as they possibly can before their military forces arrive.

#### **VATERMONT 13, AC 1015: Slagovich Hires Bounty Hunters.**

**Location:** Slagovich, City-State of Slagovich. SC

**Description:** Still unable to discover who raided the cinnabryl during the second exportation in Kaldmont 1014, Margrave Miosz II decides to hire bounty hunters.

A Yavdlom swetanga (destituted noble) named Zuberi answers the call. (See Nu. 9; Th. 26, Kl. 20)

**What This Means:** Slagovich is the main supplier of cinnabryl to the Savage Coast and their Kaldmont shipment last year has been stolen. Margrave Miosz II suspects Hule, Zvornik and Hojah of supporting the pirates, but he has no proofs. Moreover he cannot spread his fleet too far from Slagovich because he fears a new attack by Zvornik and Hojah.

**What The PCs Can Do:** PCs with a ship can be hired by Slagovich as hunters, otherwise they can find work aboard Zuberi's ship.

#### **VATERMONT 13, AC 1015: Dead Elves Can't Talk.**

**Location:** Great Forest of Geffron, Denagoth. NW

**Description:** The party of elven explorers who entered the Denagoth Plateau last year discovers many skeletons and common graves inside the Forest of Geffron. After examination, the group realizes that all of the bodies are those of elves. The Alheimers start to understand the extent of the atrocities committed by the Shadowlord. Nevertheless, they continue to advance. (See Th. 13, Fl. 19.)

**What This Means:** The Alheim explorers on the Denagothian plateau have now discovered the horrible truth about the clans supposed to live there: they have been almost completely exterminated by the mysterious Shadowlord, whose troops now claim nearly two-third of the Geffron Forest. Also, as no reports come from the scouts who went to the Lothenar Forest about three months ago, their comrades start to fear the worst.

**What The PCs Can Do:** If the PCs are members of the expedition, they will have a

tough time repelling the goblinoids and monsters that ply the forest.

### **VATERMONT 15, AC 1015: Hero's Welcome.**

**Location:** Mirros, Karameikos. OW

**Description:** Sir Yuschiev's band arrives back in Mirros at the head of a caravan (carrying the gold from the dragon's treasure). Word of their deed has arrived in Mirros before they did, and many people are waiting in the streets to welcome them as heroes. (See Nu. 26, Va. 4; Va. 18.)

**What This Means:** Defeating a dragon, even a young one, is no easy feat. They deserve the heroes' welcome.

Derkost is not with the party, having returned to the School of Magecraft. He plans to discover all the secrets of his newfound staff of power.

**What The PCs Can Do:** If they took part in defeating the dragon, then the entire celebration is in their honor. Let them reap the rewards.

### **VATERMONT 15, AC 1015: A Weary Return.**

**Location:** Haldemar, Alphatian Neatharum. HW

**Description:** After weeks searching the surrounding countryside for their quarry, a party of Alphatian agents return to Haldemar to replenish their supplies and have a brief rest. Their rest is interrupted by the appearance of King Dogrel, who invites them to dine with him.

Over dinner, Dogrel asks them about their search. He even tells him of the recent discoveries of the "diminutive people." The conversation varies but centers on politics and recent events, all centered on Alphatia. Ultimately he brings up the earlier numbers of Alphatian agents.

The dinner guests tell Dogrel that they, and the others, were charged with tracking down and apprehending someone for the Empress. As the conversation progresses, the agents eventually tell Dogrel that they

are pursuing Zandor and why. They tell him of his crimes and abuses of power during his short stint as Emperor.

Shortly thereafter Dogrel ends the dining engagement and dismisses the agents, wishing them luck in their search. He does suggest the agents stay in Haldemar for a few more days. He also suggests that they look into the diminutive persons problem. (See Va. 3, Va. 9; Va. 17, Va. 19.)

**What This Means:** Dogrel still has lingering doubts regarding Zandor, at least in fully supporting him. Hearing of the arrival of the agents, he presses them for information using a courteous dinner as cover. He finds a great deal. Most of the other aspects of the conversation support the portions that paint Zandor as a criminal. With this circumstantial evidence, he feels certain that the agents are telling the truth about Zandor.

Dogrel does not tell them that Zandor is so near. Dogrel recognizes that if he captures Zandor himself, it will do much for his prestige within the Empire. However, he suggests that the agents remain in the area; that way Dogrel has some "muscle" around should Zandor resist too much.

### **VATERMONT 16, AC 1015: Humans Hit Alfheimers.**

**Location:** Forest of the Curse, Wendar. OW

**Description:** The humans living along the borders of the Forest of the Curse (the Alfheimers' territory) start making frequent raids into the forest. They slaughter many woodland animals, often leaving carcasses scattered around the forest, cut off many trees and even cause havoc in a few small elven villages by driving large packs of wild boars or other nasty animals through them. (See Nu. 8 Nu. 14; Va. 24, Va. 27.)

**What This Means:** The humans want their revenge against the Alfheimers, accused of having caused the plague that has killed more than 40,000 of them during the last year. They are arranging things to provoke the elves without attacking them directly and they are succeeding. Again, this plan is (unknown to the

Wendarian humans) being orchestrated by the followers of Idris.

**What The PCs Can Do:** If the PCs are Alfheimers, they can try to avoid major damage caused by the humans, but this will not stop them. There are different groups at work, and the PCs will not be able to stop them all. If however they are humans, they can either participate in the raids or pretend to ally with the human bands while working undercover for Bensarian to discover who's behind these actions.

### **VATERMONT 17, AC 1015: Glantri City Harassed.**

**Location:** Glantri City, Glantri. OW

**Description:** Early in the morning, a series of magical occurrences plagues the city of Glantri. Swarms of stinging insects appear from nowhere; snakes and animals run rampant through the city streets; there is even a minor earthquake that erupts in the city!

Fortunately, the wizards of Glantri City are able to mobilize before any real damage takes place—a few some buildings in the suburbs outside the city walls are knocked down by the quake, and there are a few casualties from the occurrences (snake bites, primarily).

Three of the perpetrators of the incidents are caught—clerics of the Ten Thousand Fists of Khan, an Ethengarian movement that operates illegally within the Principalities. They are tried and executed for their crimes almost immediately. The watches around the city are put on double duty.

**What This Means:** This is the first example of the war between Ethengar and Glantri. Moglai Khan's agents have been infiltrating Glantri covertly for many years now, and they are becoming more openly belligerent since the declaration of war between the two nations. Many events such as this will occur over the next few months. (See Va. 3; Va. 7; Fl. 9.)

**What The PCs Can Do:** If Glantrians, the PCs can investigate the events and try to capture the agents responsible. High-level PCs may even try to track down Song-Anh, the mastermind of the Ten Thousand Fists of Khan in Glantri. If

Ethengarians, the PCs can be behind the events, and try to evade capture by Glantrian authorities.

### **VATERMONT 17, AC 1015: Schattentalfen Settle for Peace.**

**Location:** Traldar Lands. HW

**Description:** The Schattentalfen, needing all their armed forces for their upcoming assault on Shadow Elf lands, sue the Traldar for peace. They tell them that a group of scouts discovered this sacred place and mistook the Traldar artifact for a lost artifact of their immortal patron Atzanteotl, described in their legends, and which was said to be guarded by an hydra. So they mistook the Traldar artifact for their own and took it. However, the vicious Azcans, who had learned of their quest, attacked those elves who were bringing back the artifact and took it to their lands instead. The elves bring the bodies of their scouting party and some dead Azcans to testify of their story. They apologize for the misunderstanding and propose that the Traldar can cross their territory freely to track their lost artifact into Azcan land.

The Traldar are convinced by the Schattentalfen's lies and proceed to raid the Azcans, while the elves are content with their deceit. (See Va. 12, Va. 13; Th. 11, Fl. 10.)

**What This Means:** The Schattentalfen needed some rest from the Traldar attacks, because they are deploying their forces toward the Outer World. They hope with this deceit to put two of their enemies at each other's throat. The lands they give access to the Traldar are lands they cannot defend anymore anyway because they're withdrawing in order to attack the Shadow Elves. The bodies they show as proof are, in fact, the executed Shadow Elf diplomats.

Thought the Schattentalfen believe they have totally deceived the stupid, primitive Traldar, the Traldar actually still have many doubts, and though they do stop attacking the Schattentalfen and start attacking the Azcans, some heroes begin to spy on the Schattentalfen to try and find out the whole truth.

### **VATERMONT 17, AC 1015: Dogrel is Raided.**

**Location:** Dogrel, Alpathian Neatharum.  
HW

**Description:** In the mining town of Dogrel, Neathar warriors stage a midday raid. The raid is repelled with minor casualties for either side. The raiders then fall back into the surrounding countryside. (See Va. 9, Va. 15; Va. 19, Va. 20.)

**What This Means:** This raid was not as minor as it seems: Zorok himself is there to plan the attack. His tactic was for the Neathar raiders to draw the defenders into pursuing them into the surrounding country, where the Neathar would attack them in mass.

### **VATERMONT 18, AC 1015: Sir Yuschiev's Reward.**

**Location:** Mirros, Karameikos. OW

**Description:** During a ceremony in the court of Mirros, King Stefan Karameikos III announces that Sir Yuschiev, in honor of the several brave deeds he has performed for the nation and the royal family, is awarded the title of Baron. He is awarded Rugalov Barony - land along the Rugalov River, several miles north of Rugalov Keep.

Baron Yuschiev's men, including Grygory, are also all knighted personally by the King himself.

A celebration is declared, and it takes up the rest of the day. (See Va. 4, Va. 15.)

**What This Means:** Yuschiev is the first Traladaran to obtain a landed nobility title. King Stefan viewed this as another way to cement the relationship between the two peoples of his nation. Unfortunately, it will have mixed results.

Many of the older Thyatians were able to live with the Traladarans as equals, but now that one of them is actually of higher social standing than they are, the minor nobles begin to fear being outclassed by the Traladarans. This sparks up feelings of hatred toward Traladarans which started out as, unfortunately, nothing more than jealousy toward an individual who is now of higher social class.

Although now a greater noble of Karameikos, Yuschiev will be mocked by the lesser nobles whenever they can get away with it. This will only further his hatred toward the Thyatians.

But Yuschiev still doesn't have complete support of even his own Traladaran people. The most powerful Traladaran lords, notably Dmitrov and Marilenev, are angered that this adventurer gained the title of Baron before they did, seeing how they have been ruling their own lands for over four decades now.

Note that, as mentioned before, it is important that Sir Yuschiev becomes a baron and Grygory receives his knighthood. The Thyatian-Traladaran hatred is also a necessary part for the setting of the novel "Dark Knight of Karameikos."

**What The PCs Can Do:** If part of the dragon-slaying party, they can probably also be rewarded with the title of knight or something similar. Regardless, they should be treated as heroes for the next few weeks at the very least.

### **VATERMONT 19, AC 1015: First Blood.**

**Location:** A few miles outside of the village of the Chameleon Tribe, Atruaghin Territories.  
OW

**Description:** Joint Atruaghin/goblinoid forces clash with the army of the Chameleon Tribe today. After a fierce and bloody battle, the Chameleon Tribe army is soundly routed, the penalty for having underestimated their foes. As they retreat to their village to await reinforcements, the opposition marches closely behind them. (See Nu. 22, Va. 12; Th. 1, Th. 17.)

**What This Means:** Hool's quest for the Great Knife begins here, in the Tiger Clan territories. As followers of Atzanteotl, Hool hopes they will have knowledge of the Knife's whereabouts. He will interrogate any prisoners he manages to capture, using any means of torture available, in order to secure what he seeks.



### **VATERMONT 19, AC 1015: Dogrel Assaulted.**

**Location:** Dogrel, Alphatian Neatharum.  
HW

**Description:** The Neathar once again attack the mining town of Dogrel. This time the raid is more intense and lasts for several hours. The defenders are hard-pressed to hold off the assaults, but they do. (See Va. 15, Va. 17; Va. 20, Va. 21.)

**What This Means:** With the previous tactic of drawing the defenders out and into the trap not working as planned, Zorok launched a direct assault on Dogrel. The defenders were well prepared and able to hold off the assaults.

### **VATERMONT 20, AC 1015: Menkara Falls.**

**Location:** Menkara, Nithia. HW

**Description:** A large group of Senkha's forces, having branched off from the main force last month, catch the coastal city of Menkara by surprise, storming its walls and capturing much of it within a day, after some fierce fighting in the streets and along the main bridge. Citizens are urged to remain in their homes, and little violence erupts against the populace as a result. (See Nu. 17, Va. 7; Va. 27, Th. 3.)

**What This Means:** The defenders of Menkara were caught totally by surprise. They had heard news of the invasion, but they did not expect Senkha's forces to advance so quickly. As a result, the city's defensive forces had not been fully mobilized by the time the "Senkhites" arrived.

Most of the city is now in the hands of the invaders, but some holdouts remain in some of the temples along the main bridge, as well as some other public buildings. These will all be defeated in the next few days. The invasion was also a surprise to the general commanding the invading forces; he did not expect his opponents to be unprepared.

**What The PCs Can Do:** If they happen to be in Menkara when it falls, they could be asked to send important information to those areas loyal to Ramose that have not fallen, or possibly safeguard a holy relic. Given that Senkha's forces control the city, there is little they can do here, apart from assassinating any leaders they can find, though this could lead to repercussions against the populace.

### **VATERMONT 20, AC 1015: The Reckoning.**

**Location:** Haldemar, Alphatian Neatharum.  
HW

**Description:** Dogrel decides it is time to act. He summons Zandor to his study and confronts him about the crimes. Zandor casually confirms each and every accusation, adding several that Dogrel was not told. Zandor then justifies the acts as being well within the rights of the Emperor. Then his arguments become a series of incoherent screeds.

Dogrel takes the initiative and casts Power Word Stun. As Zandor is knocked down, Dogrel moves in to cast a Feeblemind spell to be followed by a Web spell to hold him. As Dogrel approaches, his feet crash through the flooring stopping at his waist. Zandor takes advantage of this and recovers his senses enough to respond. As Dogrel struggles to free himself, Zandor begins pummeling him mercilessly with a metal pitcher.

Dogrel's guards arrive and begin bashing the locked door down; behind them are the Alphatian agents Dogrel had previously dined with. As they batter the door, Zandor casts Wraithform and Fly and escapes. Inside, the guards find a bleeding and unconscious Dogrel wedged in a hole in the floor. They gently remove Dogrel from the hole and carry him to his sleeping quarters where his wounds can be treated. Dogrel's aides ask the agents to stay the night. (See Va. 17, Va. 19; Va. 21, Th. 3.)

**What This Means:** Dogrel decided it was time to confront Zandor. Zandor surprised Dogrel by affirming the accusations, then

went a step further by displaying his insanity. It was too much, even for Dogrel.

Dogrel tried to capture Zandor alive by unleashing a planned out series of spells. Unfortunately, on the brink of success, the floor gave way. Zandor used the pause to exact some revenge before having to make a hasty escape utilizing the few spells he had regained while under Dogrel's care.

The guards were close at hand and intervened. The Alphatian agents had been in the area investigating Kubitt passages that led into Dogrel's compound, where they heard the sounds of magical melee and the crashing of the floor timbers. Dogrel is scraped up, bruised, and woozy, but these wounds are superficial.

Subsequent investigations uncover structural weaknesses in the floor joists. The beams bear small hack and saw marks. This sabotage was enough to cause the floor to collapse under Dogrel's weight. The marks and the discovery of a passage recently cut into the building suggest that the diminutive persons are involved.

The Kubitts did weaken the floor as an act of revenge against Dogrel whom they hold responsible for their losses to the agents that infiltrated the spy network. They actually have no sympathies for Zandor. Since being in Haldemar, they have overheard conversation regarding Zandor and his crimes. They were even present during Dogrel's confrontation of him.

### **VATERMONT 21, AC 1015: Dogrel Explains.**

**Location:** Haldemar, Alphatian Neatharum.  
HW

**Description:** A bruised and battered Dogrel summons the Alphatian agents to him. He informs them that Zandor had been in the city as his guest. He explains to them that he had hoped to trap Zandor by lulling him with a false sense of security. However, that trap had been thwarted by the diminutive persons. Dogrel feels certain that the diminutive persons are in the

services of Zandor. (See Va. 19, Va. 20; Th. 3, Th. 17.)

**What This Means:** Dogrel knows that losing custody of Zandor compromises his defense and justification in harboring him. Aware that word of the fiasco will soon reach Andaire, he decides to go on the offensive, summons the agents and tells them the whole story. Of course he adds, omits, and emphasizes aspects of the story to justify things and better his own image.

### **VATERMONT 21, AC 1015: A New Way of Rafiel?**

**Location:** City of the Stars, Shadow Elves' Territories. OW

**Description:** The Civil War has ended, but the religious problem over the rightful Way of Rafiel lasts. The Royal Wizard Kanafasti invites Princess Tanadaleyo to find a peaceful solution to the problem of the Wanderers. Though she could not care less about the Shamans and their ritual, the Radiant Princess is sympathetic to Kanafasti and Falanen, now both Wanderers, so she asks the Shamans in the City of the Stars to attend a meeting to revise the verse of the Wanderers.

Porphyriel does not care about the Wanderers as long as they do not cause problems with Rafiel's main project, the Chamber of the Spheres, so she agrees on a meeting to be held in the City of the Stars. (See Nu. 7, Nu. 20; Th. 26, Fy. 3.)

**What This Means:** The meeting will be held in the City of the Stars, so Wanderers won't be allowed to take part in the debate because they're not allowed underground. Kanafasti selects Princess Tanadaleyo as the Wanderers' representative at the debate. Many important people will take part in the forum, including Porphyriel, King Telemon, his daughter Calenderi (a young Shaman) and several high level Shamans.

While the long debate goes on, General Garafaele and his troops (those who didn't get back) stay in Rafielton to prevent another uprising.

### **VATERMONT 24, AC 1015: The Alfheim Avengers Strike Back.**

**Location:** Forest of the Curse, Wendar. OW

**Description:** After many incidents caused by humans, the Alfheim Avengers start to organize retaliatory actions against the humans living nearby their territory. Unfortunately for them, some humans are injured, a village is burned down and they take the blame for it. (See Nu. 14, Va. 16; Va. 27, Th. 3.)

**What This Means:** The Alfheim Avengers have fallen into the trap of the Church of Idris. Having set fire to some cottages which resulted in the destruction of an entire village, even the elves believe they might have gone a little too far. This and the fact that some huntsmen have been injured by the Alfheimers will be used by the humans against them.

**What The PCs Can Do:** The PCs can only limit the damage if they are on the humans' side, or help in the raids if they are with the elves. They won't have the opportunity to discover the followers of Idris at work before it's too late.

### **VATERMONT 27, AC 1015: Tarthis Conquered.**

**Location:** Tarthis, Nithia. HW

**Description:** After almost a month of pitched battles outside the city walls, the invading forces of Senkha manage to defeat their opponents, and break into the city. Many soldiers loyal to Ramose surrender, being outnumbered by almost two-to-one, though many die in the fighting. In a panic, the citizens flee for the relative safety of their homes, and for the most part are unmolested by the invaders. Quickly, the commanders of the invading force order their men to question the populace and detain any known, vocal supporters of Ramose. As for the former pharaoh himself, Ramose is nowhere to be found. (See Va. 7, Va. 20; Th. 3, Ya. 12.)

**What This Means:** While the invaders were well-supplied and well-fed, the defenders were almost out of food and other essential supplies towards the end of the siege, even with the aid of clerical magic.

### **VATERMONT 27, AC 1015: Humans vs. Alfheimers.**

**Location:** Wendar City, Wendar. OW

**Description:** A delegation of human citizens led by human mayors petitions Gylharen for heavy sentences to be passed onto the Alfheimers responsible for the destruction of the small village of Barkhill. Gylharen officially orders Doriath and the other Clanleaders either to stop the Alfheim Avengers or to think about relocating to another region. (See Va. 16, Va. 24; Th. 3, Th. 9.)

**What This Means:** Law is against the Alfheimers. The humans are manipulating the events to have Gylharen expel the Alfheimers without breaking the laws of the country. Gylharen knows the fault lies on both sides, but the evidence of the facts shows that the Avengers have gone too far. He regrets taking steps against his brethren, but he must if he doesn't want to provoke a civil war.

The Alfheimers are now seriously thinking about the possibility of moving to a different region for the spring.

### ***Topic Of The Month: Civil War In Canolbarth: Causes And Consequences***

*Always attentive to inform our readers, the Almanac editors asked John Watson, retired adventurer and renowned elfologist, to shed some light over the apparently unexplainable civil war among shadow elves in the so-called Canolbarth forest (or at least what remains of the forest).*

Tempers ran hot this winter in the Canolbarth forest. It seems that the mysterious shadow elves are not as united as a race as it looked in the first place.

Everything started late last year when the shadow elves somehow managed to raise the city of Aengmor (or Oenkmor according to the Dwarves) to the surface. Suddenly, when the bordering nations started worrying once again about their seemingly huge power, the shadow elves started quarreling among themselves over

some obscure religious question and finally they were at each other's throat.

The religious debate involved an old elvish custom dating from centuries ago and which apparently disappeared in modern elvish communities: wanderers.

Centuries ago, when the whole elvish race inhabited the southern hemisphere of Mystara, a disastrous cataclysm, commonly referred to as "The Great Rain of Fire" in elvish tales, struck the planet destroying the elven homeland (known as "Evergrun"). That was a dark era for the elves, because they had to rebuild their once shining civilization from start, but resources were scarce and life difficult. It was then that the practice of wanderers was introduced among some particularly unlucky elvish clans. As you may know, elven lifespan is very long, but, as I said, food was scarce and life was harsh after the cataclysm, so some Clanmasters decided that the elves who reached 800 years of life should depart their clan and never retrace their steps.

Obviously today such a custom is no longer needed and no one but the shadow elves follows it anymore.

I've been frequently asked why, in my opinion, do the shadow elves still carry out this apparently evil practice. Well, we don't know very much about shadow elves and their religious beliefs, but we know that they usually live underground in an unfriendly environment with few (or no) resources, so they need a way to limit overpopulation and the custom of wanderers is certainly a good solution.

But let's get back to the point. Upon moving to the surface many shadow elves (mainly those in the City of Aengmor) felt that this old custom was not needed anymore, because of the larger areas and greater resources now available to them. Unfortunately it seems that this practice is deeply rooted into shadow elf religion and everyone knows how they're paranoid about following their traditions to the letter. Moreover most of the elves supporting the abolition of the wanderers custom were actually wanderers living in Aengmor together openly defying their customs, in short they were considered sacrilegious by the more conservative shadow elves.

Supporters of this change in old customs soon moved to Rafielton to spread their beliefs and the shadow elves split into two factions. Due to their violent and stubborn nature, the discussion soon turned into a civil war that involved the whole Canolbarth forest. Princess Tanadaleyo surprisingly sided with the supporters of the so-called "New Way of Rafiel;" it's not clear why she did this, fear of being killed by the "heretics" or ambition of ruling an independent nation are two possible explanations. Anyway her move forced her father, King Telemon, to send forth his best troops to quell the rebellion in Aengmor and Rafielton.

The once green forest was quickly turning bloody red, when the unexpected happened: a child managed to stop the civil war. Well, he's no standard child; he's Prince Erian, the youngest son of King Telemon. This child is really an outstanding elf, he was part of the group that managed to stop a war against Darokin just after the Great War, and now he stopped the civil war risking his own life (see the "Events" section for more about this).

Erian's gesture and the reaction of the other shadow elves at his presumed death show us that shadow elves aren't plain evil as some, especially the Alfheim Avengers, want to paint them. I would say that they're suspicious of other races, but somehow naive and easily controllable by powerful and trusted members of their way of life. Shadow Elves show a strong sense of duty for their nation and their religious traditions, so they see any attempt at introducing something new into their community as a threat and they react violently. The conquest of Alfheim and ensuing discovery of a whole world above ground has certainly shocked many shadow elves, producing a rift between the more conservative elves, among which we can surely count the mysterious shamans (religious guides rarely seen in Rafielton), and the increasing number of younger and more open-minded elves (Prince Erian is probably the brightest example of these). The lack of diplomatic skills turned this tension into a civil war, but their strong instinct of self-preservation (as a race) made them realize quite soon that it's pointless to kill your brethren for such a trivial issue.

If shadow elves really lived underground for so many centuries as they claim, then we should believe that they've never had some sort of serious discussion, otherwise they should long have either killed each other or developed diplomatic skills.

The last section of this article is probably the most interesting one for those learned in elvish lore, though it's also the less detailed one. According to a scroll written in ancient elvish that the editor gave me (giving no clues on how he got it), the question of wanderers has been settled diplomatically, probably for the first time in the shadow elves' history.

This is more or less what that scroll says: "On 10 Shaman of the year 2120, guided by our beloved patron Rafiel I, Radiant Shaman Porphyriel, state that starting from now there will be a change in the common interpretation of the precepts about wanderers that our guide Rafiel set in the stone for us to see and follow.

From now on elves reaching the venerable age of 800 years of life, will still have to undergo the ceremony that turns them into Wanderers, but they will no more be forbidden from retracing their steps or meeting other elves."

This is a certainly a big revolution in the shadow elves' traditions since their precepts seem really set in stone. The commitment of one such old elves to the place of chief representative of Rafielton in the peace talks with Alfheim exiles is certainly another promising step for a better and more peaceful future in and around the Canolbarth forest.

*John Watson: born in Akesoli, he spent most of his youth adventuring in Darokin and surrounding areas. He later founded his small trading house and moved to Alfheim Town where he had a relationship with a female elf from Clan Chossum. When the Master invaded Darokin he packed his goods and moved again to Ierendi where he happened to know our publisher Joshuan Gallidox.*

## Thaumont

### THAUMONT 1, AC 1015: A New Capital.

**Location:** Abbashan, Ylaruam. OW

**Description:** Sultan Hassam "The True" Al-Kalim ordains that the city of Abbashan will from now on be the true capital of the Alasiyan desert.

He also makes a call out to all men of faith to join the army so that they may teach the world of infidels a lesson they will not soon forget. (See Th. 18, Fy. 22.)

**What This Means:** Abbashan has always been the main power-base for the Kin faction, and switching the sultan's court was only a logical choice to maintain a better control of what is going on.

Emir Sa'id Naji of Abbashan is relocated to Ylaruam to rule over the Emirate of Alasiya. He is thankful of the new post, as Ylaruam is the most prosperous city of the Emirate (although this is likely to change now that most trade has stopped).

As for the call to arms, the other nations start to keep a better eye on what is going on, but since all foreigners have been banned from Ylaruam, it won't be easy. Thyatis fears the worse, believing that the new Sultan is planning on trying to reclaim the city of Tel Akbir.

### THAUMONT 1, AC 1015: Chameleon Tribe Falls.

**Location:** Chameleon Tribe village, Atruaghin Territories. OW

**Description:** The city of the Chameleon Tribe falls today, to the army of the joint Atruaghin/goblinoid forces. Despite receiving reinforcements from the Monkey Tribe, further south, the opposing army was too great for them and they are nearly wiped out. The few survivors flee westwards and southwards, to other Tiger Clan cities.

The Great Migration ravages and loots the city. (See Va. 12, Va. 19; Th. 17, Th. 26.)

**What This Means:** The Tiger Clan is indeed in for a major battle, and it might be too late for them to prepare. Although the goblinoids of the

Great Migration are working together with the Atruaghin, the two forces do not get along at all. Each have their own camp, and only the leaders talk to one another. The savage looting of the Chameleon Tribe by the goblinoids only serves to further the dislike of the humans.

### **THAUMONT 3, AC 1015: New Elven Clan Founded.**

**Location:** Forest of the Curse, Wendar. OW

**Description:** After the recent events, some of the Alheimers decide to accept the proposal made by the ambassador of Ironwood and relocate in Norwold. Small groups of Longrunners, Grunalfs and Mealidils join together led by Shelingar (the assistant of Mealidan, Clanmaster of Mealidil clan) and they ask the Council of Clans for permission to form a new clan and move to Norwold. The elders give their approval, and Mealidan himself performs the ritual that creates the new clan: the Lighthseakers. (See Va. 24, Va. 27; Th. 9, Ya. 27.)

**What This Means:** The recent events have convinced some of the younger elves that Wendar is not a good place to live at the moment. So they have discussed with the elders and decided to accept Blackblade's proposal and move to Norwold. The Lightseekers are elves who share a common fascination towards magic, nature and history: in one word, they are seekers of Wisdom and Knowledge. They think that Ironwood has the potential to help them (and the elven race) in their quest and are eager to begin this new life in Norwold. Shelingar will be the new Clan Holder, while Taragin Oakbranch, the former Guardian of Alheim Town (an experienced elf from clan Grunalf), will act as new Clanmaster.

### **THAUMONT 3, AC 1015: The Flowers Are Dying.**

**Location:** Northern Eusdria. SC

**Description:** King Sigismund III of Eusdria sighs in relief as reports claim that the amber lotuses are withering away in the northern part of his kingdom.

The King gathers his armies, preparing to march and reclaim his territory once a path has been cleared through the flowers. (See Th. 27.)

**What This Means:** It seems that last year's raids into the goblin territories were successful enough to eliminate the shamans who could control this deadly plant.

### **THAUMONT 3, AC 1015: Officials Dismissed.**

**Location:** Nithia. HW

**Description:** Today marks the beginning of an official policy, ordered by Senkha herself. All across the regions of the Delta kingdom under the control of Senkha's forces, those public officials or local leaders who have publicly supported Ramose are dismissed from their positions, and sent to work in the mines. Ardent supporters of Senkha and her cause are appointed to replace them, and they are encouraged to root out "any and all traitors, wherever they may be found." (See Va. 20, Va. 27; Ya. 12, Ya. 28.)

**What This Means:** This is part of Senkha's plan to consolidate her power in the Delta kingdom, by removing those people she knows will oppose her.

Those she puts in their place will continue the task of uncovering other supporters of Ramose, and arresting them. What she does not realize is that this will serve only to increase the resentment of the people towards Senkha's unjust rule, and drive Ramose's supporters underground, where they will work to foment rebellion.

**What The PCs Can Do:** The PCs could save the lives of many important supporters of Ramose, such as prominent local clerics, or government officials. Regardless, those people they manage to protect will be in their debt, and would be likely to aid them some time in the future, should they need it. Through these acts, the PCs might even earn the thanks of Ramose himself.

### **THAUMONT 3, AC 1015: Orcs Raid Neathar Lands.**

**Location:** Toralai Territory, Neathar Lands. HW

**Description:** A large number of Krugel Orcs ride into Toralai [Correct spelling for this tribe's name; incorrect spelling found in last year's almanac was due to a faulty transcription. Ed.] Lands and raid several villages. Along with their pilfered loot, the orcs also take several Neathar hostages. At hearing of this, King Dogrel surprisingly calls for heroes to act on his behalf. (See Th. 17, Th. 23.)

**What This Means:** The Krugel Orcs took advantage of the Toralai warriors being deployed closer to Neatharum. The orcs faced only slight opposition and ran amuck through Toralai lands before the Neathar could muster their forces. Back in Krugel lands, the orcs have issued demands of ransom for the hostages. Among the hostages is Zerrella, a daughter of the Toralai chief Zorok.

Hearing of this, Dogrel is at first delighted at the discomfort Zorok must be going through. Then he thinks of a plan that should aid him: if he can gain the release of Zorok's daughter, then he will have a viable bargaining chip with the Toralai. The act should also improve his image with his fellow Alphatians and hopefully help preserve his status as King of Neatharum. The ransom the orcs are demanding is not high, so the venture would not be economically stressing.

Dogrel calls for adventurers; with the number of Alphatian agents in the area, his call should be quickly answered. By using Alphatian agents, Dogrel is certain that the ransom will be delivered and that word of his intervention will spread to the Imperial Court.

**What The PCs Can Do:** The PCs can deliver the ransom. Ironically the most dangerous part will be crossing the Toralai lands. Dastardly PCs can try to intercept the ransom delivery and steal it. If the PCs are Neathar, then they may find themselves racing against the Alphatians to deliver the ransom.

#### **THAUMONT 4, AC 1015: Pit Survey.**

**Location:** Pittston, Aegos, Alatian Islands. AS

**Description:** The Minrothad dwarves that came from Fortress Island last year to reopen the pit to the Hollow World send a report to Oran Meditor. In this report, they indicate that they used a caterpillar left by the Alphatians to investigate the pit and discovered that after a few miles the pit seems mostly undamaged. The tremors from Alphatia's sinking and subsequent earthquakes have collapsed about 75 kilometers (50 miles), which need be dug again. The cable and pulling system have been lost as well. (See Ya. 8, Fe. 23.)

**What This Means:** The dwarves have also discovered that gnomes participated in the digging of the pit, as attests the caterpillar that is definitely not of dwarvish contraption. However, the proud dwarves think they can do as well as mere gnomes. With this lone caterpillar in their possession they can already begin work though.

#### **THAUMONT 6, AC 1015: Trollheim Acts Reinstated.**

**Location:** Norrvik, Vestland. OW

**Description:** Today King Harald Gudmundson officially announces the reinstatement of the Trollheim Homesteading Acts. Prospective rulers are encouraged to present themselves before the King and his advisors, and if deemed acceptable, will be given land grants and titles to lands in the eastern wilds of Vestland.

**What This Means:** This is a direct response to the goblinoid uprisings of last year. The trolls and goblins of the Trollheims have been dealt a serious blow, and King Gudmundson is eager to follow up on this. To this end, he has reinstated the Trollheim Acts, a move that is met with mixed reaction, due to their failure many years ago.

#### **THAUMONT 8, AC 1015: Trial in Sumag.**

**Location:** Sumag, Suma'a. SC

**Description:** The trial of the ogre found blaspheming outside a temple of Sumag is held today. It declares the ogre insane and that he should be taken to a facility in the mountains east of Sumag where clerics will help cure him of his affliction. (See Nu. 2.)

### **THAUMONT 8, AC 1015: Swamp Thing!**

**Location:** Elstrich, Darokin. OW

**Description:** Today, river workers in the town of Elstrich are attacked by a massive river serpent. The creature disappears back down the river before the town guard can fully mobilize. It is suspected that this creature is the same one that terrorized the town for months back in AC 1000. Despite their best efforts at that time, they were unable to catch or kill the creature; one day its attacks just stopped. No one knows what it was to this day, but the town guard is mobilized, and the call is put out to adventurers willing to aid in capturing the beast. (See Fe. 1, Fe. 13.)

**What This Means:** This is indeed the same creature as 15 years ago. What is unknown to the people of Elstrich at this time is that it has been revived from dormancy by the effects of the transformation of Aengmor - the climatic changes resulting from magic used on the Canolbarth forest years ago have affected the amount of runoff to the swamp from the Weir (which was normally filled by the enormous rains in the magical forest). Over the past few years, the water level in the Malpheggi swamp has been lowering dramatically, and all sorts of creatures are going to be venturing forth, as their ecology changes.

**What The PCs Can Do:** This is an adventure opportunity for the PCs. They can attempt to track down and capture or kill the beast, for a large reward from the grateful town. The beast can be any sort, though it should be powerful and quite possibly intelligent (it has managed to elude capture thus far). Their investigations may also lead them to discover the ecological problems facing the Malpheggi Swamp.

### **THAUMONT 9, AC 1015: Lightseekers Leave for Ironwood.**

**Location:** Forest of the Curse, Kingdom of Wendar. OW

**Description:** With the help of Elariathas Blackblade himself and some of his powerful human allies, all the Lightseekers are magically transported to Ironwood during the week, where they will begin to help him in his ambitious project. As a further act of friendship, Blackblade

has donated some Scrolls of Communication to both Lightseekers and the Alfheimers in Wendar to help the two groups maintain contacts. (See Va. 27, Th. 3; Ya. 27, Fe. 18.)

**What This Means:** About 800 elves (200 from clan Long Runner, 200 Grunalfs, 100 Mealidils and 300 belonging to other minor clans of Alfheimers) have been transferred to Ironwood. They have now sworn fealty to Elarianthas Blackblade, Clanholder of Ironwood, and to his father, the actual Clanmaster, but they've been allowed to maintain contacts with their Alfheim brethren.

### **THAUMONT 11, AC 1015: Traldar Raid Southern Azca.**

**Location:** Southern Azca. HW

**Description:** Traldar war parties conduct raids on southern Azca. Though they know the surrounding jungle much better, the Azcans are unable to completely deal with the nuisance. (See Va. 17; Am. 9, Am. 12.)

**What This Means:** Azcans do not understand why the southern Traldar attack them, and assume that the Schattentalfen have hired Traldar mercenaries to further harass them.

### **THAUMONT 12, AC 1015: Afflicted Are Blamed.**

**Location:** The Savage Baronies. SC

**Description:** More and more, Afflicted of the Savage Baronies are blamed for events of bad luck, such as droughts, plagues, a family member falling sick, a house being robbed,... These feelings are particularly strong in places like Torreón and Narvaez. More enlightened states, such as Gargoña and Saragón still receive such social conflicts, but very rarely. (See Va. 7, Va. 10; Kl. 9, Kl. 12.)

**What This Means:** There is a growing split amongst the people of the Baronies, and it's forming into a Afflicted vs. Non-Afflicted line.

**What The PCs Can Do:** PCs can come to the rescue of Afflicted being mistreated by the "normal" folk. If Afflicted themselves, they will have to defend themselves from physical abuse without harming any of their attackers. If they



do, they can expect a lynch mob to start chasing them around.

### **THAUMONT 13, AC 1015: What Happened to the Lothenar Elves?**

**Location:** Great Forest of Geffron, Denagoth. NW

**Description:** The elven explorers on the plateau discover a bunch of frightened elves in a cave inside the forest. They escaped the Lothenar Forest more than a century ago, during the Shadow Years, and searched for refuge among their brethren, the Geffronells. They tell the Alfheimers that no elf has survived the Shadow Years in Lothenar, because the Dark Harbingers of Doom have wiped out every living member of their race. They managed to escape the Shadowlord's army when it invaded Geffron too by hiding in this small cave, and many of them have starved because they were too frightened to go out and find some food. The Alfheimers take these survivors along with them. (See Va. 13; Fl. 19, Ya. 22.)

**What This Means:** Using the survivors' knowledge of the forest, the Alfheimers are now determined to reach Drax Tallen swiftly and try to obtain useful information about the humanoid forces. Hope is lost to meet again with the explorers sent to the Lothenar forest in AC 1014.

### **THAUMONT 14, AC 1015: Resupply in Aegopoli.**

**Location:** Aegopoli, Aegos, Alatian Islands. AS

**Description:** Herr Wulf's party stops in Aegopoli for a couple of days to restock essential supplies, as well as to take a brief break from being out at sea. They will depart again the next morning. (See Va. 8, Va. 11; Fl. 4, Fl. 22.)

**What This Means:** Supplies were getting low, and since there will be no more stops until Vanya's Rest, it is essential that as many supplies as possible are obtained.

### **THAUMONT 15, AC 1015: Jarls Revolt.**

**Location:** Ostland. OW

**Description:** In response to the exile of an Ostman jarl (Nu. 1) and continuing atrocities committed against Ostman clansmen, the Ostman jarls finally rebel against the reigning Cnute clan. They declare themselves independent, and prepare for the inevitable retaliation. (See Nu. 1; Fl. 7, Ya. 18.)

**What This Means:** This rebellion has been brewing for years, and was inevitable. Cnute clan jarls scoff at this act, thinking that they will easily crush them once more, and finally revel in the treasures of long buried kings on Kalslo island. Unbeknownst to them, however, the Ostman jarls have long been preparing for this day.

### **THAUMONT 15, AC 1015: First Karameikan Skyship Launched.**

**Location:** Krakatos, Karameikos. KW

**Description:** The first Karameikan skyship, the Concordia, makes her maiden flight above the Karameikan School of Magecraft. She is a man-of-war of Alphatian design, but equipped with fewer weapons and more cargo and living space than her Alphatian counterparts, displaying both a Karameikan and an Alphatian flag high in the wind. Her crew is a mix of trained Alphatian sailors and novice Karameikan ones (they had a short training in Aeria). (See Ya. 15, Kl. 2.)

**What This Means:** Karameikos is becoming part of the few nations that can sail the skies, though it still needs Alphatian help to complete the magical process. Aerian wizards came to the Karameikan school to that end as part of the exchange program, and Terari used his knowledge (he already had enchanted skyships in his youth) and the vast resources of the school, including the creation of a contest to encourage his best students to help, to turn frame sections of a mundane ship crafted by the best Karameikan shipwright into a flying vessel.

The first skyship was deliberately not made into a warship to show the king's will of increasing cooperation and peace between peoples (and not further provoke Thyatis). King Stefan intends to use her for the next expedition to the Hollow World.

### **THAUMONT 16, AC 1015: Archeological Dig.**

**Location:** La Pampa Rica. SC

**Description:** Mazrooth, an Inheritor of Almarrón, needs to explore a Late Oltec ruins in la Pampa Rica. Along with his friend and apprentice Costa, they head off into Gosluk goblin territory.

**What This Means:** Mazrooth, introduced in the novel “The Black Vessel,” is simply looking for more proof to separate the Late Oltec (actually Nithian, which he knows is somehow different from mainstream Oltec) and Classical Oltec cultures into two distinct groups. He believes that the division of the two is somehow linked to the Red Curse.

**What The PCs Can Do:** This is simply a mini-adventure for PCs to tag along with, perhaps themselves learning about the two “Oltec” cultures. Exactly what they find and how long it will take is up to the individual DM.

### **THAUMONT 17, AC 1015: Tiger Clan Loses Again.**

**Location:** Monkey Tribe village, Atruaghin Territories. OW

**Description:** Despite heavy losses on both sides, the village of the Monkey Tribe is taken by the joint Atruaghin/goblinoid army. The army will rest and recover for a while. Meanwhile, the Tiger Clan has mobilized most of its forces from other villages, and is preparing to march on its foes. (See Va. 19, Th. 1; Th. 26, Fl. 3.)

### **THAUMONT 17, AC 1015: Zorok Acts.**

**Location:** Toralai Territory, Neathar Lands. HW

**Description:** Since the raid Chief Zorok has taken actions of his own, transferring warriors to the Neathar Lands bordering the Krugel Lands. With warriors in place, Zorok is confident that future orc raids will be met. He then organizes a group of adventurers to deliver the ransom. (See Va. 19, Th. 3; Th. 23, Th. 27.)

**What This Means:** It has taken longer for Zorok to get his own adventurers and the ransom together. To lead the party he has chosen his eldest child, Zorena [HW Box]. It has taken several days for her to be recalled home.

### **THAUMONT 18, AC 1015: The Tale-Teller.**

**Location:** Ylaruam City, Ylaruam. OW

**Description:** A nomad from the desert arrives into the city of Ylaruam and begins preaching about the glorious ways of the warrior. By the end of the day, Khalid “Tale-Teller” has roused many a band of young warriors into dreams of glory and battle. Soon, they too begin spreading the tale of how the Ylari will conquer all Infidels. (Th. 1; Fy. 22, Fy. 28.)

**What This Means:** Khalid “Tale-Teller” is inspiring the adventurous warriors of his people to strike out at infidels and their enemies. Such tales will have the effect of dramatically increasing the number of men who volunteer into the Kin’s army. This could bode ill for neighboring nations, especially Thyatis.

### **THAUMONT 20, AC 1015: Hin Are Concerned.**

**Location:** Shireton, Five Shires. OW

**Description:** Concerns are voiced that the Clanmeet Hall will not be large enough to hold all the participants and spectators. (See Nu. 10; Fl. 3, Ya. 12.)

### **THAUMONT 20, AC 1015: The Counter-Strike.**

**Location:** Hockstein, Heldannic Territories. OW

**Description:** With the early arrival of warm weather this year, the Heldannic Knights march out of their strongholds and head for Hockstein. (See Th. 25, Fl. 3.)

**What This Means:** The Heldannic Knights plan on entering the city and slaughtering everyone within. This is to be their lesson to any others who would dare plot a revolt against the knights.

Sir Geoffrey, the leader of the rebellion in Hockstein, has been training the peasants all

winter and is waiting for the knights' arrival. He has as many people as possible gathering food from around the countryside before the knights arrive.

**What The PCs Can Do:** PCs can get involved in this civil war on either side. They might try to overthrow the Heldannic Knights, or they might try to restore order and place the knights back in charge. It will probably all depend on their previous relationships with the Heldannic Knights.

#### **THAUMONT 22, AC 1015: Nothing Found.**

**Location:** Odom, Suma'a. SC

**Description:** With no news from the field, the interest in Odom has begun to dwindle again. People have been leaving the area. (See Va. 2; Fl. 9.)

#### **THAUMONT 23, AC 1015: Treacherous Orcs.**

**Location:** Krugel Horde Lands. HW

**Description:** The party of Neathar, sent by Zorok to deliver the ransom, are themselves attacked by the orcs. The survivors are then taken hostage by the orcs. The orcs inform the Neathar that the ransom has doubled.

Later in the day, the Alphatian party arrives and enters the camp. They present the orcs with the ransom and demand the hostages, but are answered that the ransom has doubled due to the addition of the new hostages. The Alphatians boldly respond the requested amount is there: the ransom brought by the Neathar, added to the ransom they bring, meets the increased ransom.

The orcs do not take the matter lightly and attack the Alphatians. The Alphatians respond with steel and spells, decimating the attacking orcs. The Alphatians suddenly halt the attack and offer the orcs the opportunity to accept the ransoms and avoid any added bloodshed. The orc leader agrees and turns the hostages over, along with assurances of safe passage out of Krugel Lands.

The freed Neathar are gracious to the Alphatians and offer few intentional problems to the Alphatians. In fact, two of

the female Neathar act very affectionate towards two of the male Alphatians. The two Neathar women introduce themselves as Zerrella and Zorena. (See Th. 3, Th. 17; Th. 27, Ya. 17.)

**What This Means:** The Alphatians had witnessed the treachery against the Neathar and had prepared themselves for a similar attack. This preparedness served them well as it enabled them to cut down the initial assault of orcs. The Alphatians halted the attack though as they knew that they would be hard-pressed to meet the orcish forces of the entire village. Then there would be the expected pursuers; with a number of hostages in tow, such a chase would definitely favor the orcs.

By instead offering the orcs the ransom, the hostages and egress are secured. Yet the Alphatians have also made a strong demonstration of what the Alphatians can do, forcing the orcs to recognize the power of the Alphatians. The orcs will have to think about these Alphatians and devise means to fight them and their magic.

Any harsh feelings that the hostage Neathar had towards Alphatians are greatly diminished. Two of the male Alphatians even find themselves the objects of affections from Zorena and Zerrella.

**What The PCs Can Do:** Alphatian PCs will be attacked. How they meet the attack and the extent they carry it are up to them.

**Note to DMs:** With the hostages free, the Alphatians have to transverse Neathar Lands to get back to Haldemar. The Neathar borders should be heavily patrolled by Neathar to prevent more orc raids, so that it is doubtful the party will be able to get past the patrols. An explanation of the ransom delivery should secure their passage through. The presence of Zorok's daughters should really aid them. Of course the patrols will "suggest" that the hostages be released. The advantage is that the former hostages will take those altered feelings toward Alphatians back to their villages.

#### **THAUMONT 25, AC 1015: First Trip Through the Septahenge.**

**Location:** Guardian Mesa, unknown location on Mystara (in other words, up to the individual DM - canon material suggests the Broken Lands).

**Description:** After some months of research and studies, the Shadowlord finally discovers the secret of the Septahenge. He understands that to open the Gate to the Pits of Banishment where the Carnifex and the Black Staff lie, he must collect seven keys guarded by seven different beings in the Outer Planes. Followed by his retainers, he enters one of the Seven Realms to obtain the first key. (See Fl. 4, Fl. 19.)

**What This Means:** The Shadowlord wants the Black Staff because he thinks it will help him achieve full lichdom and get rid of Idris's yoke. He's keeping his plans and his mission secret even to the High Priest of Idris and nothing will stop him (he discovered the location of the Guardian Mesa in Kaldmont AC 1014).

This storyline is based on the adventure module "M3 - Twilight Calling." The Seven Realms (and the Pits of Banishment) are actually Demi-Planes floating within the Ethereal, each with their own laws of physics, and not Outer Planes as the Shadowlord believes. Still, this won't really change anything he has to do. [If playing a D&D campaign, then the Seven Realms are indeed Outer Planes.]

#### **THAUMONT 25, AC 1015: Hockstein Under Siege.**

**Location:** Hockstein, Heldannic Territories. OW

**Description:** An army of Heldannic Knights besieges the city of Hockstein. This time, the knights intend to wait until the defenders run out of food. Since spring has just arrived, it is unlikely that the defenders have managed to resupply themselves since the beginning of winter. (See Th. 20; Fl. 3, Fl. 20.)

**What This Means:** The Heldannic Knights are right; the people of Hockstein only have enough food for a couple more weeks. Sir Geoffrey prepares for the worst.

#### **THAUMONT 26, AC 1015: Pirates Defeated.**

**Location:** Berat Island, Gulf of Hule. SC

**Description:** Zuberi, his lieutenant Arkadi Stepanenko (a Knight of Halav) and his ensign Iago, track a pirate ship up to the pirates' den in a hidden bay of Berat Island. During the night they attack by surprise, defeat the pirates and manage to recover part of the cinnabryl that was stolen last year. (See Va. 13; Kl. 20)

**What This Means:** This is the second time this year that Zuberi defeats the pirates. His name is growing increasingly popular in the area and among pirates.

These pirates (a mix of Huleans, Texeirans and people from the City-States) are just a small part of the large group that ambushed Slagovich freighters late last year. They still have some of the cinnabryl, because they planned to sell it in small quantities profiting by the shortage of supplies.

Unfortunately no pirate is captured alive (Iago having killed the last one even as he dropped his weapon), so nobody knows who organized the theft.

**What The PCs Can Do:** PCs may both take part to this fight or track down another group of pirates hiding in the area (Isle of Kepir, Isle of Vl-r, Cape Kuceva and Colinas Grutescas are all good areas to shelter a pirate fleet).

#### **THAUMONT 26, AC 1015: Wanderers Revised.**

**Location:** City of the Stars, Shadow Elves' Territories. OW

**Description:** In a solemn speech from the Refuge of Stone the Radiant Shaman Porphyriel reveals to the Shadow Elves that Rafiel instructed the Shamans to change the outdated Wanderers custom. Shadow elves will still have to leave their homes when they're 800 years old, but now they aren't prevented from retracing their steps or meeting any other shadow elf anymore. (See Nu. 20, Va. 21; Fe. 18, Fy. 3.)

**What This Means:** This is the outcome of the forum on a possible new interpretation of the Verse of the Wanderer. Obviously Porphyriel made this change look as the will of Rafiel to strengthen once more the faith of the shadow elves in their patron.

This new interpretation fits perfectly into the wording of the verse inscribed in the Refuge of Stone and opens a lot of bright perspectives for those lucky shadow elves that got past their 800<sup>th</sup> birthday.

Wanderers could now play a very important role in the shadow elf society, becoming itinerant teachers, diplomats in foreign countries (something the shadow elves badly need now that they must live on the surface among other races), hermits and other similar roles that don't require a long and continuous stay in shadow elf cities among younger elves.

### **THAUMONT 26, AC 1015: Parrot Tribe Attacked,**

**Location:** Parrot Tribe village, Atruaghin Territories. OW

**Description:** Atruaghin forces coming from the northern side of the plateau (via tunnels through the interior), arrive and begin besieging the village of the Parrot Tribe. Most of the Parrot Tribe army is with a massive Tiger Clan force marching on the village of the Monkey Tribe. (See Th. 1, Th. 17; Fl. 3, Fl. 12.)

**What This Means:** It looks like The Tiger clan will soon find itself fighting a two front war.

### **THAUMONT 27, AC 1015: Hostages Returned... Sort of.**

**Location:** Haldemar, Alphatian Neatharum. HW

**Description:** A party of riders enters Haldemar. The party members are of Alphatian heritage, except for two female Neathar. They report to King Dogrel that the ransom was delivered and the hostages freed in Neathar lands. Dogrel is livid that they did not bring the hostages here to Haldemar. The party members relate to him the details of the delivery, reporting that the trek back and forth across Toralai lands was contested and they had to release the hostages to them to guarantee safe passage.

Dogrel inquires as to the two Neathar females. The Alphatians tell him that they acted as guides during the venture and have become trusted members of the party.

Dogrel makes no further comment on them, but his eyes denote a sense of disbelief, and he dismisses the party. (See Th. 17, Th. 23; Fl. 8, Ya. 4.)

**What This Means:** The party has returned from delivering the ransom to the Krugel Orcs. The release of the hostages to their tribes for safe passage is truthful. However, the two Neathar women are not simple guides, they are two of Zorok's daughters, Zorena and Zorella, who now have their hearts set on their two Alphatian heroes.

### **THAUMONT 27, AC 1015: Eusdria Reclaimed.**

**Location:** Northern Eusdria. SC

**Description:** With the amber lotuses out of the way, the Knights of Eusdria (along with the now famous Company of the Bear) manage to reclaim all lost territory from the goblinoids.

The goblinoids do not put up much resistance when they notice that their amber lotuses have died; most simply flee back into the Yazzak Steppes at the first sight of the human forces. (See Th. 3.)

**What This Means:** Everything that was conquered or destroyed by the goblinoids last year, including Ersel and Lorsa, are once more part of the Kingdom of Eusdria. Still, it will probably be some time before these communities can fully recuperate from the damages done to them.

### ***Topic Of The Month: The Making Of The Concordia***

*by Dorrik Stonecleaver*

If they hadn't made her by magic, I would consider calling her an amazing piece of engineering. Why do humans need to use magic everywhere? Plus, she is intended to fly, so I ask you dear reader: Why would anyone want to fly when they can stay on solid ground, or better yet, underground? I believe these are fools who cannot recognize the true value of earth and rocks. Anyway, I'm just rambling here, so let's go to the real topic at hand.

The Concordia is the first skyship ever constructed in our benevolent kingdom of Karameikos. As such, she naturally is our flagship. She is a man-of-war of (nearly) classic Alphatian design, though her hull conceals in fact an exploration ship rather than an actual warship. Part of the space usually used to accommodate marines has been instead made into additional living quarters for civilians, and her cargo capacity may be used to carry goods and various stuff from all over the Hollow World back to Karameikos. The hull itself has no special, magical defensive strength, and the only siege weapons are two light ballistae.

[D&D Stats]

**Length:** 200'

**Beam:** 70'

**Depth:** 50', 4 decks

**Sails:** 18,000 sq. ft., three-masted

**Tonnage:** 950 tons

**Cargo Capacity:** 185 tons

**Lift Capacity:** 1,240 tons

**Lift Power:** Float in Air & ailerons

**Motive Power:** Wind

**Air Speed:** 180' (60')

**Maneuvering Factor:** 1/2

**Hull Points:** 372

**Armor Class:** 6

**Armaments:** 2 Light Ballistae

According to Master Terari of the Karameikan School of Magecraft, construction of the Concordia required a lot of wizardry to fully enchant her. Terari himself, who had some experience in skyship design, supervised the construction. Many an Alphatian refugee that had settled in Karameikos after the war participated in the doing. Terari also used the school's resources, including making up a contest allowing the students to be of some help, with prizes to be won, like studies paid by the crown or minor magical items crafted by Terari himself. Wizards from Aeria also came to Karameikos and provided the needed experience and components for enchanting a skyship. If you believe this confidence from Master Terari, such a project had been in preparation for quite some time: Alphatian air-wizard refugees and Terari had exposed that idea to King Karameikos a few years ago; actual plans began when Thyatis used Aeria's vast resources to help

the Empire acquire skyship technology. By the time the Polar Expedition returned with tales of the Hollow World, our beloved King had long signed treaties with the wizards of Aeria and the NACE.

But you certainly want to know how exactly those wizards enchanted such a ship. Well, although I do not know much in the ways of magic, here are the magical terms for you enchanter to be, straight from Terari's mouth (I couldn't have invented them even if I wanted to).

In order to enchant the needed 31 frame sections, 34 were wasted due to failed castings. Thus in all, 65 frames were made. This is mostly due to the fact that spellcasters of relatively low levels made tries at it, as there weren't enough high-level wizards to do all the enchanting.

Each section received the Prepare Enchantment spell, to improve the chances of success, and an initial Woodform spell. It was then imbued with Float in Air to give the ship her lifting power. Two subsequent Woodform spells were then cast, the first one to joint it to neighboring sections, the last one to lock its shape against possible tampering.

Then 3 further Float in Air spells were cast to provide lift power for additional cargo; some partially-failed frames were used anyway at this stage to cut down costs, hence the reduced lift capacity compared to the expected 140% of tonnage. So, each frame (if successfully enchanted) was applied the following spells:

- Prepare Enchantment, level 5, always cast (but not as permanent, so no cost associated),
- Woodform, level 5, always cast,
- Float in Air, level 1, cast about 80% of the times,
- Woodform, level 5, cast about 70% of the times,

- Woodform, level 5, cast about 55% of the times,
- Float in Air, level 1, cast about 45% of the times,
- Float in Air, level 1, cast about 40% of the times,
- Float in Air, level 1, cast about 35% of the times.

The total for a successful frame section is 24 spell levels, but considering the probability of failure, it was in fact 18.5 spell levels per frame. So, we cast a total of 1,200 spell levels for our 65 frames.

The time needed to enchant each frame was about one month. 10 wizards participated in the endeavor, 5 Karameikans (4 of them were in fact Alphantian refugees) and 5 air-wizards from Aeria. They all immediately set to work on their respective frames. Work needed to be synchronized in order to put the frames together, which was made harder when some of them were wasted, so that some time was naturally lost. Actual work began after my [Terari's Ed.] diplomatic mission to the NACE in Fyrmont of AC 1014, and was finished 7 months later when the Concordia made her maiden flight on Thaumont 28, AC 1015, though plan design and mundane work had begun months earlier, back in AC 1013. School students worked on less important parts, like the interior of the ship; their help was invaluable nonetheless as they handled the smaller details with the carpenters, weavers, leatherworkers, smiths and other craftsmen that the ten of us had no time to bother with.

If you are like me, you certainly wonder how much gold this marvel cost to the King's treasure. Well, it is not so easy to figure out, as that kind of numbers are not thoroughly advertised. However, with the help of craftsmen friends of mine, and official documents stating the price of Glantrian magical services and components within that dangerous country, and some leaks at the Karameikan School of Magecraft, I was able to at least evaluate it. It ain't no fun to a dwarf to count something with numbers written on paper rather than with actual gold nuggets and gems, but I did it, so here it is.

Object	Cost (Royals)	Notes
Woodform	975,000	Includes material and spell components
Float in Air	395,000	Includes spell components
Aerian wizards' wages	650,000	Half-price wages thanks to exchange program with the NACE
Karameikan wizards' wages	455,000	Includes Alphantian refugees and school students. Part is paid with free years of studies or access to the school's resources
Experts' and laborers' wages	25,000	Includes mundane accouterments
<b>Total:</b>	<b>2,500,000</b>	Royals (gp), all costs included.

The Concordia's crew is composed of:

**Sailors:** 250 (125 Karameikans, 125 Alphantians), many of them are rookies hence this higher-than-usual number; some of their quarters may eventually be reconverted to civilians' quarters later.

**Marines:** 1 Karameikan regiment: 120 regular F1 marines (leather armor, longbows, normal swords), 3 sergeants, 1 captain.

**Civilians:** 50; there are quarters for 100 more. Includes a priest of the Church of Karameikos, a priest of the Church of Traladara, an ambassador from Karameikos and one from the NACE, and a few sages. [Note from Belzamith: the cook is one of my cousins.]

**Captain:** Lord Nikolai Delarius is both captain of the Concordia and leader of the expedition. He was leader of the famous Karameikan Polar Expedition that brought proof of the existence of the Hollow World. His deeds earned this young man of mixed Thyatian and Traladaran heritage and modest descent a rapid ascension in the military hierarchy, and popular recognition as well as royal attention (he has been recently granted nobility). He volunteered to lead a second expedition to the world below, and was given the responsibility of the very first Karameikan skyship and her crew. He is an adventurer at heart, who likes challenges.

**Counselor Exceptional:** Lady Claransa the Seer, author of her best-selling *Travels to the Center of the World*. She was longing for adventure and decided to board the *Concordia* as Counselor Exceptional on Hollow World matters. She has spent 6 years down there and her knowledge may prove very useful to the expedition. The King has trusted her with the study of the peoples of the Hollow World, their cultures and customs, their history, the geography of the land, the flora and fauna, as well as accumulating additional data about the way magic works there; in one word, she is responsible for everything a sage of such talent can do. She has also been granted the honorific title of Lady.

The Karameikan sailors are by tradition superstitious about women aboard a ship, which they believe is likely to provoke the wrath of the Old Man of the Sea. Their fear remained the same with their new, airborne assignment, especially among the Traladarans. This is not true of the Alphatians, though, who are used to having female sailors and marines among them. By Kagyar, what could they fear of the Old Man of the Sea up there anyway, they should rather fear Thor's wrath, or more realistically those damn dragons! To avoid a refusal from the superstitious Karameikan sailors to board the *Concordia*, King Stefan decided to allow only male sailors, including for the Alphatians.

However, there is still one woman aboard, Counselor Claransa, and Traladaran soothsayers have already foretold this will be enough to incur Protius's wrath...

One wonders if we should really trust the Alphatians that worked on the *Concordia*. They are strangers. King Stefan either trusted them, or watched them carefully. Well, she flies.



## Flaurmont

### FLAURMONT 1, AC 1015: Yohtians Unite.

**Location:** Yoht, Kogolor Lands. HW

**Description:** An army marches out of the city of Yoht onto the nearest village. The Yohtians are rather disorganized for a dwarven force, but their crushing superiority in sheer numbers allows them to wipe out the whole village which is caught totally unprepared; only a few escape to safety into the mountains. The village is burnt and the Yohtians march back home.

**What This Means:** The Burrower that rests beneath the dwarven city of Yoht was momentarily released from stasis during the Week Without Magic in AC 1009. Though the beast was also left mostly powerless from the absence of magic, it was left more aware than it used to after the return of the weakened Spell of Preservation. Furthermore, the monthly 3-hours shadowfall brought by the passage of Alphatia also decreases the effect of the Spell of Preservation, and the Burrower is most active on such days. After years of influencing the Yohtians, it went a step further this time by commanding them to destroy a nearby village that resisted its mind control.

**What The PCs Can Do:** Because there is no central government in the Kogolor Lands, it is unlikely that other communities investigate the matter and realize the threat. The PCs may run into the few surviving villagers, though, and search for the source of the Yohtians' sudden aggression. Puzzling the truth out will prove difficult, however, because the influence of the Burrower changes with the period of the month.

### FLAURMONT 3, AC 1015: Remodeling Required.

**Location:** Shireton, Five Shires. OW

**Description:** Remodeling begins on the Clanmeet Hall with the purpose of enlarging its capacity. Prices of building materials skyrocket throughout Seashire as new buildings are erected and old ones refurbished in preparation for the World Games. (See Nu. 10, Th. 20; Ya. 12, Kl. 8.)

### FLAURMONT 3, AC 1015: Heldannic Warbird.

**Location:** Hockstein, Heldannic Territories. OW

**Description:** A Heldannic Warbird appears in the sky over the city of Hockstein. Sir Geoffrey believes the Heldannic Knights have regained their magic, so is about to announce the city's surrender in the hopes of sparing the most lives. Before the gates open, however, the Warbird begins bombarding the Heldannic Knights. The Knights break their siege to avoid being decimated by the Warbird. The Heldanners cheer as the skyship lands within the city. (See Th. 20, Th. 25; Fl. 20, Kl. 5.)

**What This Means:** Reinhard Madelhari, the traitorous [according to the Heldannic Knights. Ed.] priest of Vanya who stole a Warbird and slew several Heldannic Knights a couple of years ago, has arrived and intends to help the people of Heldann regain their freedom.

Sir Geoffrey is only too pleased to accept the help of the former Heldannic Knight. With his knowledge on the Knights' tactics, the defendant should be able to hold their own. Even more importantly, with the help of a skyship, Sir Geoffrey is able to bring in food to the starving people of Hockstein.

### FLAURMONT 3, AC 1015: Hool Abandons Allies.

**Location:** Monkey Tribe village, Atruaghin Territories. OW

**Description:** After days of fighting with a massive Tiger Clan army, Hool's Great Migration begins to pull out today, abandoning their Atruaghin allies to the opposition. Even though the Tiger Clan army has split (sending a portion to deal with Atruaghin attacks on the village of the Parrot Tribe to the north), they are still a larger force, and should be able to retake their village. (See Th. 17, Th. 26; Ya. 10, Ya. 19)

**What This Means:** Hool has become convinced, after interrogating many Tiger Clan priests, that the Blue Knife is not here. Unfortunately, he has no idea where it is. Rather than continue with a pointless battle, though, he will preserve his people and retreat until he can figure out his next move.

### FLAURMONT 4, AC 1015: Land Sighted!

**Location:** North of the Yasuko Tribal Lands, Davania. JC

**Description:** Land is sighted for the first time since the Pearl Islands were bypassed. Herr Wulf's party lands on the shores here for a few hours' rest, and to gather some supplies, and then boards again - heading east along the coast. (See Va. 11, Th. 14; Fl. 22, Ya. 10.)

**What This Means:** Herr Wulf's party have successfully sailed to Davania, and now must only hug the coast towards the east in order to reach Vanya's Rest.

**What The PCs Can Do:** Players who are present may help the crew gather fruits and nuts to bolster existing supplies, or possibly do some hunting. There is always a chance that the Yasuko tribesmen might be encountered, though resourceful players should be able to avoid a conflict, and they might even be able to trade with them.

#### **FLAURMONT 4, AC 1015: The Shadowlord Has Returned.**

**Location:** Guardian Mesa, unknown location on Mystara.

**Description:** The Shadowlord returns to the Prime Plane after his foray into one of the Seven Realms: he has managed to acquire one of the seven magical keys. However, since two-thirds of his entourage have been exterminated and he himself needs to recover after a tough battle, he returns to Drax Tallen with the rest of his followers. (See Th. 25; Fl. 19.)

**What This Means:** The Shadowlord realizes that it will not be an easy task to retrieve all the keys he needs to open the Carnifex's Prison. He is not powerful enough to battle against all the Guardians of the Realms, so he has decided to return home and devise a better, safer plan that will lead him to retrieve the Black Staff.

#### **FLAURMONT 5, AC 1015: Raid near Hobart.**

**Location:** Fort Hobart, Darokin. OW

**Description:** A goblinoid raiding party shows up unexpectedly near Fort Hobart today. They provide little more than a distraction for the

troops there, who manage to quickly drive them off. Little do they suspect that this is but the first of many such raids that will happen on and off over the next few months. They will never pose any real threat, just harass the troops. (See Va. 4; Am. 15.)

**What This Means:** This is the first step in Alebane's plans to invade Rockhome. The Darokin Tunnel is too close to Fort Hobart for him to be able to march his army straight in - they would be torn to pieces by the Darokinian troops. In conjunction with General Tlatepetl, Alebane has arranged for goblinoid forces to distract the troops while he sneaks small portions of his army to the tunnel. Tlatepetl was more than eager to provide his assistance to Alebane - since he plans on annexing the ogre's territory once he is off on his fool's errand in Rockhome.

#### **FLAURMONT 7, AC 1015: Navies Clash.**

**Location:** Just off the Ostland shores. OW

**Description:** The first skirmishes between Cnute clan navies and Ostman forces take place miles outside of Kalslo island. The Ostman navy is more well-equipped than formerly believed, and is bolstered by numerous mercenary ships. Still greatly outnumbered, the Cnute forces seem to have the upper hand. Suddenly, a flock of white dragons appears in the skies and wreaks havoc among Cnute clan ships. The Cnutes are forced into retreat. (See Nu. 1, Th. 15; Ya. 18, Am. 6.)

**What This Means:** The Ostman clans have revealed their trump card - the dragonship of Oberack the Wizard-Pirate. An Ostman clan supporter, Oberack has been aiding his people for years with funds he has stolen from raids on the mainlands. Even with his magic and mercenaries hired with pirated money, it will still be a tough battle against Cnute clan forces.

#### **FLAURMONT 8, AC 1015: Zorok's Surprising Visitor.**

**Location:** Toralai Territory, Neathar Lands. HW

**Description:** The camp of Chief Zorok has an unexpected visitor. Mysteriously appearing in the camp, the figure offers to aid Zorok and the

Neathar in their fight against the Alphatians. Zorok halts his guards and tells the visitor to speak. The figure introduces himself as Zandor, an Alphatian that is disenchanting with his fellows. Zandor offers his insight and magic to Zorok.

Zorok asks Zandor what he wants in exchange. Zandor replies that the reverses to the Alphatians will suffice as payment. He does add that he would prefer to have access to any captured spellbooks or enchanted items. Zorok, whose bias prevents from being interested in Alphatian magic, agrees and calls for food and drink.

Over the meal, Zandor and Zorok discuss their options. Zorok wants to stage an assault against Haldemar itself. Zandor disagrees, citing that doing so could prove disastrous, and suggests an assault on the town of Dogrel instead. In his opinion that attack would be easier and provide valuable experience to the Neathar; later, when the Neathar are more experienced, then a concerted assault on Haldemar may be initiated.

Zorok tells him of earlier attempts on Dogrel that had failed, but Zandor assures him that between the two of them they should be able to succeed. Zorok is wary but eventually agrees. (See Th. 23, Th. 27; Ya. 4, Kl. 2.)

**What This Means:** Zandor decides to approach Zorok to initiate a raid against Dogrel. This is mainly to gain the spellbooks that he expects to find in Dogrel. He also sees such an attack as an interesting way to afford some personal revenge on King Dogrel. Zandor feels that razing Dogrel will certainly draw the attentions of the Empire, who will investigate and uncover Dogrel's practices of unauthorized enslavement and expansion.

Zorok has lost some of his prestige within the Neathar. With the failed attacks on Dogrel and the abduction of his own daughter, he is anxious to regain his stature. He wants to launch an assault on Haldemar to retrieve his two daughters as well as hurt the Alphatians.

He is wary of Zandor but the promises of success have made it difficult for him to dismiss his aid. Zandor's arguments have merit so he listens and the more he thinks about it, the more he agrees with it. Zorok also notes that an assault on Dogrel would need far fewer warriors

than an assault on Haldemar, which is much more favorable as Neathar warriors are needed to dissuade further raids from the Krugel Orcs.

Zandor's demeanor is that of a caring father figure. At times, he can be caught talking to the Neathar as if they are children.

**What The PCs Can Do:** Alphatian PCs pursuing Zandor may discover his presence within Zorok's camp. However, taking him into custody will prove difficult, as the PCs would not only be facing him, but also the tentative Neathar allies. Neathar PCs loyal to Zorok will find the following days hectic as preparations are made to assault Dogrel.

### **FLAURMONT 9, AC 1015: Platinum Reef Found.**

**Location:** Mountainous region to the northeast of Odom, Suma'a. SC

**Description:** Geologists still hard at work finally found what they've been searching for. A large platinum reef [another term for ore deposit for those who aren't geologists. Ed.] is first discovered to the northeast of Odom this morning. The reef is given the name The Pride of Gombar by one of the geologists working on it. News of the find travels fast. (See Nu. 23, Th. 22; Fl. 11, Fl. 25, Fe. 17.)

### **FLAURMONT 9, AC 1015: Ethengarians Attack!**

**Location:** Bramyra and Tchernovodsk, Glantri. OW

**Description:** As the Golden Khan declared last year, the Ethengarian Horde pours over the Glantrian border today, besieging Fort Tchernovodsk at the borders of Boldavia. A small fraction of the horde also proceeds to invade the Principality of Bramyra.

Prince Urmahid Krinagar was expecting the invasion, and his soldiers are prepared for the attack. Several units of Glantrian war-mages, sent here by Jaggar at the end of last year, give the Prince's men excellent magical backup. Still, the number of Ethengarians is overwhelming, and the defenders are barely able to hold on to the city of Bramyra. (See Va. 7; Fl. 13, Fl. 15).

**What This Means:** The Glantrians caused quite a commotion last year in the Ethengar Steppes, hoping to start a war between the Heldannic Knights and the Ethengarians. Unfortunately, Moglai Khan discovered the Glantrians' secret involvement and stopped the war before it could start. With Glantri's treachery revealed, the Ethengarians have declared a holy war against the devil-mages of Glantri. This is the day that the Golden Khan has decided to strike.

Although Glantri has had about a year to prepare for the attack, they are well aware that Bramyra will fall. Traditionally, the Ethengarians are only stopped once they reach the mountains and their horse-warriors are no longer effective. Prince Urmahid Krinagar has evacuated most of those unable to fight during the past few months, as well as safely hiding object he did not want the Ethengarians to get their hands on.

Fort Tchernovodsk, near the border of Boldavia, is a lot better defended, but it is will probably be facing a much larger force of Ethengarians. Jaggar believes they will be able to hold off the horde, but the other princes aren't as enthusiastic.

#### **FLAURMONT 10, AC 1015: Issarthyl-Atacalpa Tunnel Completed.**

**Location:** Underground tunnel between Issarthyl, Schattenalfheim and Atacalpa, Azcan Lands. HW

**Description:** Tunneler mages meet today at the half-way point between Issarthyl and Atacalpa, having tunneled almost non-stop for the past two months from each end. The tunnel is joined up seamlessly, but the work is not quite over for the exhausted mages. They spend all the time they have between now and the departure of the armies smoothing the tunnel and removing left-over obstructions in order to make it as good as possible for marching troops. (See Va. 13, Va. 17; Fl. 10., Fl. 14)

**What This Means:** Now that the tunnel is complete, there is a direct link between the Schattenalfen and the Outer World. All that remains to be done is to connect this tunnel to the shadow elf lands, but this will be delayed for

as long as possible in order to keep the element of surprise.

#### **FLAURMONT 11, AC 1015: Population of Odom Skyrockets.**

**Location:** Odom, Suma'a. SC

**Description:** By the ends of today the population of Odom has increased by over a tenfold. Now that news of an actual discovery has leaked everyone who wasn't already engaged in something, and some who were, are making their way to Odom to cash in on the first significant mineral find since the gold mines of Malabar in AC 1000. (See Fl. 9.)

#### **FLAURMONT 12, AC 1015: Freedom Warriors Carry On.**

**Location:** Mahasabad, Nagpuri, Sind. OW

**Description:** For the past few months, the assemblage of Freedom Warriors and Followers of Gareth have been waging guerrilla warfare against the Hulean forces remaining in the mumlyket of Nagpuri. They have steadily been building their following as well, and today they come forth in their first major public battle, squaring off against the small army of Huleans left in the city of Mahasabad. The Huleans are routed before reinforcements can arrive from Gunjab, and Rajah Salmalin Kalkiin thanks the freedom fighters, and offers his assistance in their efforts.

There is much rejoicing as the Followers of Gareth are praised; the Rishiyas are displeased with this. (See Fl. 19, Ya. 4.)

**What This Means:** For the past year, the joint forces have been waging steady war against the Master's armies in the north, and now the mumlyket of Nagpuri is liberated. There has been growing dissension amongst the Freedom Warriors, who have become increasingly associated with Gareth.

The Rishiyas and Himayas of Sind are not happy with this, as they see Gareth's teachings as a threat to their religion and cultural system.

### **FLAURMONT 12, AC 1015: Darokin To the Rescue!**

**Location:** Atruaghin Territories. OW

**Description:** Tiger Clan forces have Atruaghin forces on the run, following the retreat of bolstering goblinoid forces. Just when things look their bleakest, however, Darokin forces - both national forces as well as local Borderlands regions (notably Tenobar) show up to turn the tide. Many men of Darokin seek revenge for Tiger Clan raids during AC 1014. (See Th. 26, Fl. 3; Ya. 10, Ya. 20.)

### **FLAURMONT 13, AC 1015: Bramyra and Tchernovodsk Fall.**

**Location:** Glantri. OW

**Description:** The Ethengarians finally manage to defeat the last defenders of Bramyra. They begin plundering as much as they can from both the town and the rest of the principality. The vast herds of sheep and horses, the main source of income of Bramyra, are all plundered and brought back into the steppes of Ethengar as spoils.

Messengers report that Fort Tchernovodsk also fell to the mighty Ethengarians yesterday. (See Va. 7, Fl. 9; Fl. 15, Fl. 17.)

**What This Means:** Everyone expected Bramyra to fall easily, and it did. Still, Prince Urmahid Krinagar did manage to slow them down an entire four days, which has given the fortress and keeps along the mountain passes and the Ethengar-Glantri border plenty of time to prepare all their defenses.

Prince Urmahid Krinagar is now back in Glantri City with his wives, having teleported out when the town finally fell. The easy conquest of Tchernovodsk is somewhat of a surprise. Jaggar orders the production of his skyships to double its speed. He needs the warships NOW!

### **FLAURMONT 14, AC 1015: Atzanteotl's Assassins Depart.**

**Location:** Issarthyl, Schattenalfheim. HW

**Description:** The huge schattenalfen army, called "Atzanteotl's Assassins," which includes several squadrons of flapsails, departs today

from Issarthyl. Taking the newly completed tunnel to Atacalpa, they will soon begin heading up through the Worldshield toward the Shadow Elves' Kingdom. It will be a long journey.

Work is not over for the mages who created the tunnel, as they accompany the army up through the tunnel - the Schattenalfen need all the magic-users they can get to balance the shadow elves' advantage in that area. Additionally, the tunnelers will be needed once more to connect the annelid tunnel to the shadow elves' tunnels. (See Va. 17, Fl. 10; Ei. 24.)

**What This Means:** A few months ago Schattenalfen spies reported to Queen Catriata that they had found the long lost City of Aengmor. Soon after that Catriata and her generals, with Atzanteotl's encouragement, decided to attack the shadow elves and reclaim their rightfully owned city, so they started preparing this impressive military force. They are now ready to attack the shadow elves, but first they have to get there crossing through over a thousand miles of rock.

### **FLAURMONT 15, AC 1015: The Horde Splits Up.**

**Location:** Bramyra, Glantri. OW

**Description:** Moglai, the Golden Khan of Ethengar, orders his vast horde to split in two. About one third of the warriors are to try and make it through the mountain passes of Bramyra and go straight to Glantri City. The rest are to follow him around the mountains, passing through Boldavia and several other principalities. (See Fl. 9, Fl. 13; Fl. 17, Fl. 20.)

**What This Means:** Moglai has given his men a couple of days to plunder Bramyra and enjoy their easy victory. Now it's time for the real battles. His goal is to destroy Glantri City, so he's sending several of his warriors straight through the mountains to get at it. But Moglai knows that they don't really have a chance, as Ethengarians are the people of the plains, not mountains.

He therefore intends to lead the bulk of his forces all the way around, even if it means he has to pass through the majority of the Glantrian nation to do so. This route will be a

lot more time consuming and bloody, but probably has a better chance of success.

**What The PCs Can Do:** Regardless of which side the PCs are on, they have plenty of war-time adventure opportunities, such as scouting, spying, sabotage, assassinations, and so on that they can get involved in. If they're high ranking members of their society, they can even be the ones in charge, making the war plans and advising their leaders on the best course of action.

**FLAURMONT 17, AC 1015: Blocked at the Pass.**

**Location:** Skullhorn Pass Camp, Glantri. OW

**Description:** The Ethengarian forces trying to break through the mountain passes arrive at Skullhorn Pass Camp. The Glantrians, under the able command of Sir Duncan McGregor, put up an effective defense, preventing the horde from advancing on to the capital. (See Fl. 13, Fl. 15; Fl. 20, Fl. 23.)

**FLAURMONT 19, AC 1015: Huleans Attacked.**

**Location:** Village of Sindri, Jhengal, Sind. OW

**Description:** A small force of Huleans encamped near the city is joined in battle and defeated by members of the Sindhi underground today, helped by rebels from the rajahstan of Jaibul. (See Fl. 12; Ya. 4, Kl. 5.)

**What This Means:** This is the first of many such attacks that will come in the future, directed at the Hulean forces remaining in Sind. It was prompted in large part by the success of the Freedom Warriors and Followers of Gareth in Nagpuri.

**FLAURMONT 19, AC 1015: Taken Prisoner.**

**Location:** Drax Tallen, Denagoth. NW

**Description:** The elven explorers have finally located Drax Tallen. Some Grunalfs are able to infiltrate behind the enemy lines and get a glimpse at the dreaded citadel, a fortified keep that has been rebuilt on the site of an old city in

the middle of the forest. The infiltrates, through the use of magic, camouflage tactics and wits, are able to get rough information about the enemy's strength and plans, and they also discover that a hundred of elves are held prisoners in the dungeons below the keep. After a desperate stealth mission to rescue them, they are caught and imprisoned as well. Only a handful manage to escape and flee southward to report the situation to their leaders in Wendar. Goblinoid forces pursue them all they way back to the border. (See Va. 13, Th. 13, Fl. 4; Ya. 22, Ya. 27.)

**What This Means:** The explorers' mission has come to its end. They have discovered that the Shadowlord exists, that he is in control of Geffron and Lothenar (and possibly of the rest of the Denagothian Plateau) and that he is responsible for the extermination of the elves that once lived there. Unfortunately, while trying to rescue the last survivors, they have fallen into a trap and have been captured. The Shadowlord has purposefully let some of them escape to warn their leaders, because he wants to attract the Alfheimers and the Genalleth elves into his own territory. This is just the spark that will ignite the powder keg of his grand plan.

**What The PCs Can Do:** If they are members of the expedition, they can participate in the exploration of Drax Tallen under stealth and in the rescue mission. No matter how well they will fight, this is a no-win situation: the elves will be caught but they can be those lucky fellows that are allowed to escape.

**FLAURMONT 19, AC 1015: Citizens Devoured.**

**Location:** Ionace, NACE. AS

**Description:** A monster raid at the fringes of Ionace causes the death of two Alphatians.

Commander Broderick recalls some of his troops from Aquas and Bellissaria to Ionace, and makes a call to adventurers and mercenaries to help in clearing Ionace from its most dangerous denizens. There is a bounty on each monster eliminated, with amounts varying according to the exact monster.

**What This Means:** The Council knew the region was infested with monsters when they

decided to choose Ionace as the new capital for the Confederacy, but the city of Sanctuary only suffered from occasional raids at the time. The monsters have become more aggressive lately, devouring citizens and even sometimes organizing daring raids on armed patrols, thus prompting a firm reaction from Broderick.

Baron Norlan is behind the increased attacks, as his agents have been encouraging the numerous monsters that inhabit the isle to raid the humans. They either told them the humans were bound to eradicating them, or simply promised them gold and food to be gained easily.

**What The PCs Can Do:** Become a bounty hunter!

### **FLAURMONT 20, AC 1015: The Spark of Rebellion.**

**Location:** Heldannic Territories. OW and NW

**Description:** Inspired by the successful revolt still going on in Hockstein, several other communities declare their independence from the Heldannic Knights. (See Th. 25, Fl. 3; Kl. 5, Kl. 10.)

**What This Means:** The Heldannic Knights have lost a lot of their prestige and admiration over the years. Now that they've lost their spells, apparently permanently, others are no longer afraid to renounce their leadership.

The towns within the Heldann Freeholds are too close to the Heldannic capital to try such a coup, but the territories farther from Freiburg aren't so restricted. Many of the nobles of Norwold who surrendered to the invading Heldannic Knights now once more reclaim their independence. The minor baronies and counties throughout the mountains and forests easily succeed.

The larger communities of Landfall, Oceansend, and Forton, which also have full contingents of Knights within their walls, have yet to try separating.

### **FLAURMONT 20, AC 1015: Boldavia Besieged.**

**Location:** Boldavia, Glantri. OW

**Description:** Moglai Khan leads his forces into the principality of Boldavia. Along the border, the horsemen encounter several units of Glantrian and Boldavian forces. After several long battles, the Ethengarians get the upper hand, and the Glantrians are forced back into the principality. (See Fl. 15, Fl. 17; Fl. 23, Ya. 4.)

### **FLAURMONT 20, AC 1015: Deimos Unleashes His Army.**

**Location:** Corunglain, Darokin. OW

**Description:** Several bands of a dozen goblinoids pop up throughout the city of Corunglain, raiding and pillaging everything they can get their hands on. By the time the city defenders get organized and begin closing in on the intruders, the goblinoids quickly duck back into the sewer system from which they came. (See Ya. 1, Ya. 10.)

**What This Means:** Having now amassed a large enough horde of goblinoids under his command, Deimos has given the order for them to invade Darokin. With Darokin's forces occupied both in Atruaghin and in Selenica (both because of the raids at Fort Hobart and the fear of invasion from the now hostile Ylaruam), the timing could not be better.

His shadow elf generals led the horde through underground caverns all the way to the city of Corunglain. There, they cast their tunnel shaping magic to open a path into the sewers of the human city.

The goblinoids have now turned the human sewers into their stronghold and will perform surprise hit-and-run tactics for the next several weeks. Unfortunately for the Darokinian Legions, they will be unable to fight the goblinoids head-on in the sewers. Their only solution so far is to increase patrols in the city streets and hope to catch each goblin incursion.

Deimos is a lich who is working for/with Synn. His tower within the Broken Lands, called Sable Tower, has been the gathering point of all goblinoids that have survived the arrival of the shadow elves (and Aengmor) into his own horde of minions. The goblinoids were happy to find a leader to protect them from the elves. Now that his army is large enough, Deimos is

only following Synn's wishes to cause chaos in Darokin by sending them into Corunglain. His generals are rogue/traitor shadow elves that are allied with Synn instead of their own people. [This is the background for the arcade adventure "D&D: Tower of Doom."]

**What The PCs Can Do:** The best they can do is help patrol the streets and reduce the damage that goblinoid raiding parties might cause. Particularly foolhardy PCs might want to go straight down into the sewers and take care of the problem themselves. This will likely result in their deaths as they will be vastly outnumbered, and the shadow elves can easily bring the walls down around them with their magic.

#### **FLAURMONT 21, AC 1015: La Baronia de Entroza.**

**Location:** North of Saragón, along Rio Maldito. SC

**Description:** Senor Filipe Entroza, with a band of mercenaries, declares himself el barón of the land north of Saragón along the Rio Maldito which he calls la Baronia de Entroza. He renames a small village at the fork in the river to Ciudad Nacional (the National City).

**What This Means:** The other baróns do not recognize Entroza's title, but most watch anyway to see if this new "barón" can actually turn the small grassland villages into a Barony. Saragón and Gargaña encourage the bold adventurer, while Narvaez declares various blasphemies and breaking of laws. The other baronies are mostly neutral.

Whether Filipe Entroza manages to succeed or not is up to the DM, but it is highly unlikely that the other baronies will recognize the claim to the land until he can hold it for at least 5 years.

**What The PCs Can Do:** Any PC who helps him out could earn a position of nobility within the new barony, assuming it survives.

#### **FLAURMONT 22, AC 1015: Aryptian Savannah Nears.**

**Location:** North of the Northern Aryptian Savannah, Davania. JC

**Description:** The winds and currents have been favorable for the ship, and Herr Wulf is making good time. One of the crew notices a telltale thinning of the trees along the Jungle Coast, and before long this gives way to scattered hills and grasslands - the beginning of the Northern Aryptian Savannah. Supplies are also beginning to run low. (See Th. 14, Fl. 4; Ya. 10, Ya. 11.)

**What This Means:** Herr Wulf's party has passed the Jungle Coast, and is now north of the plains on far eastern Davania, near the Isle of Cestia. Vanya's Rest is not far now.

#### **FLAURMONT 23, AC 1015: The Not-Quite Alive Army.**

**Location:** Boldavia, Glantri. OW

**Description:** The Ethengarian horde encounters an army moving slowly toward them. There appears to be no leader or tactics involved, just soldiers moving without pause or fear toward the horse warriors. Soon enough, the scouts report what Mogłai feared: it's an army of zombies and skeletons. Still, Mogłai refuses to turn around. The Ethengarians charge the undead. (See Fl. 17, Fl. 20; Ya. 4, Ya. 18.)

**What This Means:** Mogłai knew, thanks to spies and scouts over the past several years, that Boldavia would have forces of undead ready for its defense. He fears them simply because his forces have no special defense against them. Mages and warriors, they can handle, but tireless and fearless undead are another thing. True, his people are very religious, but unfortunately, clerics are far and few in between; most of the clans have shamans instead, and the shamans have no power over the un-living. To the Great Khan, this is the real battle that will determine the fate of Glantri.

**What The PCs Can Do:** This is where the large part of the battle for Glantri will take place, and anyone desiring to make themselves war heroes should probably take part in it.

#### **FLAURMONT 25, AC 1015: First Load of Platinum Sold.**

**Location:** Mining Exchange, Emdur, Gombar. SC



**Description:** Today at the Mining Exchange in Emdur the major component of the first ton of mined material is sold, 45 grams of platinum. This unexpectedly high amount raises a lot of interest in people who have thus far remained skeptical. (See Fl. 9; Fe. 17.)

### **FLAURMONT 28, AC 1015: Super-Hard-Ball Final.**

**Location:** Ionace, NACE. AS

**Description:** The Hard-Ball stadium in Ionace is crowded today despite the increase in monster raids on the island lately. The final is held between the Aquas Seahawks, last year's winners, and the Esterhold Jens, a team made up entirely of freed Jennite slaves from Verdan. Each time they score a goal, the Jens make some steps of their tribal dance, which greatly irritates their opponents, who in turn improvise some steps when they score.

After a hard, disputed match, the Seahawks prevail again. (See Va. 1.)

**What This Means:** The Jennites from Verdan are more xenophobic than ever, and their Hard-Ball team is no exception. They show their distinct cultural heritage by performing tribal dances.

### ***Topic Of The Month: The Invasion Of Glantri***

*This letter was written by Aladshair McCallum, who, although never visiting the front himself, has interviewed many of the wounded returned to Glantri City for details as to what is happening in the war zones.*

It is a day that most people of Glantri have always feared. The day when the barbaric warriors of the steppes mount their horses and ride into our wonderful nation intent on slaying every last woman and child. Everyone in Glantri has grown up with these stories, and all know the grizzly deaths suffered by the peasants during previous invasions of the Ethengarians throughout our history. Of course, if one takes a close look at our history, the Ethengarians never made it pass the Colossus Mounts, and only soldiers defending our land were killed. One wonders where these stories truly come from.

This time, things are different. First of all, there are many settlements on the other side of the Colossus Mounts - settlements that have been plundered by these horse warriors. Bramyra, one of our newest principalities has been all but destroyed, and Boldavia is now facing the full brunt of the invasion. Will the rest of Glantri suffer a similar fate? According to Prince Jaggar, not a chance. There are only two ways for the Ethengarians to reach Glantri City. The first is through Skullhorn Pass, where they don't stand a chance, and the second is by going through Boldavia, Klantyre, and Krondahar, which will severely deplete their forces.

Skullhorn Pass is indeed very well defended. First, the horse warriors must get by Skullhorn Keep. This, unfortunately, they have managed to do when they conquered Bramyra. The real challenge comes when they arrive at Skullhorn Pass Camp.

Skullhorn Pass Camp is located midway through the mountain pass, near the base of Mount Skullhorn, an active volcano that almost continuously releases a plume of hot ash into the air. The camp itself is about 100 feet above the pass, allowing them to rain down arrows and ballistae bolts with ease on the encroaching horse warriors. The greatest defense of the camp, however, comes from Mount Skullhorn itself.

A secondary caldera of the volcano is located just near the camp. This "volcano crater" is filled with water from the runoffs of the mount, forming a lake. A very small plume of ash is released by a small vent in the center of this lake which looks like a mini-volcano island right in the middle. Unlike the major caldera, there isn't enough pressure or force at this vent to send the ash up into the sky. The extremely hot ash therefore falls back down and lands into the lake. The constant mix of this ash into the water gives the lake the consistency of boiling mud. Wizards regularly empty this mud to prevent it from filling up the crater and destroying the lake.

Now, the advantage from this is that engineers have created a dam on the side of the lake that overlooks the mountain pass. I heard that when the Ethengarians charged the pass down below,

Sir Duncan McGregor, the military commander of Skullhorn Pass Camp, gave the order to open the dam. The boiling mud came crashing down the slopes and burned the horse warriors to death. Their screams were apparently horrible until the mud buried them and silenced them forever. The Ethengarians lost over half their men in that one stroke.

In Boldavia, I have not heard as much information as the soldiers stay away from the battle. It appears that hordes of skeletons and zombies are roaming the land, slaying every Ethengarian they encounter. Glantrian soldiers stay as far back as possible from this carnage for fear that the undead might turn on them.

I find this turn of event particularly interesting. The Traladarans have always claimed that Boldavia was a haven for undead, yet Prince Morphail Gorevitch-Wozlany always denied the accusations and dared adventurers to find these rumored undead. I wonder what he'll have to say now that the only reason his principality hasn't been destroyed is because of the horde upon horde of undead holding back the enemy?

## Yarthmont

### **YARTHMONT 1, AC 1015: Goblinoids Invade Darokin.**

**Location:** Corunglain, Darokin. OW

**Description:** A significantly-sized horde of goblinoids jump out of the sewers of Corunglain and make a break for the city walls. Taken by surprise, the defenders are unable to destroy the goblins, and most of them make it outside the city.

Soon enough, the soldiers of Corunglain watch as the goblinoids regroup in the fields just out of arrow reach. Once completed, the horde begins its southward march toward Darokin City. (See Fl. 20; Ya. 10, Ya. 12.)

**What This Means:** The goblins have a clear shot for Darokin City. With the Great Wall completed, the leaders of Darokin were positive that no goblinoid horde would ever be able to march into the Streel Plains, so most military units of the area have been reassigned to more troubled spots (such as the borders with Sind, Atruaghin, the Orclands, and Ylaruam). Now, much to their surprise, such a horde is marching to their capital.

The Darokinians are also surprised from the seemingly advanced tactics these goblinoids are using. They have yet to discover that the leaders of the horde are shadow elves and not just mere orcs or goblins.

This event will put serious doubts as to whether Darokin should continue to expand the Great Wall to Fort Nell, as they begin to wonder if the wall is worth the money placed into it.

**What The PCs Can Do:** They have several options here. First, they can rush ahead of the horde and try to save as many people as possible. There are numerous villages and towns along the Streel River, and hundreds of homesteads belonging to the farmers of Darokin. They will all be easy targets for the goblinoids unless the PCs intervene.

They can also try and race to Darokin or nearby military forts and try to warn them of the coming dangers.

Finally - something the rulers of Corunglain probably haven't thought of - they can take care of Corunglain's goblinoid problem. With the majority of the horde on their way to Darokin City, the stragglers that have remained behind in the sewers should be something a band of well-equipped PCs can handle.

### **YARTHMONT 1, AC 1015: Shifting Trade Winds.**

**Location:** Northern Sea of Dread, Southern Coasts of Brun. OW

**Description:** Throughout the ports of the Known World, Minrothaddan merchants are finding it unusually difficult to conduct trade, even with traditional customers. The volume of trade is down, with the sole exception of their transactions in Thyatian ports. It promises to be a bad year financially for many guilds. Meanwhile, trade for many Darokinian Houses, especially Linton and al-Azrad, are flourishing. Trade volume for Darokinian merchants is nearing record heights as they recover further from war and flood. (See Kl. 21, Fe. 3.)

**What This Means:** This is a natural shift in economic fortunes. The Darokinians are benefiting from the trade concessions Karameikos and other Western Defense League nations granted them, as well as simply from the closer ties that league members have. They find themselves to be natural trading partners. This means they gain, and often at Minrothad's expense. The Minrothaddan merchants are also suffering due to the change in Ylaruam's government. Foreign merchants are finding it more and more difficult to operate in Ylaruam. The Darokinians, because of al-Azrad House's Ylari ties, suffer less from this. This expansion of operations at the expense of the Minrothaddan merchants is not a hostile, or even conscious, policy on the part of the Darokinians, but Minrothad will feel they are threatened by it.

### **YARTHMONT 1, AC 1015: A Historic Discovery.**

**Location:** Andaire, Jafilia, Alphatia. HW

**Description:** After weeks of research and questioning, Alphatian officials uncover the truth about the Kubitts. The Imperial Archives bear documentation of a disappearance of the mage Korubazunth. Further research divulges documents describing his research projects, the details of which point to the Kubitts. Presented with this information, Empress Eriadna orders that the interred Kubitts be treated well. (See Va. 15, Va. 20; Ya. 15, Fe. 22.)

**What This Means:** Since being brought to Andaire, the three Kubitts have been interrogated with spells to learn of their nature, as well as any possible connection to Zandor. Through this, enough information has been gathered to offer the investigators clues that linked them to the Alphatian mage Korubazunth.

Scouring the archives, the investigators uncovered the AY 1220 investigation of the mage's absence. Being Alphatia, it is not uncommon for mages to wander off into seclusion. However, his enemies missed Korubazunth and sent adventurers to investigate his stronghold. This led to an Imperial investigation and documentation of his disappearance and what he was working on. The truth about the Kubitts answers the question of what exactly happened to him.

Eriadna and the investigators are highly interested in the Kubitts. The numbers of created races that have become self-sufficient are limited. Those that have succeeded are special and should be appreciated. Plus, Eriadna is horrified that the Kubitts have based their whole opinion about Alphatians upon one mage and an event that occurred over one thousand years ago.

#### **YARTHMONT 4, AC 1015: Fighting in Gunjab.**

**Location:** Mumlyket of Gunjab, Sind. OW

**Description:** The first of a series of attacks against Hulean encampments in the mumlyket of Gunjab begins today. The Freedom Warriors and Followers of Gareth, increasingly emboldened by their success in Nagpuri and with a steady base of operations, have begun the process of taking back Sind, mumlyket by

mumlyket. The Huleans try to reorganize themselves, but it will take some doing; they have grown sloppy since their conquest in AC 1005. (See Fl. 12, Fl. 19; Kl. 5, Kl. 9.)

**What The PCs Can Do:** Plenty of opportunity for the PCs to get involved in warfare with the oppressive Hulean forces, and attempt to restore Sind to independence.

#### **YARTHMONT 4, AC 1015: Boldavia Reinforced.**

**Location:** Boldavia, Glantri. OW

**Description:** The war against Glantri has been going bad for the Ethengarians for a while now. The undead legions seem endless and tireless. Worse, their own fallen men appear to be joining their ranks to fight against their former friends and family. Even more surprising is the fact that despite a lack of leaders present with the undead, they seem to act as concentrated units following complex commands.

Now, the battle turns for the worse as several forces from the rest of the Glantrian principalities arrive to bolster the units from Boldavia. (See Fl. 20, Fl. 23; Ya. 18, Ya. 20.)

**What This Means:** The undead are indeed being controlled by someone; Prince Morphail Gorevitch-Wozslany himself. It has been rumored that the prince long ago discovered some means of communicating with all of his minions - it turns out these rumors are true.

Still, even the Glantrians are not too sure about these undead. No one seems to know who is commanding them, and the Boldavian officers feign ignorance. They assume it's some over-enthusiastic necromancer from the Great School of Magic. Most units stay back and simply watch the Ethengarians get massacred, preferring not to get involved.

#### **YARTHMONT 4, AC 1015: Dogrel Razed.**

**Location:** Dogrel, Alphatian Neatharum. HW

**Description:** Once again, the town of Dogrel comes under heavy attack. The attacking Neathar are aided by a mage who uses his spells to aid the Neathar in breaching the defensive palisade. With uncanny expertise,

the Neathar systematically wear down the defenders. Eventually the surviving defenders are forced to flee; the few that make it out witness the town being looted and systematically burned.

**What This Means:** Zorok has once again launched an assault. Despite using fewer troops than he had used previously, the attack is successful. This success was mainly due to the advice of Zorok's newest advisor, Zandor. From a distance, Zandor has noted the routines of defenders as well as the town's defenses. With these in mind, he suggests a plan of attack.

Though he isn't a military expert, Zandor's plan is good enough to breach the defenses quickly before the defenders could assemble. The key to the attack is to strike while most of the defenders are eating. Where it is needed, Zandor assists the Neathar with the limited inventory of spells at his disposal, his most vital magical assistance coming from casting a Death Spell upon a grouping a defending mages.

As the battle ends, the Neathar loot the town and free the Neathar slaves from the mines. Zandor secures several spellbooks from the town's resident mages. These spellbooks contain mostly low level spells, none above 5<sup>th</sup> level.

Zandor's key spell, the Death Spell, is gone. He had memorized it while staying with Dogrel; however, he had to depart before recording it into his spellbook. He is steadily rebuilding his own spellbook, and has also accumulated a sizable number of spell scrolls by tearing pages from spellbooks. Despite his available spells, Zandor is still insane and the quality of his spell usage depends upon his mental clarity. (See Th. 27, Fl. 8; Kl. 2, Kl. 11.)

**What The PCs Can Do:** The razing of Dogrel should be obvious and will draw Imperial attention. Zandor's involvement will soon become apparent; Alphantian PCs can use the event as a clue to his whereabouts. Other Alphantian PCs can investigate the town and uncover the secret enslavement policies of Dogrel. PCs working for Dogrel within the town can act as defenders. Neathar PCs can

partake in the attack and will have the opportunity to pursue defenders that escaped.

### **YARTHMONT 5, AC 1015: Jennites Go Underground.**

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

**Description:** Governor Talin of Verdan publicly accuses his brother Kalin, the Governor of Blackrock, to be in the Alphantians' sold. He prompts the true Jennites to take up arms against the evil Alphantians and the traitors. Talin ransacks the palace (he intends to use the money to buy weapons from unscrupulous smugglers) and leads a group of Jennites to the forests of Verdan, from where he plans to launch raids on Alphantians, using hit and run tactics and possibly rallying more Jennites. (See Nu. 14; Ya. 9, Fe. 26.)

### **YARTHMONT 6, AC 1015: Dreaden Lost At Sea.**

**Location:** Thyatis City, Thyatis. OW

**Description:** The cargo ship Dreaden is reported lost at sea. This is the seventh Thyatian ship to disappear since the start of shipping season back in Vattermont (the 25<sup>th</sup>). Sailors begin to fear that the Behemoth, reportedly slain by adventurers, has returned. (See Kl. 14, Fe. 15.)

**What This Means:** Although the Behemoth is indeed still alive (regardless of what bragging adventurers claim), it is not responsible for the recent ship disappearances. Instead, a new threat to the Thyatians has arrived: the mermen of the Twaelar Empire.

### **YARTHMONT 8, AC 1015: Caterpillar Sabotaged.**

**Location:** Pittston, Aegos, Alatian Islands. AS

**Description:** The dwarven team that was to use the gnomish caterpillar today finds it sabotaged. They set up to repairing it, but vital pieces of machinery have been damaged on purpose. The dwarves suspect the Thyatians of treachery and prompt the Minrothaddans to set their own watches. (See Th. 4; Fe. 23, Ei. 10.)

**What This Means:** The Thyatians are indeed behind this sabotage. Since it has been revealed that Alphatia exists in the Hollow World, they have lost interest in it and prefer the pit to stay as it is: unusable. Governor Francesca Egidio reasoned that without their only caterpillar the dwarves would have trouble continuing their work, and so asked a group of Thyatian bullies to do the dirty work. She knew the Thyatians would be suspected, but it was well worth it.

#### **YARTHMONT 9, AC 1015: Kalin vs. Talin.**

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

**Description:** Governor Kalin meets with President Favian Vern to discuss about his brother's acts of a few days ago. Though they both would prefer a peaceful solution, former governor Talin, now rebel leader, gave them no choice. Favian Vern moves to Faraway to rule the province during the troubled times, and sends word to Commander Broderick in Ionace. (See Nu. 14, Ya. 5; Fe. 26, Fy. 3.)

#### **YARTHMONT 10, AC 1015: Cestia Sighted.**

**Location:** West of the Isle of Cestia. JC

**Description:** At midday today, the Isle of Cestia is sighted. Herr Wulf, having had a dream about a great banquet on a beach the night before, demands that the ship make landfall before sunrise tomorrow. (See Fl. 4, Fl. 22; Ya. 11, Kl. 8.)

**What This Means:** Vanya has decided to show Her power once again, and has commanded Her followers on the Isle of Cestia (who call Her Vaati) to leave some preserved goods on the beaches before sunrise. She feels Her champions have served Her well so far, and has decided to reward them.

#### **YARTHMONT 10, AC 1015: Darokin Besieged.**

**Location:** Darokin City, Darokin. OW

**Description:** The horde of goblinoids marching from Corunglain finally reach Darokin City today. The majority of the horde

attack the city, while smaller bands scatter off in every direction to plunder the countryside. (See Fl. 20, Ya. 1; Ya. 12, Ya. 18.)

#### **YARTHMONT 10, AC 1015: Papalotl Back to Azca.**

**Location:** Quauhnhuac, north of Azca. HW

**Description:** Papalotl, using Atruatzin's Mystic Conveyor, returns from the Clans in the Outer world, to his Azcan home, arriving at Quauhnhuac. The Atruatolco living near the ruined city mistake him for Atruatzin arising from Mictlan, the place of the dead, but they are afraid of meeting their mighty king. They send their best hunters to quietly stalk him until he reclaims his throne. (See Fl. 3, Fl. 12; Kl. 4, Fe. 7.)

**What This Means:** After some time spent in the Outer World, like his sponsor Atruatzin before him, Papalotl returns to Azcan Lands to bring to his people the knowledge he has collected during his travels. He is now confident that the Atruaghin Clans have the situation well in their hands, as he made sure that the Great Migration would not turn against their temporary allies, and the evil Atzanteotl-worshipping Tiger Clan is now about to fall before the joint Atruaghin and Darokinian forces.

During his travels, Papalotl has accumulated facts about Azca's true history, and his people's descendants in the outer world. He hopes to convince his people that Atzanteotl is a just great deceiver, who wormed His way into the hearts of the people and turned them against their saviors (Otzitiotl and Kalaktatla) who in fact saved them and created this world for them, never abandoning them.

#### **YARTHMONT 11, AC 1015: The Flintlock Pistol.**

**Location:** Smokestone City, Cimarron. SC

**Description:** The famed halfling jeweler Westron, along with the female dwarf Fredra Smithy, 40 years after inventing the wheellock pistol, release their improved flintlock pistols.

The weapon spreads rapidly among the people of Cimarron, but hardly makes any grounds

into the other baronies at this point, who are just now getting used to the wheellock. (The flintlock's exorbitant price doesn't help the market grow either!) (See Fy. 12, Ei. 2.)

**What This Means:** The wheellocks have been growing very popular among the Savage Baronies and even other nations of the Savage Coast. But many warriors still refused to use them because of their unreliability and the possibility of it exploding in your face. Now, with improved flintlocks, firearms will become even more common amongst the warriors of the area.

Statistics of the flintlock pistol are as follows:

Flintlock Belt Pistol, 500 gp, 2 lbs, S, P, speed 6, 1d8/1d8,

ROF 1, Range: 2/4/6, Note: on a roll of 1, there is only a 10% chance of a backfire causing 1d6 damage to user.

Flintlock Horse Pistol, 750 gp, 3 lbs, S, P, speed 7, 1d10/1d10,

ROF 2/3, Range: 3/6/9, Note: on a roll of 1, there is only a 10% chance of a backfire causing 1d6 damage to user.

Note that flintlocks use all the other standard Savage Coast rules of firearms as detailed in the Savage Coast online manual, notably armor piercing (goes through armor according to range; all/5/2) and the fact that Savage Coast smokepowder DOES NOT backfire even if a 1 is rolled (or the 1 then 10% for flintlocks; the 10% rule is included for those who do not use the NO BACKFIRE rule of the Savage Coast.)

**What The PCs Can Do:** The chaotic Order of the Flame Inheritors would probably try and stop this invention, as it will encourage the use of smokepowder which is dangerous to Inheritors. The more Neutral and Lawful orders (Order of Crimson and Order of the Ruby respectively) would fight to allow the invention despite their personal dislike for it; the rest of the world has the right to do what it wants without their interference. This allows a lot of behind the scenes conflicts over one invention.

## **YARTHMONT 11, AC 1015: A Mysterious Feast.**

**Location:** Near Amanara, Morovoay, Isle of Cestia. JC

**Description:** Herr Wulf's party is surprised to find a small pile of nuts, fruits, and dried fish waiting for them. The items are gratefully taken to the ship, which now heads back west for the Davanian coast, and towards Vanya's Rest. (See Fl. 22, Ya. 10; Kl. 8, Kl. 9.)

**What This Means:** Vanya's worshipers have left the food as commanded, and Herr Wulf's party has taken it so that the journey can continue without further delays.

## **YARTHMONT 12, AC 1015: Immigration.**

**Location:** Five Shires. OW

**Description:** Mercantile trade begins to flourish in the Five Shires as foreigners begin to slowly move in. Some hin begin to become a bit edgy at the increasing number of non-hin in the Shires. (See Va. 20, Fl. 3; Kl. 8, Kl. 22.)

## **YARTHMONT 12, AC 1015: Goblinoids Defeated.**

**Location:** Darokin City, Darokin. OW

**Description:** The First Army of Darokin City finally defeats the goblins attacking their city. Although they are victorious in destroying the horde, a large number of goblinoids still survive. Most have retreated into the surrounding countryside, while a few actually made it into the sewers of Darokin City. (See Ya. 1, Ya. 10; Ya. 18, Kl. 1.)

**What This Means:** Deimos's - and hence Synn's - plan of causing chaos in Darokin has been brought to a halt. Although there are still plenty of goblinoids throughout the land to cause trouble, there are far too few to proceed along the lines Deimos had planned.

All except for two of the shadow elf leaders return to Sable Tower. One remains in Darokin's sewers, while the other in Corunglain's. The two that remain do their best to lead the goblinoids that are left in the area.

### **YARTHMONT 15, AC 1015: Joint Polar Expedition Sets Sail.**

**Location:** Mirros, Karameikos. OW

**Description:** The Joint Polar Expedition leaves Karameikos for the Hollow World on board of the Concordia. The skyship's departure is the occasion of rejoicing in the streets of Mirros, as King Stefan issued a day of celebration. (See Th. 15; Kl. 2, Fy. 9.)

**What This Means:** This is a joint expedition from Karameikos and the NACE to the Hollow World and especially to Alphatia.

The captain of the ship and leader of the expedition is Nikolai Delarius, the young man of mixed Thyatian and Traladaran descent who was the leader of last year's Karameikan Polar Expedition; some of his comrades have joined the new expedition team as well. Claransa the Seer, who is longing for adventure and journals to write, also joins as Counselor Exceptional. A Karameikan diplomat, who is willing to stay for a long time in the Hollow World, is sent along to act as Karameikos's ambassador to Alphatia and address any other event there on his king's behalf.

Unknown to all but Baron Norlan, a Qeodharian spy has managed to pose as an Alphatian sailor; his mission is to learn all he can about the Hollow World as well as wreaking as much havoc as possible.

For now, the Concordia is bound to Ionace where she will pick up a diplomat from the NACE.

### **YARTHMONT 15, AC 1015: Looking For Allies.**

**Location:** Topolodzhik, City State of Zagora. SC

**Description:** Stephan Karvich, the exiled regent of Nova Svoga, secretly meets with envoys of Margrave Munte III of Zagora in the village of Topolodzhik. Stephan Karvich is looking for allies in order to take back Nova Svoga from the Huleans. (See Ka. 21)

**What This Means:** Last year Stephan Karvich found unexpected allies in the Dark Fang orcs led by Thurgg, the orc who worships Gareth, but he knows that he needs more (and better

equipped) warriors to wrestle Nova Svoga back from the Master's grasp. Zagora's warriors are an obvious choice, since they're renowned for their bravery. Moreover both Karvich and Munte III know that Zagora will be the next target of Hule.

### **YARTHMONT 18, AC 1015: Ragnar the Pirate?**

**Location:** Ostland. OW

**Description:** Ostman forces, which have been steadily losing the war with the ruling Cnute clan, are joined today by a fleet of Soderfjord ships, led by King Ragnar the Stout. The tide has turned once more, and it looks like the civil war in Ostland will last a while longer. (See Th. 15, Fl. 7; Am. 6, Am. 10.)

**What This Means:** Ragnar has long promised the Ostman clans that he would aid them when they decided to rebel... at least, according to his timetable. Riding high on his successes against goblinoids last year, and ever eager to get on the good side of a possible ally - provided the Ostman clans win - he has come to their aid. Additionally, as the King of Soderfjord, he is able to field a much larger force than he would have in years previous.

### **YARTHMONT 18, AC 1015: Undead Change Sides.**

**Location:** Boldavia, Glantri. OW

**Description:** The horde of undead that was attacking the Ethengarians advances upon a Glantrian encampment. They rout the surprised units - comprised mainly of Averoignans and Boldavians - who expected them to continue on after the Ethengarians. (See Fl. 23, Ya. 4; Ya. 20.)

**What This Means:** As the Glantrians feared, the undead seem to indeed be controlled by some third party. Their units must now defend themselves against the Ethengarians and the undead. Unfortunately for them, the Glantrians have as few clerics as the Ethengarians do.

The battle has now turned into a three-way war Glantrians-Ethengarians-Undead. This once



again gives the Ethengarians an even footing against the Glantrians.

### **YARTHMONT 18, AC 1015: Darokin's Bounty Hunting.**

**Location:** Darokin City, Darokin. OW

**Description:** Chancellor Corwyn Mauntea, leader of the Republic of Darokin, announces a bounty on the head of any goblinoid slain within the Heartlands of Darokin. (See Ya. 10, Ya. 12; Kl. 1.)

**What This Means:** Despite having defeated the horde, the goblinoids are still a problem. Darokin City, as well as Corunglain, still has goblins living within their sewers who continuously raid and plunder every night. Mauntea wishes to solve the problem as quickly as possible, and that means hiring adventurers to clear the sewers.

The adventurers should eventually discover the shadow elf leading the goblinoids, and from him learn about Sable Tower and Deimos (although not necessarily the fact that he's a lich). Mauntea will then fund a party to go to Sable Tower and destroy this Deimos who is in charge of the goblins.

**What The PCs Can Do:** They can be the ones who discover the shadow elf, learn about Deimos, and then are hired to travel to the Broken Lands to find Sable Tower. The exact location of Sable Tower is up to the individual DM, although it should be somewhere in the western Broken Lands.

The storyline of the arcade game - "D&D: Tower of Doom" - goes something like this: The PCs, while visiting Athenos for one reason or another, are attacked by a minor horde of goblinoids that left the main group attacking Darokin City. They then go to Darokin City just in time for Chancellor Corwyn Mauntea to hire them. They proceed to clear the sewers and learn that the problem comes from the Broken Lands. They proceed to Corunglain (on the way to the Broken Lands), clear the sewers there and defeat the Shadow Elf, learning from him about Sable Tower and Deimos. Then it's off to Sable Tower.

### **YARTHMONT 19, AC 1015: Stampede!**

**Location:** Village of Kandaputra, Jalawar, Sind. OW

**Description:** The Royal Elephant Grounds of Kandaputra are overrun by the forces of Hool's Great Migration today. The Himayas and their troops that guard the region fight hard to fend off the goblinoids, but there are too many of them. The village is devastated, pens are opened, and elephants run amok. It will take weeks to track down and recapture all the elephants, and to repair the damage done by the goblinoids. (See Th. 26, Fl. 3; Kl. 2. Kl. 6.)

**What This Means:** The Great Migration has struck westwards once more. This is but the first of many raids they will wage against inhabitants of Jalawar over the coming weeks. The sparsely inhabited grasslands make an ideal raiding area for the goblinoids, as an organized defense is very difficult to come up with.

Hool is also pleased with the new mounts for his army, for they have managed to capture a number of the Sindhi elephants, which will be used to devastating effect as mounts and bases for goblinoid war machines.

### **YARTHMONT 20, AC 1015: Council of Princes Meets.**

**Location:** Glantri City, Glantri. OW

**Description:** The Council of Princes holds a secret meeting in which they demand that Prince Morphail Gorevitch-Woszlan explain why he turned his undead against the Glantrian forces. The other princes inform him that they are very aware that he controls them, despite the vampire prince's attempt to hide that knowledge.

Prince Morphail informs them that he did, at first, control the undead thanks to his necromantic magic. Now, however, they seem to have broken free and are acting completely independent. After all, why would he have them attack his own forces?

Jaggar immediately assumes that the Ethengarian shamans must have created a new spell to break the mage's link over the undead. Morphail claims it is possible, although

unlikely. He believes only a very powerful wizard could have pulled it off, not a lowly shaman.

Although no one outright accuses anyone, both Jaggar and Malachie stare toward Dolores. She simply smiles and shrugs. (See Ya. 4, Ya. 18; Kl. 11, Kl. 19.)

**What This Means:** As typical to Glantrian life, this is a plot within a plot within a plot. First of all, Prince Morphail is still in complete control of the undead. He had them attack his own troops just to place suspicions on someone else.

The idea came to him from Dolores Hillsbury. She tried to convince the Prince to pull back his undead legions, allowing the Ethengarians to pass and enter Glantri. Her reasoning behind this was that the next principality to fall would be Klantyre - the domain of Morphail's rival, Brannart. Once Brannart's land was destroyed, Dolores would bring her secret forces to stop the Ethengarians from advancing, and Morphail could bring his undead from behind to trap them. They could kill off the Ethengarians once and for all. Of course, Dolores has no secret forces. Synn simply wants more chaos to enter the land of Glantri.

Still, Morphail knew that if he pulled back his minions, the other princes would know he was letting the enemy in. Having shown how brilliant a tactician he was during the war with Alphatia, there is no way the Council would believe the Ethengarians outsmarted him and got into Glantri. So he devised another mean; he "lost" control of his forces.

Now Morphail hopes the Ethengarians will run rampant into Klantyre, causing Brannart more headaches than he can handle. Of course, the Prince of Boldavia has already evacuated most of his treasure and people into the Wendarian ranges where he believes they will be safe from the horde. He therefore has nothing to lose himself in his own Principality.

Next came the final blow. Morphail hinted that a powerful mage must have taken control of the undead. This was to cause dissension among the Council of Princes. And it worked. Both Malachie and Jaggar firmly believe that Dolores is behind it somehow, causing them to

concentrate more spying activity to stop and defy her. Morphail has known about their desire to bring her down and was counting on their reaction. Morphail has always viewed Dolores as a potential rival should her power grew, so if he can discredit her more, all the better.

Dolores is smiling simply because she realizes the excellent maneuver Morphail has just made. She can't believe she's been outsmarted. Any claims she makes about Morphail will simply leak loose the information how she wanted the Ethengarians to break into Glantri, placing her in even more trouble. She's beaten, and knows it. The end result causes chaos none the less, so she's still happy about it regardless. Her revenge on Morphail can wait until later.

## **YARTHMONT 20, AC 1015: Tiger Clan Surrenders.**

**Location:** Atruaghin Territories. OW

**Description:** King Naravipa Dagger Tooth officially surrenders to joint Darokinian/Atruaghin forces today, rather than continue the bloodshed. Over the next few days, he will sit down with representatives of the other Atruaghin Clans and the DDC to negotiate peace treaties between the nations. Then he and his people can set about attempting to recover after long months of fighting. (Fl. 12, Ya. 10)

**What This Means:** The Tiger Clan's situation has been hopeless for a while now, but the priesthood of Atzanteotl continued to drive the people to fight. Finally, the king decided he had enough, and overruled the priesthood in favor of his people. This will undoubtedly have severe consequences, possibly resulting in civil war among the Tiger Clan, but Naravipa feels it was necessary. This is a major loss for his people, but a major gain for the rest of the Children of Atruaghin and Darokin.

On another level, a rift has been caused between the Immortals Atzanteotl and his disciple Danel Tigerstripes. Danel finally sees Atzanteotl for the callous, uncaring Immortal he is, and will take measures to protect his people from him.

## **YARTHMONT 22, AC 1015: Back to Safety.**

**Location:** Forest of the Curse, Wendar. OW

**Description:** The explorers who survived the trek back home arrive today in the Forest of the Curse and inform the clanleaders of the situation in the Forest of Geffron. A meeting is immediately called upon by the Alfheimers, who state the problem to the Wendarians as well. (See Th. 13, Fl. 19; Ya. 27, Kl. 2.)

**What This Means:** The survivors of the expedition have come back swiftly thanks to the improvement of the weather conditions (it's now late spring) and to the unknown "help" of the Shadowlord, who has ordered his troops to let them pass. They have reported their discoveries to the Clanmasters, who are obviously horrified and worried about the facts. Their primary concern will now be the rescue of the elven prisoners and they have called upon a state meeting to ask for the help of the Wendarians.

## **YARTHMONT 27, AC 1015: State Meeting in Wendar City.**

**Location:** Wendar City, Wendar. OW

**Description:** The State Meeting is held in Wendar City, with every major clan and townleader (humans included) participating. After the explorers have exposed the facts, the Wendarian elven and human leaders express their disgust and concern about the Shadowlord's actions, but they don't want to take any measures against Denagoth out of fear of another bloody war.

The Alfheimers are astounded by this show of egoism and cowardice of the Wendarian folk, and publicly decide to take the matter into their own hands. (See Th. 9, Fl. 19, Ya. 22; Kl. 2, Kl. 10, Fe. 18.)

**What This Means:** Genalleth elves suspected about the fate of their brethren, but never took any direct action against the Denagothians so as not to risk another bloody war with that ruthless folk. As for the Wendarian humans, they don't think it's worth the risk to help a bunch of foreign elves against a powerful opponent such as the Shadowlord. All in all, the Wendarians are now too scared or too

concerned about their inner racial problems to support any action in a foreign country, especially if it comes from the Alfheimers and is directed against Denagoth. Once again, the Church of Idris's policy is dividing the Wendarians, so the Alfheimers have decided to solve the problem by themselves.

## ***Topic Of The Month: Goblinoids' Effects On Darokin's Economy***

*By Greenleaf Vickers, head of Umbarth House, seventh richest House of Darokin.*

Alas, it seems that Umbarth House might finally fall from its position as one of the wealthiest merchant House of Darokin. We took a hard blow last decade, as did most Houses, during the invasion by Hule. Yet, the other Houses soon recovered, while we lost our lucrative business with the now-exiled elves of Alfheim. The loss was significant, but not enough to ruin the House of Umbarth.

But now the shadow elves, may Asterius curse them, have taken over much of the Broken Lands and prevent our merchants from reaching our other main markets, notably those of Ethengar and Glantri. To make matters worse, those that do get through hardly find any market since those two very nations are now at war with one another.

Our only recourse was to concentrate on our local trade along the Streel Valley. What other choice was there, when most of markets of other nations are firmly under control by the other great Houses? We might have been able to survive with this, especially if I pulled in favors that many a merchants owes me or Umbarth House, but alas, it was not the end of our problems.

Goblinoids have somehow managed to enter our land and now rampage and pillage across the Streel Plains. Agricultural lands are destroyed, villages in which we trade in were burned down, and many of my caravans were also taken. Have I done something do offend You, oh great Asterius? Surely I must have for You to destroy Umbarth House so quickly.

Sadly, Umbarth House is not the only House to suffer by this. All of Darokin is being negatively affected. Many of the small Houses that thrive with their trade between Corunglain and Darokin City will probably be financially ruined before the goblinoids are dealt with. Toney House has lost its major farms in the area, destroying the profitable agricultural deals they had. Pennydown House is also suffering with its lost trade to Corunglain, although shipments to Selenica still get through.

Corun House has probably suffered the most. With their base in the city of Corunglain, most of their shipments must have been cut off. Many of their businesses in that town will suffer greatly if goods don't arrive soon. And just think of all the money they placed into the Great Darokin Wall just to learn that the goblinoids can still get through. Admittedly, the government did finance a large part of it, but Corun House was responsible for almost all of the non-government payments for its construction. I believe Corun House will probably fall to fifth or six richest House by the next Great Reckoning.

Even when this is all over, there will be many repercussions to deal with. All the farms and villages will have to be rebuilt. Worse, Darokin will probably have to import food so that there will be enough for the winter. I expect the price of food to increase again, a burden most families cannot deal with anymore. This is just one more major setback for Darokin's recovery ever since Hule invaded our land.

## **Klarmont**

### **KLARMONT 1, AC 1015: Ierendi Crown Tourney.**

**Location:** Ierendi. OW

**Description:** The two contestants with the highest scores in today's Royal Tournament of Adventurers become King and Queen of Ierendi for a year. This year is as exciting as the rest of them as the most famous adventurers from around the world compete fiercely for the title.

At one point during the competition, a woman in the crowd goes into labor. The adventurers stop their tourney and rush to aid the woman, as do a few others in the crowd. The child is born without any problems thanks to the help of Reston (King until yesterday and current competitor) and Joshuan Gallidox (who was in the crowd). Reston and the other adventurers who helped are given extra points by the judges for their heroic deeds and sacrifice of time from the Tourney.

The young woman is often called "Strawberry" by the locals due to her gardening skills at growing the fruit. As for the name and gender of the child, you'll just have to ask Strawberry.

**What The PCs Can Do:** They can also participate in the birth of Strawberry's child if they are present.

Also, they can be in the Crown Tourney, trying to win the crown for a year. If no PC male manages to claim the throne, then Reston will win for another year, extending his all time record of victories.

### **KLARMONT 1, AC 1015: Deimos Defeated.**

**Location:** Sable Tower, Broken Lands. OW

**Description:** A group of adventurers discover Sable Tower and confront the lich Deimos. After a great magical battle, the lich is destroyed. Sable Tower comes crashing to the ground soon afterwards. (See Ya. 12, Ya. 18.)

**What This Means:** Synn has just lost a powerful pawn, and her plans on Darokin will be put on halt for several years. If she discovers the identity of the adventurers who

killed Deimos, she will probably try to end their lives as quickly as possible.

With Deimos gone, the surviving shadow elves allied with Synn (about a dozen of them) return to Fenswick. The goblinoid problem in Darokin should come to a quick conclusion now that they are without leadership.

**What The PCs Can Do:** They can be the adventurers who find Sable Tower and defeat Deimos. The exact location of Sable Tower is left up to the individual DM.

### **KLARMONT 2, AC 1015: A Rift Between Allies.**

**Location:** Toralai Territory, Neathar Lands. HW

**Description:** Over a midday meal, Zandor and Zorok discuss the situation between the Neathar and Alphasians. Once again, Zorok proposes an attack on Haldemar. As before, Zandor opposes the assault. Zorok tries to argue the matter but is cut off by Zandor who tells him that such an assault would prove disastrous towards the Neathar. Zorok asks him to explain. Sighing, Zandor offers to demonstrate.

Gathering his belongings, Zandor leads Zorok outside. Casting a spell upon himself, Zandor rises into the air. From this vantage point, he unleashes a series of spells upon the Neathar encampment. The spells destroy tents and kill and injure several Neathar, while several others are transformed in wild beasts.

From above, Zandor yells down to a horrified Zorok telling him that this is just a taste of what Alphasia is capable of. Zandor then yells taunting remarks to Zorok, chiding him as a fool. Zorok cries out that he had thought that Zandor was an ally, but Zandor responds that he has used him to gain the spellbooks in Dogrel. After admiring his work for a brief moment, Zandor flies off into the distance. (See Fl. 8, Ya. 4; Kl. 11, Kl. 16.)

**What This Means:** Zandor has gained what he wanted from Zorok and the Neathar, spellbooks. Gaining these, his patience with his host has steadily diminished. When Zorok began arguing the matter of assaulting Haldemar, Zandor decided to show Zorok the

power potential of Alphatia. He had intended to cast a Fireball and destroy a tent or two. However, he became enthralled at the destruction and let loose with a full barrage of spells.

Casting the majority of his offensive spells, Zandor opted to depart so he could memorize them. Being Zandor he could not leave without chastising Zorok and citing his own superiority. His ego satisfied, Zandor then flew off to find a safe spot to rebuild his spell inventory. His course is directed by a voice in his head, that of Nyx, and it tells him to fly towards the Lands of the Gentle Folk.

### **KLARMONT 2, AC 1015: Showdown at Sambah.**

**Location:** Town of Sambah, Jalawar, Sind. OW

**Description:** Hool's Great Migration attempts to sack the town of Sambah, after having spent the past week or so raiding small family settlements in the grasslands of Jalawar, and playing hit and run with Jalawar forces. Unfortunately for Hool, Sambah is home to a large encampment of Hulean forces, with orders from the Master to put an end to the goblinoid menace. The two forces clash inside and outside of the town. (See Fl. 3, Ya. 19; Kl. 6, Kl. 26.)

### **KLARMONT 2, AC 1015: Concordia Halts at Ionace.**

**Location:** Ionace, NACE. AS

**Description:** The Concordia stops at the capital of Ionace to pick up the Alphatian diplomat. There, they learn that the better way to pass through the anti-magic zone is by going out of the Shyshield into the void, then plunge into the hole between the worlds and pray Razud for his assistance. The Alphasians propose to provide the crew with enough airmasks within the shortest time. (See Th. 15, Ya. 15; Fy. 9, Am. 13.)

**What This Means:** The Alphasians have no knowledge about Haldemar's exact tactic (using the ripstorms near Green Bay, and using Leo's mechanical device), though they have partial reports from Talasar. They know,

however, that going into the void is deadly without airmasks or an especially enchanted skyship. Unfortunately, the Concordia does not have the proper enchantments (the Alphasian skyship stolen by the Karameikans and the Heldannic Knights had). Getting enough airmasks will take some time, however, as the Alphasians don't have enough in reserve. They will make some and buy everything the gnomes of Serraine are willing to trade.

### **KLARMONT 2, AC 1015: Honor Crusade Issued.**

**Location:** Forest of the Curse, Wendar. OW

**Description:** After a brief private meeting, the Clanleaders of the Alfheimers agree that if there is no place for them in Wendar, then they will carve out a new dominion of their own claiming back the forests of Denagoth as their rightful legacy from the Geffronells. Clanmasters Durifern and Beasthunter issue the Honor Crusade to retake Geffron, and indeed many elves (not only Alfheimers) respond.

Somewhere else, a dark figure caresses the skull of a dragon while staring at the scenes passing on a strangely carved mirror. (See Ya. 22, Ya. 27; Kl. 10, Fe. 1.)

**What This Means:** The Alfheimers have had enough of the Wendarian hostility and cowardice and think it's time to act for the pride of their race. The memory of their exodus from Canolbarth is still burning in their hearts, and this seems the right opportunity to feel alive and united again. They want to find a new home, to avenge their brethren but above all to show the world and themselves that they are as fearless and brave as they've always been.

As for the mysterious figure, this is the person who's behind the troubles Wendar is having and is about to experience in the near future. However, its identity will remain hidden for now.

### **KLARMONT 3, AC 1015: The Advance Is Halted.**

**Location:** South of Get-ka, Nithia. HW

**Description:** A host of Nithian soldiers meets a smaller group of invaders just south of Get-ka, on the Nithian mainland. The force is met, and after several hours of hard fighting, repulsed by the defenders. Reduced to half of their original number, the mysterious invaders pull back across the river, to take up defensive positions around the village of Get-ka.

The Nithians do not find any living enemies to interrogate among the wounded. (See Ya. 12, Ya. 28; Kl. 10, Fe. 20.)

**What This Means:** After almost a month of setbacks, the Nithian army has sufficiently recovered from the shock of the surprise attack to halt the advance of the mysterious invaders, and begin to turn the tide. The Senkhites will now be on the offensive.

#### **KLARMONT 4, AC 1015: Papalotl Saves Children.**

**Location:** Countryside near Taxutlan, Azca. HW

**Description:** Papalotl scares away a tiger that was attacking a group of Azcan children. The beast, later aggrandized as actually being a weretiger, reportedly flees as Papalotl utters the name of Quetzalcoatl. (See Ya. 10; Fe. 7, Fe. 16.)

**What This Means:** Papalotl is seen by many Azcans as a protector of the youth. By scaring the beast away and calling upon Quetzalcoatl, the nameless, he establishes a religious aura deeply rooted in the Azcan folklore.

#### **KLARMONT 5, AC 1015: The Master Strikes Back.**

**Location:** Raneshwar, Gunjab, Sind. OW

**Description:** The forces of the Master of Hule, drawn from nearby Kadash and Peshmir, have finally organized to strike at the resistance movement, now operating out of Raneshwar. The rebels have been spending the past month getting rested and equipped, and they are more than ready for the Hulean forces. The siege of Raneshwar begins. (See Fl. 19, Ya. 4; Kl. 9, Kl. 10.)

**What This Means:** The underground have made their base in the beleaguered town of

Raneshwar. They are aided by the rajah of Nagpuri, as well as by secret allies from Darokin. Both the Freedom Warriors and the Followers of Gareth have grown in strength, bolstered by Sindhi from Nagpuri.

#### **KLARMONT 5, AC 1015: Oceansend Declares Independence.**

**Location:** Oceansend, New Heldannic Territories. NW

**Description:** Early in the morning, Councilor Olaf Yarrvikson barges into Governor-General Hermann Adalard meeting room with 30 armed men behind him. The former king demands that Adalard immediately surrender control of Oceansend to him. Outnumbered and out-armed, the Heldannic leaders surrender.

Meanwhile, large militia forces attack the various Heldannic barracks throughout the city. The Heldannic Knights start organizing their defense when they discover that most of the ballistae pointed into the city have been sabotaged. Even worse, the peasant mobs are very well armed.

The Heldannic Knights manage to hold their own and even start winning against the Oceansenders. But their hard-earned victories are destroyed when several contingents of Rocktooth Dwarves suddenly appear within the city walls and attack the Knights. When word reaches the Knights that their commanders have been captured, most surrender.

By midday, Olaf Yarrvikson announces that Oceansend is free once more, and that he is again their rightful king. (See Fl. 3, Fl. 20; Kl. 10, Fe. 2.)

**What This Means:** The Heldannic Knights have just lost their most important stronghold in Norwold. The news will be a terrible blow to the commanders back in Freiburg. The Fifth and Sixth Division of the Glory of Vanya had been sent to reinforce the soldiers already there to prevent just such an incident. Yet still, they failed.

What they hadn't counted on were the Rocktooth Dwarves of Kildorkak. For the past couple of years, the dwarves had been

smuggling weapons into Oceansend, but the Knights never could figure out how. It seems that there is an underground entrance to the city sewers, which the dwarves have expended into several connecting tunnels. When the Heldannic Knights began torturing every dwarf they found - believing them to all be weapon smugglers - the Rocktooth Dwarves vowed to help overthrow the tyrant rulers.

Olaf Yarrvikson was able to bring a couple dozen loyal followers into the palace unnoticed and easily staged the coup from there. As for the sabotage, a few of Oceansend's mages specialized in invisibility spells working in conjunction with members of the Dark Mask (the local thieves' guild) accomplished them all the night before. The Dark Masks suffered greatly under the Heldannic banner as the Knights were very effective at controlling crime, so they decided to throw in their lot with the rebels.

Now, 2,500 Knights are dragged and chained up in the dungeons of the palace.

**What The PCs Can Do:** If in Oceansend, they can affect the outcome of the battle in the streets of the city. Unless they happen to be very highly regarded by Olaf Yarrvikson or Hermann Adalard, it is unlikely that they can prevent Yarrvikson from capturing Adalard and hence ultimately regaining control of the city.

### **KLARMONT 6, AC 1015: Hool Captured!**

**Location:** Town of Sambay, Jalawar, Sind. OW

**Description:** The siege of Sambay comes to an end today in a decisive battle between Hulean forces and those of the Great Migration. During the engagement, the Supreme Hool attempts a daring strike against the defenders, only to fail dramatically. Most of his strike force is killed, and Hool himself is captured. Leadership of the disorganized Great Migration falls onto the shoulders of the not-entirely-sane Nizam Pasha, who immediately orders a retreat from the field. (See Ya. 19, Kl. 2; Kl. 26, Fe. 11.)

**What This Means:** This is a devastating blow to the Great Migration once again. Numbering

about 6,000, with maybe 50% of those fighting forces, they will have a hard trek attempting to get out of Jalawar. Nizam retreats to the north, onto the sparsely populated grasslands, but he is harried by Hulean forces for much of the way. Even worse, there is dissent amongst the ranks about the change in leadership; Nizam is not nearly as charismatic a leader as Hool.

**What The PCs Can Do:** There is ample opportunity for PC involvement, either as members of the besieging Great Migration, or as inhabitants of Sambay, trying to defend themselves from the goblinoid siege.

### **KLARMONT 8, AC 1015: Harpooned Halfling Happenings.**

**Location:** Five Shires. OW

**Description:** Several halflings throughout the land have been disappearing without a trace. No remains are left behind, and no tracks are left on the ground to follow. The increase in foreigners in the area gives too many suspects for the Kronadar (local Hin watch) to suspect anyone in particular. (See Fl. 3, Ya. 12; Kl. 22, Fe. 15.)

**What This Means:** Several Glantrian mages have been promised admission into the Great School of Magic if they bring at least twenty living halflings to Marsheem. They are using a flying raft to scoop up the halflings and disappear "without a trace."

Marsheem is actually an agent of Synn and is following orders to further isolate Glantri from the rest of the world. He doesn't expect the hirelings to succeed, but if they do, they could be useful to Synn - especially if she learns about Blackflame.

Those who own GAZ 8 - The Five Shires, are encouraged to use adventure #6: The Harpooned Halflings Happenings for a better description of this adventure.

**What The PCs Can Do:** They can discover the Glantrian kidnappers and free the halflings. Once they know of the details, the Sheriffs of the Shires send a formal protest to Glantri. With a cold reminder of the events in Eirmont 1012 Glantri states that if the Five Shires "is experiencing difficulties with 'Glantrian



kidnappers,' it's not due to any activities sanctioned by the Princes of Glantri. Besides we're too busy with those barbaric Ethengarians to care."

Diplomatic relations would become very strained.

### **KLARMONT 8, AC 1015: Arrival at Vanya's Rest.**

**Location:** Vanya's Rest, eastern Davania. JC

**Description:** Herr Wulf's ship finally reaches Vanya's Rest, amid much surprise from the Knights stationed here. Upon disembarking, he arranges to meet the fort's commander, and informs him that he has received orders from Vanya to commence a quest without delay, which will require the aid of a select group of soldiers stationed here, as well as the party he brought with him. He plans to make a formal announcement first thing tomorrow morning. (See Ya. 10, Ya. 11; Kl. 9, Kl. 15.)

**What This Means:** Herr Wulf is merely following Vanya's orders, now that he has reached his destination. He plans to gather the best soldiers stationed here to accompany him and his party towards the interior, where he knows the hated Milenians live.

### **KLARMONT 9, AC 1015: The Heretics of Ixion.**

**Location:** Puerto Morillos, Narvaez. SC

**Description:** Barón Hugo of Narvaez, to defuse the tension growing between the Afflicted and those not Afflicted, declares all Afflicted blasphemers toward Ixion. They have been punished by the great Immortal, and should be treated as less than people.

The Inquisitors begin a purge of the Afflicted, causing many to flee to other Baronies. (See Va. 10, Th. 12; Kl. 12.)

**What This Means:** In the religious lands of Narvaez, being an Afflicted is now as good as a death sentence. In fact, many of the Inquisitors lead holy crusades against the Afflicted, killing them without even the benefit of a trial (not that a trial actually saved anyone accused by the Inquisitors).

The Barón decided upon this course after much pressure from the religious leaders of his nation. Being a reverent man, Barón Hugo agreed to follow the will of Ixion. Little do they know, but even the priests of Ixion have been manipulated into this by several Narvaezan Fiends (see Monstrous Compendium - Savage Coast Appendix). They're completely ecstatic with the fear and hatred running rampant throughout the barony.

### **KLARMONT 9, AC 1015: The Crusade Begins.**

**Location:** Vanya's Rest, eastern Davania. JC

**Description:** Herr Wulf delivers a speech this morning outlining his divine mission from Vanya - nothing less than a crusade against the Milenians to the far west. He shares the knowledge that Vanya imparted to him before his quest began - that the descendants of those people who opposed Her in life still exist. He asks for 200 dedicated Knights to accompany him and his chosen party on this journey to restore the honor of the Heldannic Order. The enthusiasm is so great that he is forced to pick among those wishing to go, and before noon today, preparations begin for the journey that is to begin that afternoon. (See Ya. 11, Kl. 8; Kl. 15, Fe. 9.)

**What This Means:** Herr Wulf has imparted some of the knowledge given to him by Vanya, and he managed to be persuasive enough that he will have a small army accompany him and his party.

**What The PCs Can Do:** The players may listen to the speech and be inspired, or they may ignore it. Afterwards, they will more than likely be pressed into service; the small army requires ample supplies for itself and the war horses that will be ridden.

### **KLARMONT 9, AC 1015: Vestland Makes a Petition.**

**Location:** Darokin City, Darokin. OW

**Description:** Emissaries from Vestland make a petition to representatives of the Western Defense League in Darokin today. They request that Vestland be allowed to join the

WDL along with other of the Old World nations. The WDL deliberates, but it seems likely they will grant Vestland's request.

**What This Means:** Vestland rulers are increasingly concerned about their nation. Warmongering Ethengarians and Heldannic Knights to the west of them, and now the Ostland and Soderfjord uprisings in the south and east. They desire the added protection and support that the WDL can provide them with. The WDL is intrigued by the offer. They have already lost two members in recent years - Ylaruam and Rockhome - and are eager to increase their influence.

#### **KLARMONT 9, AC 1015: Breaking the Siege.**

**Location:** Raneshwar, Gunjab, Sind. OW

**Description:** In an attempt to break the ongoing siege, it is decided that a small force of rebels, led by Anand Brishnapur and Sitara Rohini of the Garethians, will leave the city and draw off a portion of the Hulean troops. They manage to escape the city, but the plan backfires; as the escaping army turns to trap their besiegers in a two front attack, they are surprised to learn that reinforcements for the Huleans, sent directly from the capital of Sayr Ulan, are fast approaching. They are caught between the two armies, and things look bad. (See Ya. 4, Kl. 5; Kl. 10, Kl. 11.)

**What This Means:** This is actually a bit of double dealing by the Himayas of the Freedom Warriors. They were informed of the approach of the reinforcements by allies in the palace of the rajadhiraja. Figuring that this was a prime opportunity to rid themselves of the leaders of the Followers of Gareth, they convinced them that the best way to end the siege was to try and capture the Huleans between two armies. As things stand, the only ones trapped are the Garethians.

#### **KLARMONT 10, AC 1015: Siege of Menkara Broken.**

**Location:** Menkara, Nithia. HW

**Description:** Soldiers supporting Senkha successfully relieve the defenders of Menkara, who had been trying to hold off soldiers

belonging to the mysterious force that invaded many weeks before. Although the besiegers resist mightily, they cannot hold their ground, being pressed from within Menkara and from the northward-moving Nithian army. After hours of fierce fighting, in which the invaders suffer many casualties, the Nithians win the day, forcing the unknown force to the northeast of the city. As with previous battles, the Nithians do not capture any enemy soldiers. (See Ya. 28, Kl. 3; Fe. 20, Am. 19.)

#### **KLARMONT 10, AC 1015: Followers of Gareth Escape.**

**Location:** Raneshwar, Gunjab, Sind. OW

**Description:** With the guidance of Anand Brishnapur, a brilliant strategist, the small force of rebels that escaped Raneshwar manage to outmaneuver the Hulean forces that confront them. Anand leads the rebels through the midst of the Hulean reinforcements in a daring night action, with a minimal loss of his own troops. He guides them into the mountainous regions surrounding Raneshwar. Unfortunately, the Huleans immediately lay in to the city of Raneshwar once more. (See Kl. 5, Kl. 9; Kl. 11, Fe. 1.)

**What This Means:** The Himayas underestimated Anand's resourcefulness, and now their plan has backfired. The Freedom Warriors are quickly beginning to lose the fight for the city.

#### **KLARMONT 10, AC 1015: Norwold Lords Revolt.**

**Location:** New Heldannic Territories. NW

**Description:** With the destruction of the Heldannic Knights' power in Oceansend, many northern nobles who were too afraid to revolt now declare their own independence. (See Fl. 20, Kl. 5; Fe. 2, Am. 25.)

**What This Means:** This is a dangerous time to be a Heldannic Knight in the Norwold section of their territories. Except for Landfall and Forton, the allegiance of all other towns and strongholds is now completely uncertain. Most Knights retreat back to one of those towns rather than risk entering one which may side with the rebels. This fall back of the

Knights of course allows even more minor lords to try their luck at independence.

**What The PCs Can Do:** If they're Heldannic Knights, their best bet is to get out of the area as quickly as possible. If they themselves are lords of minor baronies, they might try to revolt as well, or maybe face the armies of nearby revolting territories.

### **KLARMONT 10, AC 1015: To Paint a Royal Picture.**

**Location:** Thyatis City, Thyatis. OW

**Description:** Emperor Eusebius hires the famous Traladaran painter Akatrina to paint a portrait of his daughter Valentia. The child has just celebrated her first birthday today.

### **KLARMONT 10, AC 1015: Crusaders Head North.**

**Location:** Forest of the Curse, Wendar. OW

**Description:** The Elven Crusaders have assembled in the past days in the Alfheimers' territory and are now ready to begin their quest. They leave today and march northward led by Durifern and Beasthunter. Many Erendyls led by Gilfronden and Genalleth elves also join the Crusade. The humans of Wendar sigh in relief watching so many elves leaving their territory. In fact, after last year's illness they are a minority, and this has so far contributed much to their paranoia against the elven race. (See Ya. 27, Kl. 2; Fe. 1, Fe. 5.)

**What This Means:** The call of the Alfheim clanmasters has not fallen on deaf ears. The whole Grunalf clan and the majority of the Longrunners have joined the Crusade almost immediately, while it took a bit more time for General Gilfronden of the Erendyls to be persuaded. About one fifth of Grunalfs (300 out of 1,500) and two fifths of Longrunners (1,800 out of 4,600) remain in Wendar, mostly those unable to fight. There are also many Genalleth elves that join the mission to testify that they are not a weak and coward folk, together with other Alfheimers belonging to the minor clans (about 2,000). The Crusaders that march northwards are about 6,200 strong.

Doriath, as well as the majority of Erendyls and Mealidils, does not participate in the Crusaders because they think it's better to wait for the outcome of the events in Alfheim before taking drastic decisions: the other Alfheimers understand and let them be.

[Note, to DMs who have already exposed General Gilfronden as a shadow elf, replace him with another famous elven General of your creation. There must be a well known and loved Elven General for this story plot.]

**What The PCs Can Do:** If they are elves they can volunteer in the Army. If they belong to any other race, they can be enlisted only if they prove they are trustworthy and loyal to the elves' cause (which is an adventure in itself).

### **KLARMONT 11, AC 1015: The Angry Father.**

**Location:** Toralai Territory, Neathar Lands. HW

**Description:** A Dino riding Neathar warrior rides into Zorok's camp. Dismounting, he rushes to report to Zorok that the ransom has been delivered to the Krugel Orcs and the hostages freed. The bad news is that Alphatians delivered the ransom. Zorok inquires about the hostages, and the rider reports that all the hostages except Zorella have been released in Neathar Lands. His daughter is believed to still be in their custody and probably in Haldemar. Zorok is livid at hearing of this; he dispatches messengers to summon his War Chiefs. (See Ya. 4, Kl. 2; Kl. 16, Kl. 19.)

**What This Means:** After the incident with Zandor, the level of animosity that the Toralai have for the Alphatians is at an all time high. Zorok and his War Chiefs have been contemplating their next move. The news of the ransom delivery and the fact that Zorok's daughter has not been freed makes Zorok think the Alphatians have taken her hostage. He also wonders about the whereabouts of his eldest daughter, Zorena, who had been sent by Zorok to deliver the ransom. He suspects she has been killed, possibly by the Alphatians.

These acts spur Zorok into action. Overcome by emotions, he wants an assault on Haldemar

itself. He does recognize the enormity of the task and will studiously plan the assault. He is also wary of the Alphatians, as Zandor's demonstration did much to instill a sense of what the Alphatians are capable of. Ironically he will draw upon some of the advice Zandor had given him for the attack on the town of Dogrel.

The preparations for the attack will take some planning. The possibility of Krugel Orc raids is a factor that should be remembered. Also, compared to the city of Haldemar, the defenses of Dogrel were slight; what worked there may not work in Haldemar.

**What The PCs Can Do:** Neathar PCs can perform reconnaissance to gain information on the defenses of Haldemar.

### **KLARMONT 11, AC 1015: Atzanteotl Builds Up Forces.**

**Location:** City of Aengmor. OW

**Description:** The few goblinoid Shamans of Atzanteotl still alive in the Eastern Broken Lands rally the scattered goblinoids in the area encouraging them to willfully join the shadow elves of Aengmor with the promise of a higher ranking within the new goblinoid hierarchy under shadow elf control.

Old Hutai Khan and his horde are among the recruited ones. The elves of Aengmor, led by Xatapechtli, welcome the goblinoids and use them as cheap slave work or fodder for the army. (See Nu. 10.)

**What This Means:** Since Kanafasti and his group left Aengmor, Atzanteotl started coveting the city and the surrounding area for Himself, so he instructed His shamans and His pawn Xatapechtli to rally all the remaining goblinoids in the area.

Rafiel doesn't oppose Atzanteotl trying to maintain the illusion that He is evil and malign rather than good and kindly, in order to protect His shadow elves from Atzanteotl. However, unbeknownst to Him, Atzanteotl finally begun realizing that Rafiel is not what He pretends to be, so He begins coveting the shadow elves even more than before and puts secret plots into motion.

Hutai Khan has no love for shadow elves after the war in Oenkmar, but works for them while plotting to gain his own power. Unfortunately many of his subjects see this as an opportunity of getting rid of Hutai and taking his place as chief of the tribe, so they plot against him. And with the recent defeat of Deimos, the shadow elves are the only true power remaining in the area.

**What The PCs Can Do:** Hobgoblin PCs from Hutai's tribe may actively cooperate with shadow elves (and thus Atzanteotl) trying to gain a better status in their eyes and thus increasing their chances of being the next chief of Hutai's tribe.

### **KLARMONT 11, AC 1015: Death of a Hero.**

**Location:** Raneshwar, Gunjab, Sind. OW

**Description:** As things look their bleakest for the Freedom Warriors inhabiting Raneshwar, the Hulean forces are suddenly attacked by two new forces, all fighting in the name of Gareth. Anand Brishnapur's small army attacks from the west, while another army, mainly comprised of Darokinians, strikes from the east. They manage to break their way through the Hulean forces, doing the opposition heavy damage, and hold the gates long enough to evacuate the town.

The casualties on the rebels' side are enormous, among them the death of Anand Brishnapur himself, who was killed during the holding action. Attempts to resurrect his body are met with failure. The Followers of Gareth take his death badly, particularly Sitara Rohini, who had become very close with the mystic. (See Kl. 9, Kl. 10; Fe. 1, Fe. 8.)

**What This Means:** Anand's forces were joined by reinforcements from Darokin, sent by Arturo Olivera from the church of Gareth in Akorros. The two banded together to aid their allies, but Anand was unfortunately lost. Ironically, this action will only damage the Himayas' position further - not only are the Followers of Gareth widely regarded for their heroism, but Anand Brishnapur has now become a martyr to their cause.

### **KLARMONT 11, AC 1015: Boldavian Defenses Broken.**

**Location:** Boldavia, Glantri. OW

**Description:** The Ethengarians finally defeat the last of the Glantrian units still remaining in Boldavia. After a poor plundering of the principality, Moglai now leads them into the valleys and toward the Principality of Klantyre. (See Ya. 18, Ya. 20; Kl. 19, Fe. 3.)

**What This Means:** Things are not looking good for the Glantrians. Since the undead of the area have started attacking the forces on both sides, the Ethengarians have had the advantage. Although neither side has clerics, the Ethengarians have horses. This has allowed the barbaric nomads to outrun the undead forces while the Glantrians were usually forced to fight. Overall, the Glantrians have lost more men to the undead than they have to the Ethengarians. Seeing no other choice, they have retreated into the lands of Klantyre.

The undead hordes continue to roam around, apparently aimlessly, in the valleys of Boldavia.

### **KLARMONT 12, AC 1015: Torreón Closes its Borders.**

**Location:** Torreón. SC

**Description:** With the onrush of Afflicted fleeing Narvaez, Baronesa Isabel announces that Torreón is closing all borders to Afflicted. Those that still try to enter are cut down by the border guards. (See Th. 12, Kl. 9; Kl. 18, Kl. 22.)

**What This Means:** Torreón, having enough problems with its own Afflicted, refused entry to the refugees to prevent it from getting worse.

### **KLARMONT 14, AC 1015: Mermen Sighted.**

**Location:** Thyatis City, Thyatis. OW

**Description:** A severely damaged Dolphin makes port in Thyatis harbor. Upon questioning the surviving crew members, the harbormaster learns that the ship was attacked by an army of mermen just off the coast of

Ochalea. They only managed to survive because they were lucky enough to have a party of adventurers on board. (See Ya. 6; Fe. 15, Fe. 19.)

**What This Means:** Thyatian officials now have a possible explanation to what has happened to over a dozen missing ships. They immediately send out parties to investigate the mermen. Meanwhile, all ships in the area prepare themselves for possible attacks by mermen.

The mermen have an empire somewhere beneath the southern area of the Sea of Dread, and they concentrate their attacks along the shores of the Jungle Coast and Ochalea.

**What The PCs Can Do:** The PCs can be among those hired by the Empire of Thyatis to explore the Sea of Dread. They will certainly be in high demand if they are known to have previous underwater adventuring experience.

### **KLARMONT 15, AC 1015: Ambush!**

**Location:** Hilly country roughly 200 miles northwest of Vanya's Rest, eastern Davania. JC

**Description:** The crusaders have been making good time these past few days, thanks to the mild weather and the open terrain. Eventually they reach a line of hills, and, as they cross them, they are attacked by a band of about 40 Meghaddara warriors. The Meghaddara are a Milenian/Cestian-descended people who inhabited the lands now occupied by Vanya's Rest, but were driven out by the Knights when it was built.

They now are semi-nomadic, following their herds around the Aryptian Savannah, though they have never forgotten the aggression of the Knights. The attack is fierce, and a few Knights are killed, though the band is too small to do any real damage. The Meghaddara are defeated easily, and the survivors are driven away. (See Kl. 8, Kl. 9; Fe. 9, Fe. 13.)

**What This Means:** The Meghaddara despise the Knights with a passion, and this band of them could not resist attacking them. Also, these lands have been claimed by them for a new homeland - many of them wish to settle down once again and rebuild their culture.

Once word spreads of this battle, tensions between the two groups will only increase.

**What The PCs Can Do:** If they are with the Knights, the players can help fight off the attack; if they are with the Meghaddara, they may use their skills to try to drive away the Knights from this stretch of hills, which has been claimed for the construction of a new settlement.

### **KLARMONT 16, AC 1015: Dogrel Exposed.**

**Location:** Haldemar, Alphatian Neatharum.  
HW

**Description:** Three Alphatian skyships land in Haldemar. From them emerge two hundred Imperial Troops who secure Dogrel's keep and take the King of Neatharum into custody. The troops bring Dogrel to the skyships where he is presented to Commander Ezreilla. She informs Dogrel that he is under arrest for his practice of enslavement and expansion despite the doctrine established by the Imperial Court. Commander Ezreilla has Dogrel interred pending a ruling from Andaire. In the meantime, she will act as military governor. (See Kl. 2, Kl. 11; Kl. 19, Kl. 21.)

**What This Means:** Dogrel's disregard for Empress Eriadna's policies towards the Neathar has finally been uncovered enough to warrant Imperial intervention. Presented with the evidence, Eriadna dispatches a contingent of her imperial troops to take him into custody. Though outnumbered by Haldemar's garrison, they meet little resistance. Most of the troops are aware of the practices of Dogrel, and have long anticipated this day and do not wish to oppose imperial troops. Dogrel is interred and Ezreilla assumes control of Neatharum while the matter is debated in Jafilia.

### **KLARMONT 17, AC 1015: The Estranged Elf.**

**Location:** Hills of Iwaz, Jennite Holdings.  
HW

**Description:** A Jennite patrol discovers the body of an unconscious elf. The patrol ferries the elf back to the tribal camp. The Jen are

puzzled as this elf is dressed in strange clothing and carries foreign items. For two days, the Men of Jen care for the weak elf trying to restore his health.

On the third day, the Jen are shocked to discover that the elf has disappeared from his bed with a small supply of provisions. Subsequent searches discover the elf's tracks. Unfortunately, the trail is lost a few miles from the Jennite camp.

**What This Means:** The unconscious elf is a member of the Blacklore Elves. Despondent over his situation within the Blacklore Valley, he chose to flee. Unfortunately, the pampered life within the Valley lacked the foundation for survival skills needed outside of the valley. In the blind journey from the Valley he fell victim to the elements and hunger.

Had he not been found by the Jennites, he surely would have perished. The Blacklore elf regained consciousness during the night. Unaware what exactly had transpired, he fled the encampment. He did have the forethought to snatch a few supplies for the road. His destination is to head back to the Blacklore Valley where things are more familiar and less dangerous.

**What The PCs Can Do:** The obvious tact is to search to the south to try to find the elf and uncover his secret. This hook could lead to various adventure opportunities within the Great Southern Shield mountain range.

**Note to DMs:** What becomes of this event is up to the DM. It should be noted that the outcome could include the discovery of the Blacklore Valley. This in itself could have consequences for not only the PCs but also the Blacklore Elves.

### **KLARMONT 18, AC 1015: Signatory Council Disapproves.**

**Location:** Ciudad Real, Garguña. SC

**Description:** In a Signatory Council Meeting, the representatives of Garguña, Almarrón, and Saragón deplore Barón Hugo of Narvaez's method of channeling his people's anger just to ease the tension toward the nobility.

They announce that their nations will accept the Afflicted fleeing Narvaez with open arms. (See Kl. 9, Kl. 12; Kl. 22, Fe. 3.)

**What This Means:** Narvaez is once more becoming the opposition to almost all the other baronies. Still, Barón Hugo doesn't seem to mind, as he knows he'll win: Ixion is on his side.

Meanwhile, the leaders of the other baronies do their best to convince their population that the Afflicted are not carriers of some deadly plague. Since these states are enlightened, it works relatively well. Afflicted arrive without too much hassle.

### **KLARMONT 19, AC 1015: Klantyre Ransacked.**

**Location:** Klantyre, Glantri. OW

**Description:** The horde of Ethengarian horse warriors pillage across the principality of Klantyre. Only the capital Glenmoorloch remains safe, as most Glantrian units in the area have retreated behind its wall. The Ethengarians stop and lay siege to the city. (See Ya. 20, Kl. 11; Fe. 3, Fe. 6.)

**What This Means:** Although Glantri City is Mogłai's true destination, he's wise enough to not leave any forces behind him. That's why Glenmoorloch must fall. Still, with mages teleporting reinforcements and supplies in rather regularly, conquering Glenmoorloch is easier said than done.

Most of the Princes expected a much better defense from Klantyre. They assumed that Prince Brannart McGregor, another powerful necromancer [although no one knows he is also a lich. Ed.], would also unleash a horde of undead to face the horse warriors. Despite this belief, not one undead was seen on the battlefield. Many begin to speculate that something is wrong in Klantyre, yet representatives of the Prince assure them that he is fine.

In fact, Brannart McGregor has been destroyed. His unaging grandson, Angus McGregor (human, male, M15, stopped aging physically at the age of 10) usurped the lich-Prince several months ago and has been using illusions and magic to replace him. Since

Brannart was never one to be seen in public very often, so far the plan has worked. Angus roamed around Castle McGregor and destroyed anything that could possibly be a phylactery for the lich, yet he constantly fears that he might have missed it. He therefore watches nervously for a possible return of his grandfather.

Although a prodigy in wizardry, Angus McGregor never had much training or skill in ruling a dominion. Although he could probably learn very well in time, time was not on his side and his poor management of its armed forces was the cause of Klantyre's downfall.

### **KLARMONT 19, AC 1015: Dogrel's Fate Teeters.**

**Location:** Andaire, Jafilia, Alphatia. HW

**Description:** Dogrel's fate is still under debate. There is no doubt that he acted out of accordance with Eriadna's doctrine. However, Eriadna is hesitant to pronounce any decision on the matter. (See Kl. 11, Kl. 16; Kl. 21, Fy. 5.)

**What This Means:** Dogrel is guilty and Eriadna knows it. The problem is that she is hesitant to remove him from power on such grounds. She is truly angry at him for his disobedience and normally that would have been enough. However, her advisors have pointed out that the general opinion of the empire is that he only did what Alphatians have always done. Even Eriadna has had her regrets about making that decree based on an emotional moment. To rescind it would be like admitting she was wrong, and Eriadna is not about to do that.

### **KLARMONT 20, AC 1015: Cinnabryl Traded Successfully.**

**Location:** Gulf of Hule. SC

**Description:** This time the fleet exporting the cinnabryl from Slagovich (in exchange for red steel) successfully meets at sea with the Inheritors. There's no pirate raid. (See Va. 13, Th. 26)

**What This Means:** The pirates have not been defeated, but the massive escort set up by Margrave Miosz II has discouraged any would-be thieves.

### **KLARMONT 21, AC 1015: Haldemar Assaulted.**

**Location:** Haldemar, Alphatian Neatharum.  
HW

**Description:** Several thousand Neathar warriors assault the city of Haldemar. In spite of the city's defenses, several Neathar manage to scale the walls and enter the city. Luckily these are few in number and easily handled before they can do too much damage. As the assaults continue, the defenders are hard-pressed to hold them off.

Commander Ezreilla calls King Dogrel and temporarily places the city garrison under his command. Assessing the situation, he dispatches troops where they are needed. Under his direction the assaults are forced back with more authority. With the battle turning into his favor, Dogrel begins assembling his own skyship troops and those of Commander Ezreilla for a counterattack.

After another assault on the walls, Dogrel orders the skyships aloft. Spotting these, the Neathar break ranks and flee. The skyships pursue them, unleashing volley after volley of missile weapons into the fleeing Neathar warriors.

With the Neathar abandoning the field, Dogrel signals the skyships to halt their pursuit. Under the watchful eye of the skyships overhead, troops are sent out to gather the wounded Neathar. As the prisoners are taken into custody and their wounds treated, the Neathar leader, Zorok, is discovered among their ranks. Dogrel orders that Zorok's wounds be given priority and places him under guard. He then returns command back over to Commander Ezreilla. (See Kl. 16, Kl. 19; Fy. 5, Fy. 27.)

**What This Means:** Since Commander Ezreilla assumed the position of military governor, the defenses of Haldemar have suffered. The daily drills and regular patrols have been virtually dismissed by Ezreilla. This has allowed Zorok

to assemble his warriors around Haldemar and observe the routines of the city without interference.

When the Neathar attack the walls, the defenders are ill prepared to meet them efficiently. Commander Ezreilla may be inexperienced in defensive warfare, but she is no fool. She knew enough to send for Dogrel and turn the defending troops over to his direction. That decision paid off.

Normally, Dogrel would have treated the attackers with a more of an "iron boot." However, with his own fate being debated and with a heavy Imperial presence on hand, he chooses to make a statement for his own defense. He halts his forces from pursuing the retreating Neathar and orders the troops to round up the wounded to have their wounds tended to.

That Zorok is among the wounded is a surprise. Dogrel is beside himself that circumstances prevent him from taking some revenge upon the man who has been a thorn in his side. Disgusted, he turns the garrison back over to Commander Ezreilla and returns to his rooms. His consolation is that he proved his supremacy in the battle and Commander Ezreilla knows it.

**What The PCs Can Do:** PCs allied to Neatharum can participate in the battle. Afterwards they can patrol the countryside looking for Neathar stragglers. PCs allied with Zorok can attempt a rescue of the Toralai Chief or some of the Neathar taken prisoner.

### **KLARMONT 21, AC 1015: Scourge of the High Seas.**

**Location:** Halag, Karameikos. OW

**Description:** Over the preceding weeks the number of pirate attacks have increased significantly. Many were beginning to wonder if the Master of Hule was up to his old tricks again. Today, the *Pride of Athenos*, a ship flying Linton colors, limps into Halag harbor with a harrowing tale. They claim they were attacked by a ship bearing the name *Scourge*, and only managed to escape plundering due to the bravery of a band of adventurers who had booked passage on the *Pride of Athenos*.



They fought off the buccaneers and managed to sail away. When they got close to Halag, the Scourge broke off pursuit. Those who witnessed the melee claim the attackers were wearing typical Minrothaddan dress and spoke the patois. (See Ya. 1; Fe. 3, Fe. 25.)

**What This Means:** The upsurge in piracy is a result of Minrothad's current hardship and bad feelings towards the Darokinians. They have always been competitors, but usually friendly ones. Now Minrothad believes the Darokinians are squeezing them out of markets, threatening their livelihood. Their response was to unleash the Privateers Guild.

### **KLARMONT 22, AC 1015: The Unsheathing.**

**Location:** The Five Shires. OW

**Description:** This is a day in which no hin will trade with any Thyatian in remembrance of AC 571 when the Thyatians seized halfling settlements in the Jerendi Islands. All hin go about armed, and drink, and sing piratical songs. After the incident a few weeks ago, many hin also refuse to trade with Glantrians as well as Thyatians.

A hin pirate ship, spurred on by the emotions of the Unsheathing, attacks a Thyatian ship and sinks it. (See Ya. 12, Kl. 8; Fe. 15, Fy. 1.)

**What This Means:** Unfortunately, one of Thyatis's prospective World Games athletes was aboard that ship - he was on his way to the Shires to check out the local conditions so as to be better prepared for the Games. Thyatis sends a formal complaint demanding the Shires do something about their "pirate problem."

### **KLARMONT 22, AC 1015: Populations Up In Arms.**

**Location:** Narvaez and Torreón. SC

**Description:** The people of Narvaez embark fully on the crusade to destroy all Afflicted. Many of the peasant farmers in Torreón behave similarly, even though their government hasn't given them permission to attack the Afflicted. (See Kl. 12, Kl. 18; Fe. 3, Fe. 13.)

**What This Means:** Torreón and Narvaez have always disliked the Afflicted because of their deformities, and recent events have only heightened this "fear." Although the other baronies are more enlightened or accepting of the deformed, these two baronies now have their populations in arms to take care of the "Afflicted problem."

In Narvaez, the witch-hunts are legal. In Torreón, however, Baronesa Isabel has not given any form of permission to harm Afflicted, unless they are trying to enter the barony from elsewhere. Still, when an Afflicted is found murdered, most officials look the other way.

Only in Las Guajacas, which is completely inhabited by Afflicted, do the peasants fear to enter. Most Afflicted in Torreón soon flee to this haven for them.

### **KLARMONT 24, AC 1015: Pacifists Meet Insanity.**

**Location:** Lands of the Gentle Folk. HW

**Description:** A group of Gentle Folk pondering the relative nature of a belt and life are interrupted by the presence of a lone figure. Turning their attentions back to their debate, the figure just stands there and stares at them. He begins yelling at them phrases denoting his grandness. This serves him little as the elves ignore him except for an occasional glance.

Frustrated, the figure unleashes a Magic Missile spell at one of the elves, killing her. The other elves briefly look at the fallen elf and the figure before continuing their discussion. The figure then casts Fireball, killing two other elves. The display has little effect on the elves recognition of him. Frustrated, the figure storms off. (See Ya. 4, Kl. 2; Fe. 22, Fy. 14.)

**What This Means:** The lone figure is Zandor. Since his parting from Zorok, he has traveled across Neatharum and entered the Lands of the Gentle Folk at the instructions of the voice of Nyx in his head. Irritated by his journey and the lack of response by the elves, he slew one to demonstrate his power. That failing to get a response, he cast another spell. Angered, he trudges off to seek a place where he can find shelter.

Zandor hopes to use his powers to enslave some of the more primitive peoples in the Hollow World. He attempts this with the elves, but they ignore him. Normally, Zandor would have blasted them into submission. However, Zandor has quickly judged that the elves are not even worth being slaves. He will seek shelter in this land for now. In the meantime, he will do this world a service and slay any elves that cross his path.

### **KLARMONT 26, AC 1015: Raids in Shajarkand.**

**Location:** Border between Sharjarkand and Jalawar, Sind. OW.

**Description:** The Great Migration begins rampaging and raiding numerous tiny villages on the Shajarkand border as it wends its way northwards out of Jalawar. (See Kl. 2, Kl. 6; Fe. 11.)

### ***Topic Of The Month: The Heldannic Crusade In Davania***

*This is a part of letter sent by a Heldannic Knight which has made it into our hands. Since the section we received had no names on it, we do not know who wrote it, or whom it was destined to. We therefore have printed it here without permission from anyone, and should the actual author read this, we hope you are not offended by this.*

Imagine my surprise to find myself thousands of miles from home, in a hot, forsaken land filled with savages and other nasty things. Fortunately, I had the good fortune to have a couple hundred Heldannic Knights with me, so I had no reason to worry about any of these things. Or so I thought.

What was I doing here? By some stroke of luck, I had been invited by the renowned Friedrich von Eisendorf to come to the remote fortress of Vanya's Rest in Davania, and document what he promised to be "The most illustrious and inspiring holy crusade the world has ever known." How he knew of me I had no idea, but it was clear that he, as well as the famous Herr Wulf von Klagendorf himself,

who was also present on this journey, intended for the whole Known World to know of the Knights' exploits in Davania.

The days in the wilderness were long and hard, and many times several Knights were dispatched into the wilds to forage for whatever game could be had to supplement our rapidly-decreasing stock of rations. I will not go into detail about the encounters we had on the way to the town of Polakatsikes, but suffice it to say that the Knights had their share of challenges, most of which were met by the sword.

In truth, I had lost count of the days spent traveling through sweltering jungles, dry savannahs, and dusty scrublands. Only the cool breezes of the night brought any sort of relief from the searing heat of the sun, and even then, in the height of summer, these respites from the hell that is eastern Davania were all too short. Many of the Knights, some of whom looked as though they were hardly out of boyhood, began to lose hope that the holy goal would ever be reached. What was this goal? I suppose I should explain.

Herr Wulf had claimed that he received a holy mission from Davania, that he should lead a select force of loyal Knights from the fortress of Vanya's Rest into the interior of the continent, where an ancient enemy would be brought low to appease Vanya's thirst for conquest. In all the weeks spent trudging across eastern Davania, no signs were found of any civilization. This changed as fall approached.

Finally, Herr Wulf told us that the goal was near, and he ordered a scouting party to investigate the lands west of a nearby stretch of hills. Hours later, they returned to report that, as Wulf had promised, there was indeed a large town just to the west, near the source of a great river. Wulf immediately made plans with his most trusted advisors, while the rest of us took the opportunity to relax. The mood among the Knights was one of caution mixed with enthusiasm.

Over the next few days, the enemy was engaged on several occasions. Though I never had the chance to observe any battles but the last one, because the Knights feared that I

might pose a security risk if I were captured, I still was able to see the aftermath. Bodies of foreign defenders strewn about the grasses and hillocks, mixed with those of the occasional Knight. Their armor was strange, seeming to be composed of leather, boiled in some waxy substance to give it extra strength. These soldiers carried spears and shields, though some were armed with short swords, too. Regardless, it was clear that these brave men were no comparison to the heavily-armored Knights, with their war horses and large swords. Some of the defenders had surrendered in those early days, and attempts were made to talk to them. Fortunately, the Knights had hired a Glantrian mage to assist in magical matters, and he turned his skills to allowing each side to understand the other. From the captives we learned the town's name, the size of its army, and how many people lived within its walls. I spent some time with these men, and they were, for all their strangeness, men of honor.

Finally, there came the Battle of Pelmos Hill, which, if I understand correctly, is already the subject of many songs in the Heldannic Territories far to the north. Here I watched the might of Polakatsikes beat bravely on the Knights, but to no avail. *[Accounts elsewhere in this Almanac will tell you, gentle reader, how events turned out on that day, the 4<sup>th</sup> of Ambyrmont, AC 1015. Ed. note.]* The Knights won a decisive victory, utterly destroying what remained of the town's army that was on the field that day, and only two days later the town of Polakatsikes capitulated to the invaders.

The days that followed were those of immense joy for the Knights. Though roughly half of the original 200 who set out with Herr Wulf to crusade for the glory of Vanya had survived, the mood was optimistic. Folk songs were sung in the taverns and public houses of the town, and the Knights marched proudly about the paved streets. Others hung Heldannic banners on every street corner, displaying the colors of each detachment that fought in the campaign. Finally, Herr Wulf himself proclaimed that all who served in the Polakatsikan Crusade would be made part of a new military order - the Champions of Vanya. Now, those same Knights strut proudly,

wearing a wide red and gold tabard over their armor, with the symbol of Polakatsikes on their breasts - a golden hawk poised to take to the air.

Perhaps some future scribes will be able to put these events into perspective better than I have, but I can say for certain that the Heldannic crusade into the heart of Davania has been an experience I will never forget, for never have I seen such violence done between men, and never have I seen such passion in the fight for a cause or a belief.

## Felmont

### **FELMONT 1, AC 1015: Ten Millionth Kilogram Mined from Malabar.**

**Location:** Gold mines to northeast of Malabar. SC

**Description:** Today the ten millionth kilogram of gold is mined from the mines near Malabar.

**What This Means:** The event does not quite get the interest it deserves owing to the fixation with the possible platinum reserves in The Pride of Gombar. Despite this, this milestone in mining is significant in that it draws more interest from the people in the surrounding area.

### **FELMONT 1, AC 1015: Brishnapur Honored.**

**Location:** Mahasabad, Nagpuri, Sind. OW

**Description:** In a ceremony attended by most of the city, Anand Brishnapur and many other heroes of the resistance are put to rest today. The Followers of Gareth are all in attendance, and Sitara Rohini's eulogy moves everyone to tears. (See Kl. 10, Kl. 11; Fe. 8.)

**What This Means:** The underground has retreated once more to Nagpuri, to lay the dead to rest and regroup. The word of Anand's death has begun to spread, and rally more Sindhi to the cause of the resistance.

### **FELMONT 1, AC 1015: Expedition Commissioned.**

**Location:** Darokin City, Darokin. OW

**Description:** In response to a growing series of attacks by creatures from the Malpheggi Swamps, the Council of Darokin today ratifies a decision to offer 10,000 daros to any adventurer or group of adventurers that can track down the source of the sudden attacks, and hopefully put a stop to them. Adventurers from all over the Old World flock to take advantage of this offer. (See Th. 8; Fe. 13.)

**What This Means:** Ever since the river serpent attack on Elstrich, there have been increasing attacks by monsters from the

Swamp - river serpents, undead, lizard men, there have even been unconfirmed reports of a dragon turtle plaguing trade in the Malpheggi Bay. The Council of Darokin is worried, and wants to put a stop to this.

**What The PCs Can Do:** This is a grand quest for adventurous PCs tracking down the problem of the attacks, fighting off vicious swamp creatures... perhaps even tracing the source all the way back to the Weir of Aengmor, right in the heart of shadow elf territory!

### **FELMONT 1, AC 1015: Siege of Geron.**

**Location:** Geron, Denagoth. NW

**Description:** The Elven Crusaders reach the village of Geron, built on the southernmost Denagothian border: here they meet the Shadow Army for the first time. The enemy army is composed of humans only and is ready for the battle. The siege of Geron starts. (See Kl. 2, Kl. 10; Fe. 5, Fe. 8.)

**What This Means:** The Shadow Army was ready for the elves because the Shadowlord has already arranged and planned for this war to be fought. He knows that Geron cannot stand against the elves, but he wants to inflict as much harm as possible to the elves and so has ordered his men to fight to death. In their blind fanaticism, they don't understand he has sentenced the whole village to death.

**What The PCs Can Do:** If they are with the Crusaders, there will be many things to do: sneak into the village, capture the officers, steal the defense plans and even arrange for a secret raid of the town.

### **FELMONT 2, AC 1015: A New Oberherr.**

**Location:** Freiburg, Heldannic Territories. OW

**Description:** In a lavish ceremony within the Star Chamber, Sir Andreas von Grfber is declared the new Oberherr of the Heldannic Territories. Wulf von Klagendorf is declared a traitor to the ways of Vanya, having left his post during this time of crisis. (See Kl. 5, Kl. 10; Am. 25, Sv. 20.)

**What This Means:** The Heldannic Knights have been trying to reach Wulf von Klagendorf for days, and they soon came to realize he wasn't in Hattias visiting his family. Sir Andreas von Grfber, the Knight in charge of Vanya's Inquisition, declared such actions as heresy and treachery. He was quick to pull in "favors" (some are outright blackmail) from other high ranking Knights to have himself declared the new Oberherr. Grfber is an ambitious and power-hungry man seeking nothing but domination of the world in his name.

A few years ago, he put forth the idea of the Inquisition as means of eliminating rivals. When others discovered his plot, they quickly followed suit, and the "good" motives of the Inquisition were quickly corrupted.

Now, with the political and religious power he has gathered, he has finally managed to place himself in charge of an entire nation.

### **FELMONT 3, AC 1015: Villa Franca Chartered to Afflicted.**

**Location:** Boa Mans±o, Texeiras. SC

**Description:** The ruins of Villa Franca obtain an official charter to become an Afflicted community. (See Kl. 18, Kl. 22; Fe. 13.)

**What This Means:** Bar±o Bartolomeu granted this charter for two reasons: one was to give the refugee Afflicted entering the Barony a place to go, and the other was to try and reduce their own tension with the Afflicted in the barony.

**What The PCs Can Do:** Perhaps they are the ones who beseeched the Bar o to grant a charter to the Afflicted. If so, they are given the rulership of the land and are held responsible for bringing the ruins of Villa Franca into a thriving Afflicted community.

### **FELMONT 3, AC 1015: Glantri Sails the Air.**

**Location:** Glantri City, Glantri. OW

**Description:** The Great School of Magic has finally finished building two skyships for Glantri. In a quick ceremony, Jaggar names

them the Pegasus and the Griffon. The ships then immediately depart to help fight the Ethengarians. (See Kl. 11, Kl. 19; Fe. 6, Fe. 8.)

### **FELMONT 3, AC 1015: Darokin Lodges Protest.**

**Location:** Minrothad City, Minrothad. OW

**Description:** High ranking officials of the Darokinian Diplomatic Corps meet with Ruling Guildmaster Oran Meditor to lodge formal complaints against Minrothad for recent pirate attacks. Meditor says he sympathizes, but he claims he does not know what they're talking about. He commiserates, saying Minrothad is also having a difficult year. It might be that rogue elements, down on their luck, have resorted to disturbing methods to feed their family. But he claims Minrothad's government is not to blame for this. The DDC negotiators find this hard to believe, and insist that Meditor do something about it. Meditor says he'll increase patrols and try to discourage the unfortunate backlash against Darokinians. He asks that the Darokinians stop seeking preferential trading terms with their allies, suggesting that a return to a level playing field would reduce the chance of conflict. The DDC officials say they'll take the matter before Darokin's council. (See Ya. 1, Kl. 21; Fe. 25, Fy. 11.)

**What This Means:** Meditor isn't being forthright, and the Darokinians know it. They also know that the source of the dispute might be the favorable trade terms Darokin has arranged with Karamaikos and other countries, but they don't think it excuses piratical behavior.

### **FELMONT 4, AC 1015: Scare in Vestland.**

**Location:** Norrvik, Vestland. OW

**Description:** There is a fright among the citizens of Vestland today when King Harald Gudmundson collapses from a heart attack during a public appearance. He is rushed back to the palace, and placed into the care of the royal clerics. King Gudmundson recovers quickly, though he will be bedridden for a few days. (See Am. 11.)

**What This Means:** The stresses of recent years and his old age are catching up with King Gudmundson. There is much he still wishes to do in Vestland, but he realizes it is time to consider passing on the throne.

#### **FELMONT 5, AC 1015: Geron Falls.**

**Location:** Geron, Kingdom of Denagoth.  
NW

**Description:** The elves' superiority is overwhelming and, after only 5 days of siege, Geron surrenders. The Crusaders storm the city and kill any surviving enemy, then raze the temple of Idris and burn it to ashes together with its priests. After replenishing their supplies, the Crusaders head north leaving a small contingent of 30 elves to garrison a dead village and to inform Wendar of their success. (See Kl. 10, Fe. 1; Fe. 8, Fe. 9.)

**What This Means:** Geron was nothing more than a field test on the Shadowlord's part to assess the strength of the Crusaders. He will wait for them to be in the Great Forest of Geffron before unleashing the power of his army upon them. On the other hand, the elves are now excited by this sudden victory, but Generals Gilfronden and Durifern know that there must be something worse awaiting them on the plateau, and try to keep the younger soldiers focused and always alert.

Unfortunately, the elves are also a bit overzealous, hence their burning of the priests inside the temple of Idris. The hardships of wars also helps desensitize them towards such brutalities.

**What The PCs Can Do:** If they are Crusaders, they can try to avoid the brutalities some elves inflict on the humans of Geron, but they won't become much popular among the elves this way.

#### **FELMONT 5, AC 1015: Monster of the Low NACE.**

**Location:** Bellissarian Sea and Sea of Dawn.  
AS

**Description:** A Minaean pirate, who calls himself the Monster, attacks Alphatian ships and raids coastal settlements in the southern

part of the Alphatian Empire. He slaughters every last man, woman and child, steals treasures, and then sets fire to what is left, and leaves. No Alphatian ship get close to catch him, however. He is soon referred to by locals as the Monster of the Low NACE. The rare survivors from his attacks report the sight of a large, fast-moving ship of Minaean design, with a giant sea serpent carved at her prow, going by the name Nacy.

**What This Means:** The Monster of the Low NACE manages to escape any pursuing vessel by using a plundered magical item he calls the "Pouch of Winds." When opened, this magical pouch releases a gust of wind which dramatically increases the speed of his ship. He's also used it during combat on occasion, sending his opponents sprawling in the magical gust of wind. The powerful pouch of winds can apparently be used as often as desired. It is the first known Alphatian Artifact recovered from the sea.

#### **FELMONT 6, AC 1015: Skullhorn Pass Camp Victorious.**

**Location:** Skullhorn Pass Camp, Glantri. OW

**Description:** The Pegasus arrives at Skullhorn Pass Camp and starts bombarding the Ethengarians below. Soon enough, the horse warriors are routed and flee back to their land. The skyship stays at the camp in case the Ethengarians decide to come back this way. (See Kl. 19, Fe. 3; Fe. 8, Fe. 10.)

#### **FELMONT 7, AC 1015: Papalotl's Fame Grows.**

**Location:** Throughout Azca. HW

**Description:** Papalotl's reputation grows as he travels the Azcan lands helping those in need of guidance and preaching the principles of Atruatzin to the common folk. He is said to having aided a peasant in getting a wagon unstuck, sharing a meal with a fellow traveler, repairing a farmer's plow, or aiding an injured peasant. His face is known throughout Azca, but each area, and each person who has seen him, reports a different face. Stories telling of his actions say he uses magic, both clerical and otherwise, but that he moves as quietly and

skillfully as the great jaguar, and fights like the greatest of the dinosaurs. (See Ya. 10, Kl. 4; Fe. 16, Fe. 21.)

### **FELMONT 8, AC 1015: March on the Plateau Begins.**

**Location:** Denagoth Plateau, Denagoth. NW

**Description:** The elves have reached the dreaded Denagoth Plateau and are now at the fringes of the enemy kingdom. The Generals decide to head immediately for the Forest of Geffron, in order to conquer it before winter comes. They don't leave any rear garrison behind to secure the communications with Wendar because they are sure they can safely survive in the enemy territory as long as they fight inside a forest (and that's what they're about to do). The Crusaders head west and enter the Great Forest of Geffron. (See Fe. 1, Fe. 5; Fe. 9, Fe. 13.)

**What This Means:** The Generals want the business finished before the end of the year. They know they have good chances of surviving inside Geffron even during the long icy northern winter, but they also know that their enemy is probably as well equipped and as used to surviving in the forest as they are, so they are not willing to take any risk. Drax Tallen and the Forest of Geffron must be taken in less than six months or they will be in serious troubles.

### **FELMONT 8, AC 1015: The Griffon Goes Down in Klantyre.**

**Location:** Klantyre, Glantri. OW

**Description:** The Griffon arrives over the Principality of Klantyre. It sets about bombarding the Ethengarians. Unfortunately, the horse warriors are too scattered and too fast to be pinned down effectively. After just a few hours, the Griffon actually loses power and crashes down upon the horde below, inflicting more casualties in this way than it ever did bombarding them. (See Fe. 3, Fe. 6; Fe. 10, Fe. 23.)

**What This Means:** When the Ethengarians were pinned in the mountain passes, they were sitting ducks for the skyship. Out here on the open highlands of Klantyre, it's the complete

opposite: they have so much room to maneuver, they're extremely hard to hit.

The Griffon crashed because of a combination of several factors, including inexperienced crew and faulty magical enchantments. Mages enchanting the skyship are not as experienced as the Alphatians, and several of their castings were faulty. The fact that they did a rush job to satisfy the demanding Prince Jaggar only made things worse. Some fear that the Pegasus will suffer the same fate soon enough.

### **FELMONT 8, AC 1015: Peshmir Speaks Out.**

**Location:** Karakandar, Peshmir, Sind. OW

**Description:** In a surprising act today, the ruler of Peshmir, Maharajah Hara Rudraksha, speaks out against the Hulean forces still occupying Sind. He decries their presence as unwanted and oppressive, sparking a minor revolt in the city of Karakandar against Hulean troops.

The revolt is quickly put down, and the Maharajah's palace placed under lockdown by the Master's troops. (See Kl. 11, Fe. 1.)

**What this means:** This move is testimony to the growing influence of the resistance and the Followers of Gareth. Maharajah Rudraksha came to power during the invasion of AC 1005, when he was installed on the throne of Peshmir by his father, the rajah of Kadesh. He was long thought to be firmly under the Master's rule, but his feelings towards the resistance have grown ever since his daughter was resurrected by Sitara Rohini in AC 1012. The death of Anand Brishnapur has greatly affected his sympathies. This is just more trouble for the Master in the north of Sind.

### **FELMONT 9, AC 1015: Breaking Free.**

**Location:** Louvines, Renardy. SC

**Description:** A riot breaks out in the prison of Louvines, the capital of Renardy. By the end of the day, 20 lupin prisoners flee into the city streets and have escaped the local constabulary.

**What This Means:** These prisoners have all been detained because of their worship of the Immortal Pflarr, whom they believe is the true

patron of the lupin race. The clergy of the Lupin Saimpts [Immortals. Ed.] has declared them heretics and the local rulers have agreed with the declaration, if only to ease the religious pressures being exerted upon them.

Worshippers of Pflarr have been gathered over the past years and shipped out to a Renardy colony in the swamps of the Bayou. There, the exiles have slowly been forming their own “Cajun” culture.

These particular worshippers of Pflarr are not content to be shipped out of their homes and have decided to rebel against the exile.

### **FELMONT 9, AC 1015: Love Affair in Slagovich.**

**Location:** Slagovich, City-State of Slagovich. SC

**Description:** Zuberi, the swetanga from Yavdlom, falls in love with Tatyana Vissarionova, distant cousin of Margrave Miosz II. Unfortunately Tatyana’s father does not approve her relationship with the ebony-skinned man. (See Th. 26; Ka. 24)

**What This Means:** After defeating the pirates and recovering part of the cinnabryl, Zuberi has become quite famous in Slagovich. Unfortunately Tatyana’s father is somewhat racist and doesn’t want his daughter to marry a mere Yavdlom “sailor.”

### **FELMONT 9, AC 1015: A Shadow Smiles.**

**Location:** Great Forest of Geffron, Denagoth. NW

**Description:** The Shadowlord has heard of the approaching of the Elven Crusaders and he begins to prepare a “welcoming committee” for the elves’ invasion force. Meanwhile, he has also devised a plan to obtain the Black Staff without risking too much: he will use some petty mortals as pawns in his grand scheme. (See Fe. 5, Fe. 8; Fe. 13, Fy. 1.)

**What This Means:** The Shadowlord is really happy this time: he has the opportunity to kill thousands of elves and to obtain the Black Staff at the same time and without making the High Priest of Idris suspect anything about his scheme. He will use some of the elves to

retrieve the other keys and then dispose of them at the end of their work. However, he will have to wait for the elves to come to him first.

### **FELMONT 9, AC 1015: Hard Times Ahead.**

**Location:** Scrublands between the Meghales Amosses Desert and the Aryptian Savannah (due south of the eastern Yasuko Tribal Lands), Davania. JC

**Description:** The Knights have been riding for a month over the gently-sloping Aryptian Savannah, and have come across no one since the assault by the Meghaddara. Food supplies are getting low, and many scouts have been sent out to hunt and forage. Over the past few days, the grasses have been getting sparser and shorter, and the climate more arid. This morning, one of the scouts rides into camp, and reports to Herr Wulf that a great desert lies just a few miles to the west. Wulf decides that this desert must be avoided, and he orders that the army head north, in search of better passage. (See Kl. 9, Kl. 15; Fe. 13, Fy. 13.)

**What This Means:** Herr Wulf’s army has ridden to the easternmost fringes of the Meghales Amosses Desert. He knows that the jungles and grasslands of the Jungle Coast lie to the north, though he does not know how far away they are. He is hoping that his Knights can find better lands where they can restock their supplies, though they are not in danger yet.

**What The PCs Can Do:** Players may help the Knights by using their skills to locate water and edible plants, as well as hunt desert animals. Clerics of other Immortals who have the create food spell will find their services in demand.

### **FELMONT 10, AC 1015: Jaggar Needs More Skyships.**

**Location:** Glantri City, Glantri. OW

**Description:** Prince Jaggar demands that the Council agree to give him more funding so he can produce the skyships at a quicker pace. He needs to hire more air-magic enchanters.



The Council votes against the motion. The disastrous results with the Griffon prove that they would never be able to build a competent skyship in time to be of any use against the Ethengarians. (See Fe. 6, Fe. 8; Fe. 23, Fe. 26.)

**What This Means:** Jaggar must find another way to create his skyships; one that is quicker and/or cheaper.

### **FELMONT 11, AC 1015: Great Migration Diverted?**

**Location:** A few miles north of Pramayama, on the Shajarkand border, Sind. OW

**Description:** The Great Migration, which has been running amok since losing its leadership, is met today by a large force of goblinoids under the banner of the Master of Hule. Nizam prepares his hordes to destroy the smaller army, only to be surprised when an envoy sends word that the Supreme Hool would like to parlay!

Indeed, the smaller force have the Supreme Hool in its midst, and they reunite him with his goblinoid hordes. What is more, they bring word that they know how to help the Great Migration find their long sought after goal - the Blue Knife! The two hordes set off to the northwest together. (See Kl. 6, Kl. 26.)

**What This Means:** After some interrogation by Hulean agents, it was revealed that the Great Migration sought the Blue Knife. This artifact has deep religious connotations to goblinoids across the face of Mystara, and those of Hule in particular - for they are direct descendants of those goblinoids from Wogar's horde that remained in Hule after Hosadus revealed the location of the Blue Knife to them.

After much debate about what to do with the influx of goblinoids, the Master has finally decided to send a contingent of his goblinoids to escort them out of Sind - the situation there is already chaotic enough without the rampaging hordes to add to the mess. And the Master is a resourceful man; he may yet find some use for the goblinoids himself.

### **FELMONT 13, AC 1015: Las Guajacas Attacked.**

**Location:** Las Guajacas, Torreón. SC

**Description:** A band of mercenaries from Torreón attempt to attack Las Guajacas and eradicate the Afflicted present. The Afflicted manage to defeat the attackers, but only barely. The rampaging group of mercenaries remains in the area until the Baronesa sends armed patrols around Las Guajacas to keep the peace. (See Kl. 22, Fe. 3.)

**What This Means:** This group of mercenaries wanted to become local heroes by wiping out the Afflicted in Las Guajacas which no one dared attack. Needless to say, this group lost their charter to be a band of mercenaries after this incident. The Baronesa does not want any harm to come to the Afflicted; she is just trying to keep them separate from the "normal" peasants to prevent any further incidents like this one. Since Afflicted make up over 50% of the population of Torreón, she can't afford to get rid of them, even if she did want to.

The Afflicted were able to defeat the better armed and trained mercenaries thanks to their legacies. Most of the attackers, being unable to afford cinnabryl, keep the Red Curse at bay with the clerical spell Maintain. With this spell, they cannot use their Legacy or it breaks the protection given by the priestly magic. Also, the deformities of the Afflicted causes dread in many of the attackers, which weakened their morale considerably.

### **FELMONT 13, AC 1015: A Verdant Paradise.**

**Location:** Southern fringes of the jungles of the Jungle Coast, Davania. JC

**Description:** Herr Wulf's Knights have ridden hard the past few days, and have lost some horses in the process. Their efforts have paid off, as they reach the much more amenable lands of the southern jungles and grasslands of the Jungle Coast region, where it meets the western edge of the Aryptian Savannah. The Knights rest for the first time in days, watering their horses, relaxing, gathering fruits, and hunting game. That night, they are attacked by a small group of kara-kara, though they are

easily repulsed. (See Kl. 15, Fe. 9; Fy. 13, Fy. 25.)

**What This Means:** Wulf has managed to ride far enough north that he has not only reached better lands in which to travel; he also has managed to circumvent the Meghales Amosses Desert itself, leaving only the Meghala Kimata Plains to the west.

**What The PCs Can Do:** The players can help fend off the kara-kara assault, otherwise they are more than welcome to help hunt for game, or to use other resources to bolster the army's supplies.

### **FELMONT 13, AC 1015: Sea Reavers Found.**

**Location:** Malpheggi Swamp, Darokin. OW

**Description:** Adventurers taking up the Darokin Council's offer return today with a discovery. They have found the remnants of the Sea Reavers - Hulean pirates that plagued the Dread Sea trade a few years back. The ships are broken and what remains of the bodies indicates monster attacks - apparently the Sea Reavers fell victim to whatever is causing the rise in swamp creature attacks. (See Th. 8, Fe. 1.)

**What This Means:** The Sea Reavers mysteriously stopped their attacks on trade in the Dread Sea a few years back. Speculation was that they might be behind the recent attacks, but that wouldn't appear to be the case any longer. The Council breathes a sigh of relief, at any rate - that's one less threat they have to worry about.

**What The PCs Can Do:** If the PCs are adventuring in the Malpheggi Swamps, they can find the remains of the Sea Reavers - perhaps even a few scared and hostile pirates to attack. The Council will certainly offer a reward for any information about these dread pirates.

### **FELMONT 13, AC 1015: First Clash in the Forest.**

**Location:** Great Forest of Geffron, Denagoth. NW

**Description:** The Shadow Army finally attacks the Crusaders after some minor raids during the previous days. More than 1,000 human soldiers fight against an overwhelming number of elves, but the fierceness and ability of the enemy makes life hard for the elves. After three days of battle the Shadow Army retreats, leaving many dead soldiers behind. It's a victory for the Crusaders, who go on chasing their attackers. (See Fe. 8, Fe. 9; Fy. 1, Fy. 10.)

**What This Means:** The Shadow Army has showed its real strength or so the elves think. The Elf Generals are satisfied with the outcome of the battle and with their soldiers, but Gilfronden is sincerely worried. He didn't expect to lose so many people (more than 200 elves and 400 enemies have perished) in what should be considered their favorite battleground and he's truly amazed at the toughness and resistance of the enemy. However he agrees with Beasthunter that the elves can count on a superior training and above all on their magic, so the final victory can still be achieved.

**What The PCs Can Do:** They can obviously participate in the battle trying not to be killed and maybe protecting the most important elves from being assassinated too.

### **FELMONT 15, AC 1015: Shireton Crowded.**

**Location:** Shireton, Five Shires. OW

**Description:** With only one month left before the Games, Shireton has almost doubled in population. Many of the nearby villages are also expanding - much to the chagrin of the local populace. (See Kl. 8, Kl. 22; Fy. 1, Fy. 15.)

**What This Means:** People traveling to the Five Shires will probably have a hard time finding a place to stay.

### **FELMONT 15, AC 1015: Empires at War.**

**Location:** Thyatis City, Thyatis. OW

**Description:** A group of adventurers arrive back from the Sea of Dread today. With them, they bring Favonius Viator, who has been

missing since his expedition to the Thyatian Hinterlands last year.

Favonius was apparently captured by merman last year and held prisoner in their underwater city for the past several months. He reports that the merrow have a huge undersea Empire and have declared a war against all land dwellers. It seems that the Twaelar, as the merrow call themselves, are annoyed by the constant passing of ships over their waters in the past few years (due mainly to Thyatis' forced colonization of the Thyatian Hinterlands), and have decided to simply sink all of them until there are none left.

The Thyatian Senate begin discussing this problem and how best to solve it. (See Ya. 6, Kl. 14; Fe. 19, Fe. 24.)

**What This Means:** Thyatis has considered itself the major power of the sea ever since Alphatia sank. True, both Ierendi and Minrothad have better ships, but neither nation has as many troops or resources as the Empire. Thyatis believed that it could freely go where it pleased and colonize any area.

But now, they are no longer so secure. The entire Twaelar Empire has set itself against the Thyatian ships, and worst of all, this enemy has no boats for the legions to sink. Still, with the Old World nations firmly set in place, Davania remains the only land to colonize and to expand their territory. The senate must therefore devise a mean at stopping the merman.

Senator Viator rewards the adventurers who rescued his second son. They receive a hefty sum of 25,000 lucins (gp), as promised last year.

**What The PCs Can Do:** If they were sent to discover the situation with the merman, they could be the ones who rescued Favonius. The merman have an entire army to help defend, so the best method PCs could use would be stealth or subterfuge. In any case, the merman are not interested in talking with land dwellers, and will attack them on sight.

### **FELMONT 16, AC 1015: A Dagger Disappears.**

**Location:** Chitlacan, Azca. HW

**Description:** A sacrificial ceremony at the temple of Atzanteotl has to be stopped as the sacrificial dagger proves to be missing. Rumors persist that Papalotl entered the temple and stole the knife. (See Kl. 4, Fe. 7; Fe. 21, Fe. 22.)

### **FELMONT 17, AC 1015: Pride of Gombar Mapped.**

**Location:** Mountainous region to the northeast of Odom, Suma'a. SC

**Description:** Geologists believe that they have mapped out sixty percent of the aerial extent of the reef. Most decide to finish the job at this time as there is an increasing demand for geologists in the mines which are still opening up, and enough of the reef has been mapped out to keep activity going for quite some time. (See Fl. 9, Fl. 25.)

### **FELMONT 18, AC 1015: Peace Proposal in Wendar... for Alfheim.**

**Location:** Wendar City, Wendar. OW

**Description:** A shadow elf ambassador arrives in Wendar with a peace proposal from Princess Tanadaleyo. He tells Doriath that the Radiant Princess wants to save Canolbarth before it's too late and she's offering him the opportunity to rebuild it together, as the first step for a new era of peace between their two races. After some arguing with his advisors, Doriath decides to accept the Princess's offer and fly to Darokin, where the peace meeting will be held, with Brendian Erendyl, Mealidan Mealidil, Shurengyla and a few bodyguards. (See Th. 9, Ya. 27; Fy. 3, Fy. 8.)

**What This Means:** The offer of the Princess is her last attempt at saving the dying trees of Canolbarth. After the Alfheimers' exile, the shadow elves have not been able to stop the decaying of the trees that they themselves had started, and Tanadaleyo has reasoned that it's better to share Canolbarth alive than to hold a dead forest. Her intentions are well motivated and there is no malice in her offer. On his part, Doriath has remained in Wendar and waited for eight years just for this day, and he will not let this opportunity go for any reasons.

This peace meeting also has the blessing of the Immortal patrons of both races. In fact earlier this year Rafiel met Ilsundal in Pandius, looking for help in saving the forest because He realized that only Ilsundal could stop the corruption of the once luxuriant forest. Rafiel told His former enemy that He went too far and that the spell has become uncontrollable; He also blamed Atzanteotl both for the destruction of the forest and the civil war. Ilsundal forgave Rafiel and agreed on helping Him, because He hates Atzanteotl even more than Rafiel and mainly because He wants His followers to go back to live in Canolbarth and sees this as a chance to do that peacefully. In the months following this Immortal meeting both Treekeepers and Shamans encouraged elves of both races to cooperate with the former enemy and to put aside any enmity.

However, it is possible that some Alheim Avengers as well as some devious shadow elves followers of Atzanteotl will take steps to avoid that peace be signed, probably assassinating some VIPs during the peace conference.

**What The PCs Can Do:** They can act as bodyguards for Doriath during the peace conference both if they are elves or if they are humans: it is indeed likely that the DDC (which is in charge of conducting the meetings) will provide both sides with their own personal bodyguards.

#### **FELMONT 19, AC 1015: Thyatis Declares War.**

**Location:** Thyatis City, Thyatis. OW

**Description:** Emperor Eusebius announces that the Empire is going to war against the evil mermen of the Sea of Dread. Since the mermen did not bother trying to contact the Empire before attacking their ships, neither will Thyatis give them any warning.

A new training program is to begin for the Legionnaires. They are to learn to fight and survive underwater. (See Kl. 14, Fe. 15; Fe. 24)

**What This Means:** Eusebius will not let anything get in the way of the expansion of Thyatis on Davania. He intends to wipe out this merrow “empire,” believing that Favonius’ reports exaggerate their numbers and abilities.

The Imperial Naval Academy immediately begins working on underwater tactics. They invite renowned professors from their rival, the Naval Academy of Ierendi, to help them with their planning. This invitation stems mostly from the fact that the Ierendians are very closely allied with the merrow living around their islands, and who better to ask about underwater combat than other merrow?

#### **FELMONT 20, AC 1015: A Stalemate.**

**Location:** Southwest of Inun, Nithia. HW

**Description:** After several weeks of hard campaigning, Senkha’s forces manage to push the mysterious invaders back towards the shores of Lake Menkor. Only the villages of Inun and Absu, and the territory in between, are controlled by the strange invaders. Despite the best efforts of the numerically superior Nithians, they cannot dislodge the enemy. Some commanders begin to suspect that the invaders may be receiving support from the locals, as the entire coastal region has long been known as a strong supporter of Ramose, and any force who threatens Senkha might receive their aid. (See Kl. 3, Kl. 10; Am. 19, Ka. 15.)

**What This Means:** Although Senkha’s forces have managed to turn back the invasion, they remain unable to destroy this last stronghold of the invaders. The fact that the locals are now suspected of colluding with the invaders will go badly against the commoners in the region.

#### **FELMONT 21, AC 1015: Another Sacrifice Disruption.**

**Location:** Chitlacan, Azca. HW

**Description:** Another sacrifice is disrupted as the victim is being brought to the altar: the slab tumbles over. Reports of someone falling one of the many descriptions of Papalotl are noted as being in the crowd. (See Fe. 7, Fe. 16; Fe. 22, Fe. 27.)

#### **FELMONT 22, AC 1015: Azcans Chase Papalotl.**

**Location:** Throughout Azca. HW

**Description:** Azcan authorities begin attempts to capture the heretic Papalotl and any followers of the New Way. The priests of Atzanteotl do not yet fully realize the seriousness of the situation however and their first attempt fails. Some followers of the New Way are arrested and sacrificed, though many innocent Azcans are sacrificed as well. (See Fe. 16, Fe. 21; Fe. 27, Fy. 2.)

**What This Means:** The priesthood are upset by Papalotl's bold actions in their main temple, and by the popular support he is gaining. They vowed to eradicate this growing threat to their power and that of their patron.

### **FELMONT 22, AC 1015: The Immortals Intervene.**

**Location:** Andaire, Jafilia, Alphatia. HW

**Description:** While Empress Eriadna is having her daily lunch with the Kubitts, a servant interrupts her. She is informed that several clerics have arrived and wish to speak with her. Eriadna tells the servant to inform the clerics that she will meet with them after she finishes her meal. The servant leaves, but quickly returns, stating that the clerics insist that the matter is of extreme importance and concerns Zandor. Eriadna sends the servant to bring them to her.

The clerics arrive and with a suspicious look at the Kubitts, enact the customary formalities. Eriadna introduces them to the Kubitts, telling the clerics that they are an example of the people from the world below and that they have their origins with Alphatia. She adds that they are well aware of Zandor from their own investigations in Haldemar.

The clerics accept this explanation and proceed. They tell the empress that clerics of Alphatia and Koryis have both received visions from their respective Immortals. The visions revealed to them that Zandor is out of Neatharum and is terrorizing a group of elves. They tell of the pacifist nature of the elves and that they will not defend themselves. The clerics add that their Immortals act as patrons of these elves and desire that they continue unmolested.

Eriadna asks what the clerics want her to do. They tell her that they need a means to travel down to the ground below. There, they will organize a party of loyal Alphatians to seek Zandor out and bring him to justice. She approves the clerics' request for transportation. Eriadna suggests that these elves and the Alphatians should also develop relations: since they are defenseless, why not have Alphatia act as their protectors. She points out the symbolism in Alphatians aiding peoples with an Alphatian Immortal. She adds that "The Empire takes care of its own." (See Kl. 2, Kl. 24; Fy. 14, Am. 8.)

**What This Means:** Since his arrival in the lands of the Gentle Folk, Zandor has slain several elves. These deaths have been noticed by the Gentle Folk's patron Immortals, Alphatia and Koryis. Fearful that an extended stay by Zandor could cause great harm to the Gentle Folk, even though he could never completely destroy them thanks to the Spell of Preservation, they have contacted their clerics and tasked them with removing the threat. That Zandor is a criminal of the Empire aids them as it garners Imperial support for the venture, as Eriadna is of course very open to the idea of taking Zandor into custody. Since the Kubitts are aware of him she allowed them to remain. That decision paid off when the Gentle Folk were brought up: by offering to act as protectors for them, she has planted a similar idea in the minds of the Kubitts.

### **FELMONT 23, AC 1015: Montgolfière?**

**Location:** Les Hiboux, Glantri. OW

**Description:** Prince Jaggar and several experts on skyships arrive in Les Hiboux to watch a Jean-Louis Montgolfière float through the air in a basket under a large balloon. While searching for a method on making better skyships, they had heard rumors about this flying magical item from students at the Great School of Magic who came from the area.

After a while, the group gets tired of waiting for Jean-Louis to land, so they all fly up to meet him in his balloon. Jaggar asks him what type of magic he used to create this object, and is shocked to learn that absolutely no magic is involved. In fact, Jean-Louis isn't even a mage.

He states that hot air is lighter than cold air, and by heating the air inside the balloon, it will rise up and float away with the wind. This is apparently something an ancestor of his discovered back on Laterre (the d'Ambrevilles' home world). All that is needed is fuel for the fire, and a good wind.

Jaggar and the skyship enchanters teleport back to Glantri City and immediately begin experimenting with the concept. (See Fe. 6, Fe. 10; Fe. 26, Fe. 1.)

### **FELMONT 23, AC 1015: Pit Tunnel Collapses.**

**Location:** Pittston, Aegos, Alatian Islands. AS

**Description:** A whole section of a tunnel used to try and reopen the pit of Aegos collapses, killing two of the dwarf workers. Since there was no earthquake, and the tunnel was dwarves' work, the dwarves suspect yet a Thyatian treachery. They send word back to Fortress Island asking for more dwarves and their axes to protect the work teams.

After an investigation, three Minrothad guards are found dead, having been killed by intruders. (See Th. 4, Ya. 8; Ei. 10.)

**What This Means:** In fact, the Thyatians are not responsible this time. Spies sent by Baron Norlan of Qeodhar sabotaged the tunnel. Their goal was to slow the work (because Norlan doesn't want a so direct method of communication and traveling to Alpathia) and to let the Thyatians be suspected (so as to increase tension between the dwarves and the Thyatians and hence slow the process even more, and not let anyone suspect there is a third faction involved). Except for the three guards that spotted them, and who were subsequently taken care of, they were totally successful.

### **FELMONT 24, AC 1015: Magical Experts Sought.**

**Location:** Krakatos, Karameikos. OW

**Description:** Grand Master Terari announces that King Stefan has granted him permission to offer the resources of the School of Magecraft to help the Thyatians

create underwater breathing and movement equipment. Any expert in water magic who applies will be given a position at the facility. The Kingdom of Karameikos is to fund all research into water-related magic. (See Fe. 15, Fe. 19.)

**What This Means:** What This Means:

Though the Thyatians are fully capable of plotting and discovering underwater tactics and maneuvers, they need to solve the problem of how to get their troops underwater. They need magic for that.

For underwater magic, everyone knows the experts would be at Zyndryl University in Aquas. Unfortunately, Eusebius still cannot trust the NACE, especially since they have been fighting the past few years on the Isle of Dawn. His next choice is Thyatis's Collegium Arcanum, where he has set Thyatian mages to working on a solution.

Terari now offers the aid of Karameikan School of Magecraft. The Glantrian Great School of Magic has many specialties - one for each school of magic - while the School of Magecraft is still only teaching basic magic. Recently, their joint effort with Aeria has given them better knowledge of air magic and skyship enchantments. Terari believes this next project will create a new specialization in water magic. This is part of his program to insure that the School of Magecraft will continue to grow and prosper.

### **FELMONT 25, AC 1015: Darokin Reacts Sternly.**

**Location:** Darokin City, Darokin. OW

**Description:** After a short council session to discuss the piracy crisis and Minrothad's request that Darokin rescind their beneficial trade agreements, Chancellor Mauntea announces Darokin's policy. Though he never mentions Minrothad by name, he says that corsairs will not cow Darokin. Patrols will be increased and Darokin and its allies will sweep the seas clean of pirates, just as they did in the past. Then he surprises everyone, announcing that the ports of the Western Defense League will be closed to any nation known to support, condone, or fail

to take action against "unlawful elements on the high seas." Throughout the capitals of the Western Defense League statements are released in all the capitals of league member nations supporting Mauntea's proclamation. (See Kl. 21, Fe. 3; Fy. 11.)

**What This Means:** Faced with hostile action, but backed up by its allies, Darokin resolved to confront Minrothad strongly and not compromise. This is a change in their usual practice of seeking a negotiated resolution of problems. Darokin's uncharacteristically unyielding response is a result of two factors. The first is that Darokinian merchants have become attached to the favorable treatment they receive trading with their neighbors. They don't want to give up the advantages that recent trade agreements give them. Any negotiated settlement of this dispute would probably result in the elimination, or at least the reduction, of the preferential treatment they have become used to. The second is that Darokin, now supported by numerous strong allies, feels they can throw their weight around more. Darokin is beginning to think of itself as the next great power in the region, or at least the center of a powerful alliance. They feel less need to compromise, especially where their trade interests are concerned.

Despite the fine sounding words of Darokin's announcement, neither Darokin nor any of the Western Defense League nations do anything about piracy in general (especially hin pirates) in the Sea of Dread. They simply use the "Mauntea Doctrine" as a means to cow Minrothad.

### **FELMONT 26, AC 1015: Jennites Receive Arms.**

**Location:** Forests of Verdán, Esterhold Peninsula. AS

**Description:** The Jennite rebels receive supplies, including many steel weapons, and even some magical ones, which they pay with the treasure they took with them while fleeing the residence of the governor. (See Ya. 5, Ya. 9; Fy. 3, Fy. 9.)

**What This Means:** The Jennites had plundered the palace for that very purpose. Weapons come from unscrupulous merchants

and smugglers from the rest of the Esterhold Peninsula, from Minaea, and from Qeodhar. Qeodharian spies have been actively seeking weapons to smuggle to the Jennite rebellion because Baron Norlan would like the state of anarchy to last or even worsen to a civil war, as it would only prove the unworthiness of democracy and diminish the power and prestige of Favian Vern and of the Council. Some spies go as far as training the rebels with their new weapons and teaching them guerrilla warfare.

### **FELMONT 26, AC 1015: Glenmoorloch Plundered.**

**Location:** Glenmoorloch, Klantyre, Glantri. OW

**Description:** Moglai Khan finally succeeds at breaching the defenses of the city of Glenmoorloch. His horse warriors rampage throughout the town, killing all men of young adult age or older. Any gold they can find is also plundered. (See Fe. 10, Fe. 23; Fy. 1, Fy. 4.)

**What This Means:** The Ethengarians are on their way to Glantri City.

**What The PCs Can Do:** Perhaps they are the ones who came up with the plan on how to enter the city for the Golden Khan. On the other hand, if Glantrians, they can be the ones who turn back the invasion and actually stop the Ethengarians from conquering the principality. Either way, Moglai will believe that now is the time to move on toward Glantri City.

### **FELMONT 27, AC 1015: Papalotl in Fairyland.**

**Location:** Jungle near Xotitlan, Azca. HW

**Description:** After a meeting in the town of Xotitlan, in which he denounces the sacrifices conducted by the priests of Atzanteotl, Papalotl, nearing capture by the Azcan priests and military, finds refuge in fairyland, where he meets Xochiquetzal. The fairy queen recognizes Papalotl for who he really is, and invites him to stay with her for as long as he

wishes. The two become lovers. (See Fe. 21, Fe. 22; Fy. 2, Fy. 6.)

## ***Topic Of The Month: The Twaelar Merrow Empire***

*This is an account of Favonius Viator's imprisonment by the Twaelar during the past nine months. Although it gives us very little description of their lands, culture, and such, it does give an accurate account of their motivations for the war against air-breathers (as they call us).*

Many a citizen has asked me to describe what I have experienced as a prisoner to the Twaelar. After repeating my story to several nobles, military leaders, and even the Emperor himself, I grow weary of such constant questioning. Perhaps by writing it down people can read it on their own and leave me alone.

It of course started last year when I was on a ship heading toward the Hinterlands to explore possible new merchant venues. The first thing we heard was that there was a leak below the decks, but no one knew how it had occurred. Soon enough, many more holes appeared, and this time, the tip of weapons were spotted retreating from several of them. That's when the captain gave the order to man the battle stations. It didn't help; our assailants never broke the water surface, and none of the men could go and fight underwater. To make a long story short, the ship sank.

While swimming for my life, I recall seeing a few heads appear before me. They were human heads, although their skin was blue and green. They raised strange-looking crossbows my way, and the next thing I remember was being covered with a net. I speculate that the net was fired by these crossbows, but I must admit I really did not notice where it came from. Two merrow then placed themselves beneath me to keep me afloat and safe from drowning.

Approximately 12 of us were taken prisoner. The rest were either slain mercilessly or left to drown in the middle of the Sea of Dread. Our group was all huddled together and placed in one large net. A female merrow, whom I had not noticed before, approached our sorry bunch and began casting a spell. Once done, the merrow pulled us beneath the waves as we cried out, not wanting to drown. Surprisingly, we were able to breath the water. They tied our net to the back of a giant winged fish (a sage told me was called a manta ray after I described it to him), which dragged us down to the bottom of the sea.

That's when we saw the enormous city on the ocean floor. Buildings several dozen stories tall were the norm, and many were much, much bigger. It must have been the size of Thyatis City, for it stretched further than I could see in these murky depths. Strange glowing sea-shells provided light in the city streets (for lack of a better word). Hundreds of merrow would be swimming up and down between the numerous floors of their buildings, much as we walk down the streets in the city. And they were all lean, fit, and well muscled on their upper human bodies; I guess the constant swimming forces them to always be in shape. None wore any clothing - not even the females - indicating a lack of modesty in their people. Had I not been so afraid for my life at the moment, I might have stopped to enjoy it; like I said, they were all in good shape [Favonius had other comments we deemed inappropriate for publishing at this point. Ed].

We were dragged to a huge palace in the center of the city. This building was seemingly made from corals. The roof and several of the upper floors of the building had been completely destroyed, and they were busy repairing it, a feat which would take a few years judging by the size of the building. My story was discredited by the Legion at this point because sages claim that corals cannot possibly be found this deep beneath the sea. Because of this, they think that this Twaelar threat is merely a joke or some insane ramblings on my part. But I know what I saw; it was corals, and it was immense.

That is also when I noticed the legions of merrow soldiers; the threat our Empire does



not believe in. Easily thousands of them, training hard for battle. They each carried those special crossbows, nets, and spears. They had a cavalry riding these strange fish that looked almost like horses [we assume he means giant horsefish. Ed.]. They even had siege weapons, mainly ballistae, again modified in some fashion. This here was an army that could easily rival the Legion, although no one believes me.

The palace was extremely beautiful, what with those strange greenish lights coming from the sea-shells hanging everywhere. It was also very fragile; I easily removed some of the corals from the wall with my bare hands. They had made it delicate on purpose for the advantage of beauty. Soon enough, we were brought to the rulers of the nation.

The Emperor (I did not get his actual title or name) and Empress talked to us, using magic. They informed us about how disrespectful our people were, crossing with impunity over their waters and polluting their ocean. That is when I learned that the colonist ship *The Laurana* which sank back in Yarthmont AC 1012 [on the 12 according to PWA3. Ed.] had landed on their palace and caused the damages we saw upon arriving. I tried to explain it was an accident, but they seem to have been tired of hearing about accidents which have been occurring regularly over the past couple of years (what accidents, I did not manage to learn). The Twaelar Emperor informed me that he has declared war against the air-breathers and will sink any ship they see in their waters.

We were then brought to their dungeons (dug into the rocks below so we could not break free). They would interrogate us often, asking about our forces, strengths, and underwater capabilities. They also wanted to learn all they could about our culture. When we weren't cooperative, their methods of torture convinced us to be more helpful. Their most successful method was to let their water breathing spells run out and watch us drown if we didn't talk. [Several other descriptions of their methods have also been deleted for the reader's benefit. Ed.]. Three of us lost our lives to this. And there we stayed until a band

of adventurers rescued us from this infernal watery cell.

I would love to tell you about the harrowing escape, but the adventurers made us promise not to reveal anything; they want to get a professional bard to tell their story.

*Favonius Viator*

## Fyrmont

### FYRMONT 1, AC 1015: Day of Heroes.

**Location:** Five Shires. OW

**Description:** On the first day of the month, the tombs and battlefields of famous hin are respectfully visited and strewn with flowers and trophies. Many non-hin learn about the tragic history of the numerous occupations of the hin lands. The athletes of the Games are also showered with gifts from hin and non-hin alike as “modern day heroes.” (See Kl. 22, Fe. 15; Fy. 15, Fy. 20.)

### FYRMONT 1, AC 1015: Crusaders Gain Ground.

**Location:** Great Forest of Geffron, Denagoth. NW

**Description:** After a month of minor skirmishes with the Shadow Army and the feral monsters that dwell inside Geffron, the Crusaders have conquered the whole western tip of the forest, while the Shadow Army keeps retreating after every battle. The elves are more than ever convinced of their superiority and keep heading east. (See Fe. 9, Fe. 13; Fy. 10, Fy. 22.)

**What This Means:** The Crusaders have easily taken over the western part of the forest and are now advancing deeper into the woods, leaving some warbands behind to protect them from any rear attack. They have retaken about one third of the entire forest in less than one month and have seen no significant resistance on the enemy’s part after the battle of Felmont 13. If everything goes as the Generals scheduled it, they will conquer Geffron by the end of Ambyrmont.

Unfortunately for the elves, the Shadowlord is just toying with them at the moment.

### FYRMONT 1, AC 1015: The Horde Scatters in Glantri.

**Location:** Glantri. OW

**Description:** Moglai Khan’s horde separates into several groups and scatters throughout the countryside. The majority proceeds into the principality of Krondahar, while others decide

to attack Bergdhoven and Aalban. (See Fe. 23, Fe. 26; Fy. 4, Fy. 5.)

**What This Means:** The northern principalities, which were largely untouched by the goblinoid invasion during the Wrath of the Immortals, are now the major scene of devastation and war. Still, the Glantrian military is not a pushover, and the Ethengarians must fight hard for every inch of ground they advance.

Aalban is thankfully well defended thanks to Jaggar’s militaristic rulership of the principality. Bergdhoven also has a mysterious gold dragon flying around and protecting the land. Most Ethengarians wisely steer clear of it. Krondahar, unfortunately, bears the brunt of the assault.

### FYRMONT 2, AC 1015: Azcans Plans to Strike at Schattenalfen.

**Location:** Ximac Fort, Azca. HW

**Description:** Recent patrols in the lands south of Tenpocatiotl report that the Schattenalfen have been remarkably quiet of late. Very few patrols have been harassed by Schattenalfen, and almost none of the usual flapsail-patrols have been spotted. (See Fe. 22, Fe. 27; Fy. 6, Fy. 11.)

**What This Means:** The Schattenalfen are withdrawing their military forces from lands further than a few sleeps’ travel by foot back closer to their principal lands, in order to gather their forces for the upcoming journey through the world’s crust. Patrols are being cut from outlying lands but reinforced close to major settlements, thus enhancing their defenses but cutting offensive forces severely. They hope to stay quiet for quite a long time while much of their army is away, and thus avoid any military conflicts during the rest of the year.

Azcan generals, however, do not know the true reason for the withdrawal, and fear that the Schattenalfen are planning another major attack. Or else one of their other enemies is troubling them a great deal. Either way, they are likely to be weak at the moment, and the generals begin planning a major offensive against the pale elves. They hope to conduct a

pre-emptive strike, or perhaps force them to fight a war on two fronts. Again, either way, this is good news for the Azcans, who are longing for revenge after the embarrassment last year.

### **FYRMONT 3, AC 1015: Peace Talks Resume.**

**Location:** Favaro, Darokin. OW

**Description:** Peace talks between shadow elves and Alfheim refugees open again in Favaro under the patronage of the DDC. Old Falanen, in his new diplomatic role, leads the shadow elf delegates, while King Doriath himself speaks for the Alfheimers. Meanwhile Treekeeper Jorodrin Feadiel, Radiant Mage Kanafasti and their assistants work hard in Rafielton trying to find a way to save the forest. (See Th. 26, Fe. 18; Fy. 26)

**What This Means:** Peace talks were abruptly stopped more than one year ago when someone attempted to kill Treekeeper Jorodrin Feadiel. Peace talks were then restarted, though informally, late in 1014, but the civil war put an end to any diplomatic relationship between Rafielton and the Alfheim refugees. Now, having settled the religious disputes over the right way of Rafiel, Princess Tanadaleyo takes her last chance on saving Canolbarth forest.

**What The PCs Can Do:** They can act as bodyguards for Doriath during the peace conference both if they are elves or if they are humans: it is indeed likely that DDC (which is in charge of conducting the meetings) will provide both sides with their own personal bodyguards.

### **FYRMONT 3, AC 1015: Jennites Strike Hard.**

**Location:** Faraway, Verdán, Esterhold Peninsula. AS

**Description:** A Jennite war band led by former governor Talin makes a foray to the fortified city of Verdán. Thanks to supporters inside the city they manage to sneak by the city walls at sunset and split into small war groups that roam the streets in search of Alphetians and Jennite “traitors” alike. They break into houses of those they consider their enemies

(sometimes choosing a house at random, since being an Alphetian is enough to qualify as an enemy) and slaughter every last man, woman and child, sometimes stealing some valuable items or jewels that are easily carried and traded for more weapons later. The groups also steal valuable items or jewels that are easily carried and can be traded for more weapons later. Those that encounter resistance prove to be a match even to the Verdán military. They then leave the city at sunrise with few losses. (See Ya. 9, Fe. 26; Fy. 7, Fy. 25.)

### **FYRMONT 4, AC 1015: Prince Jherek Slain.**

**Location:** Braastar, Krondahar, Glantri. OW

**Description:** During an intense battle at Braastar, Prince Jherek himself faces the invading Ethengarians, intent on protecting his people and proving once and for all that he is not allied with the enemy. The wizard easily manages to keep the horse warriors at bay with his illusionary magic.

Then Bakalgu the Destroyer, a hakomon [Ethengarian mage. Ed.] confronts the prince, and they proceed into a great magical battle. After many powerful spells, Bakalgu gets the upper hand and fries the Glantrian Prince with a meteor swarm. (See Fe. 26, Fy. 1; Fy. 5, Fy. 8.)

### **FYRMONT 5, AC 1015: The Glantrian Air Fleet Launches.**

**Location:** Glantri City, Glantri. OW

**Description:** Jaggar launches 20 new skyships to help defend against the Ethengarians. Many are amazed at how quickly he accomplished the incredible feat.

The onlookers watch as several sea vessels (large sailing ships) attached to three or four giant balloons instead of masts float up into the air. They immediately head for Krondahar to help the defenders. (See Fy. 1, Fy. 4; Fy. 8, Fy. 16.)

**What This Means:** The idea of a hot air balloon was ingenious. Jaggar simply had three or four such balloons attached to each ship, so that they would be able to lift the weight.

Instead of enchanting the entire hull with Fly spells (a lengthy and costly process), they merely used a couple of Conjure Elemental to entrap fire and air elementals in the command of the ship's captain. The fire elementals heat the air within the balloons, while the air elementals create the wind to blow the ship in the right direction. Such simple spells and minor magical items allow them to create skyships almost instantaneously.

Of course, a simple Dispel Magic will destroy the control over the elementals and bring down the ship, but Jaggar doubts the Ethengarians (or any enemy without good information) would think of such a tactic. Still, the ships have fuel for a normal fire in case of such an emergency. It won't be hot enough to keep the ship in the air, but it should give it a landing in which the crew can survive.

#### **FYRMONT 5, AC 1015: A Family Reunion.**

**Location:** Haldemar, Alphatian Neatharum.  
HW

**Description:** Recovering from his wounds, Zorok is visited by his two daughters, Zerrella and Zorena. He is visibly overjoyed to see them. The two daughters tell their father of the events of the ransom delivery and their stay in Haldemar, including their romances with the two Alphatians rescuers. Hearing of this, he becomes angered and calls for guards to get them out of his presence. (See Kl. 19, Kl. 21; Fy. 27, Sv. 3.)

**What This Means:** Zorok truly is happy to see both his daughters safe. That they are not captives is a great relief to him, but their romantic interests with the Alphatians do bother him. He could expect such a scandal from Zorena, as she had a tendency for such things, but Zerrella doing so comes as a complete surprise. The news of this, the Alphatians aiding them against the orcs, and the favorable treatment his wounded are receiving are too much for him and he snaps.

By now, the truth about Zorena and Zerrella is out. By meeting with their father, they are forced to officially inform the Alphatians as to who they are and their relationship to Zorok.

#### **FYRMONT 6, AC 1015: Azcan Priests Do Not Commit.**

**Location:** Chitlacan, Azca. HW

**Description:** The leaders of the military propose a major offensive against the Schattenalfen to the south of the Empire. However, the Emperor and the clergy are opposed to any attack, and order the generals to hold off indefinitely, refusing to offer and clerical support.

The generals, angry at the priests' cowardice and refusal to offer aid, decide to go ahead with the attack anyway. They tell the clerics that they do not know the will of their own Immortal, saying that Atzanteotl demands revenge for the massacre at Tenpocotli. The clerics refuse to explain their reasons to inferiors, and continue to ignore the generals. (See Fe. 27, Fy. 2; Fy. 11, Fy. 17.)

**What This Means:** Atzanteotl has informed His clerics not to attack the Schattenalfen, encouraging them to look towards a more cunning, long-term plot for revenge. In their pride, the clerics failed to explain their reasoning to the military generals, who decide to take matters into their own hands.

#### **FYRMONT 7, AC 1015: Elections Postponed.**

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

**Description:** President Favian Vern today issues a proclamation following the recent rebel attack on the city of Verdan. In this proclamation he announces that the elections are postponed until the rebels stop their attacks and slaughters. He invites the rebels to drop arms and start peace talking. (See Fe. 26, Fy. 3; Fy. 25, Am. 4.)

**What This Means:** The inhabitants of the province of Verdan live in constant fear of attacks since the Jennites' massive attack on their capital, when all sorts of people were arbitrarily massacred in the Jennites' killing frenzy, including new immigrants who had never held any slaves. Favian Vern also calls for troop reinforcements from Commander Broderick.

## **FYRMONT 7, AC 1015: Ka-Boom!**

**Location:** Torres Caliente, Torreón. SC

**Description:** At the military testing grounds of Torres Caliente, Torreóner engineers finally manage to invent the cannon. They call their invention “the bombard” for its ability to bombard enemies at a distance.

They begin preparing to use them to invade Terra Vermelha, which the Barony has wanted to do for years now. Baronesa Isabel does her best to keep her cannons a secret from the other baronies. (See Ei. 1.)

**What This Means:** Torreón now has a secret weapon to use against its enemies. The statistics of the Bombard are as follows:

[AD&D]

Bombard: cost: 20,000 gp, range: 100 yards, dmg: 2d10 hp (or 1d6 against structures or ships), crew: 3, ROF: 1/3, THAC0 17 (critical hit on 20), 10 charges of smokepowder per shot. For a better description, see the Concordance of Arcane Space from the Spelljammer boxed set.

[D&D]

Bombard: cost: 2,500 gp, range: 140/280/420, dmg: 1d12+13, Full Crew: 6, Enc: 80,000 cn, AC -2, HP: 30, Fire Rate: 1/30 min., Ammo Cost/Week: 45,000 gp, 45 pounds of smokepowder per shot.

For a better description, along with alternate forms of canons (from Small Bombard to Great Bombard), see Dragon Magazine #199.

## **FYRMONT 8, AC 1015: Bensarian Kidnapped.**

**Location:** Wendar City, Wendar. OW

**Description:** Bensarian disappears while staying in Wendar City. His followers and friends discover he’s missing when he doesn’t return to his room at the inn. The following days he’s still missing, so they begin to search for their mentor. (See Ya. 27, Fe. 18; Fy. 15, Sv. 10.)

**What This Means:** Bensarian has been kidnapped by Idris’ spies. He was coming too close to the head of the secret network of Idris in Wendar and so the leader of the cult has arranged a meeting with Bensarian to kidnap

him. Lured into a small house in the countryside by a false rumor, he’s been incapacitated and later transported to a hidden hideout near Woodgate. He’s now being guarded twenty-four hours a day and has been dressed with a Robe of Non-Detection (cannot be found by any scrying devices nor by the use of Detect spells) while the Spy Leader contacts his master to know what to do with the old sage.

**What The PCs Can Do:** If they were working for Bensarian, it’s likely they will begin to organize the researches to find him together with other Bensarian’s followers. They can also be contacted by the Elf King himself who wants to discover the fate of his best friend and advisor. Either way, the PCs will have to retrace back the sage’s last movements and to delve deeper into his investigations to get a chance to find him.

## **FYRMONT 8, AC 1015: Bombardments.**

**Location:** Glantri. OW

**Description:** Throughout Krongdhar, Aalban, and Bergdhoven, the Glantrian skyships harass and bombard the Ethengarian raiders. The Ethengarians respond by regrouping and marching straight toward Glantri City. (See Fy. 4, Fy. 5; Fy. 16, Fy. 20.)

**What This Means:** Moglai Khan was letting his troops vent their anger and have a bit of free time when the horde scattered throughout Glantri. He figured the Glantrians could not stop him, and as his men gain plunder, their morale will increase.

Now that strange magical flying ships are harassing his horse warriors, Moglai has decided that playtime is over. The horde will destroy Glantri City once and for all.

## **FYRMONT 9, AC 1015: Expedition Leaves Ionace.**

**Location:** Ionace, NACE. AS

**Description:** Now that the Alphantians have gathered enough airmasks for the crew of the Concordia, the Joint Polar Expedition leaves the city, their numbers and supplies to the maximum. They head for the Sundsvall

Maelstrom. (See Th. 15, Kl. 2; Am. 13, Am. 15.)

**What This Means:** Captain Delarius of the Concordia hopes a ripstorm will happen soon; he chose to fly above the maelstrom in hope the Skyshield is weaker at this location, following Favian Vern's advice.

#### **FYRMONT 10, AC 1015: The Invisible Menace.**

**Location:** Great Forest of Geffron, Denagoth. NW

**Description:** During a standard scouting of an unexplored area of Geffron, the scouting party that precedes the main body of the elven army is reported missing. When the other Crusaders start looking for their comrades, they find their corpses hanging from the high branches of the trees completely skinned. General Durifern orders another scouting party to be formed and its members doubled and then splits up the army in units of 100 elves to investigate the area of the massacre. (See Fe. 13, Fy. 1; Fy. 22, Am. 1.)

**What This Means:** Somebody or something has hit the elves bad and they want revenge. Durifern is especially worried since the killed scouts were some of the best experts of his clan and he reasons that anything that has disposed of them so easily is a powerful and obvious threat to the whole army. The Generals have decided to solve this mystery before going any further.

The Shadowlord's elite troops are responsible for this carnage. They have the duty to keep the elves on their toes and to frighten and hinder them as long as possible without being discovered. The elves will suffer greatly from these death squadrons.

**What The PCs Can Do:** The PCs can help the other elves to uncover the perpetrators of the massacre, but this will be a long time task. However, they must first avoid to fall in the death squadrons' hands.

#### **FYRMONT 11, AC 1015: March to Fort Ploiec.**

**Location:** Ximac Fort, Azca. HW

**Description:** The Azcans mount a major assault on the Schattentalfen at Fort Ploiec. However, the Schattentalfen defenses prove to be as good as ever, and the massed Azcan foot soldiers are attacked from the air by dozens of flapsail-riders and from the ground by clever skirmishers. Without access to healing magic or any of the other powerful clerical magics usually used by the Azcans in battle, the Azcans at first stand their ground, but soon lose heart and begin to rout under the bombardment of the flapsails. (See Fy. 2, Fy. 6; Fy. 17, Fy. 21.)

**What This Means:** The Schattentalfen were not caught off-guard, because they had only withdrawn their outlying forces. However, they were still a little below the normal strength for their defenses. Luckily for them, the Azcans were at a disadvantage thanks to the lack of clerical magic in their ranks. Combined with the devastating attacks of a large number of flapsail-riders, the Schattentalfen victory was all but assured.

Besides, the battle takes place on the Death Rain day according to the Azcan calendar, instead of the Soldier Flint Knife day recommended by soothsayers. This is the result of a manipulation by the fairy queen Xochiquetzal, who delayed the Azcan troops by one day when they unknowingly entered the fairy lands.

#### **FYRMONT 11, AC 1015: Scourge Brought to Justice.**

**Location:** Mirros, Karameikos. OW

**Description:** Two warships, one flying the flag of Darokin and the other flying the banner of Minrothad sail into Mirros harbor, the wreckage of the pirate ship Scourge towed behind them. They present the trophy to a gaping crowd as evidence of mutual cooperation to increase the safety of the seelanes. The Minrothaddan captain announces that the crew of the Scourge will be tried in Minrothad for their crimes. (See Fe. 3, Fe. 25.)

**What This Means:** Faced with the possibility of losing access to Western Defense League ports, and the severe trade losses that would impose, Minrothad has knuckled under to Darokin's "Mauntea Doctrine." The defeat of the Scourge is a well-publicized event meant to reduce the threat of embargo. Though Minrothad says the crew of the Scourge will be tried, they will actually be quickly released, and treated as heroes in Cove Harbor. The Privateer's Guild will be instructed to reduce their attacks. But Minrothad's troubles remain unsolved, and Meditor scrambles for a solution to his nation's crisis.

### **FYRMONT 12, AC 1015: Thyatians in Porto Liberto.**

**Location:** Porto Liberto, Serpent Peninsula. SC

**Description:** The Ironclad, a Thyatian military ship, docks in Porto Liberto, the Vilaverdan trading post on the Serpent Peninsula. The captain immediately sets about ordering barrels of smokepowder and about one hundred wheellock pistols and a few flintlocks. Once his purchases are complete, the ship is to sail back to Thyatis City in the Old World. (See Ya. 11; Ei. 2.)

**What This Means:** Thyatis has heard about smokepowder and wheellock pistols for quite some time now. This is their attempt to acquire some for their own men. They're hoping they can somehow reproduce the smokepowder and pistols, thereby becoming without a doubt the most powerful militaristic nation in the world.

### **FYRMONT 12, AC 1015: The Dead Place.**

**Location:** The Dead Place, Ylaruam. OW

**Description:** Synn's agents make a breakthrough at discovering how the Dead Place's magic works. They send a message to Synn, who teleports there immediately.

Synn's agents show her how they've managed to create their own mini-portal to the Pits [the Pits is the Mystaran name for the Abyss. For pure D&D players, the Pits is an evil Outer Plane of its own]. They believe by continuing the ritual for an undetermined amount of time,

a portal as big as the one here in the Dead Place can be obtained.

Synn orders them to try the ceremony, so the wizards begin casting the long and dangerous ritual. (See Fy. 18, Fy 22.)

**What This Means:** Most mortals remember with awe the massive war and destruction caused by the Immortals the previous decade. The time and events are now collectively called "the Wrath of the Immortals" by most inhabitants of the Old World. Little do they know, but the Wrath of the Immortals was not the first such war caused by the powers of Mystara.

About 1,500 years ago [that is, circa BC 500], in an event known only to a handful of sages, the Immortals waged another war, this time with the intent to wipe out the followers of Entropic Immortals in the Empire of Nithia. Rathanos led his group (including Ixion and many others), which they called the Guardian Immortals, against the forces of Thanatos. This time, however, the Immortals took a direct involvement in the battle, in what was called "the Flame's Apocalypse" war (due to the energy and fire from the destroying forces of Rathanos and Ixion). To bolster his own forces, Thanatos opened a gigantic gateway to the Pits [Abyss], unleashing thousands of fiends upon the followers of good.

Eventually, Thanatos was defeated and Nithia destroyed [Remnants that were of Good alignment were transported into the Hollow World. Ed.]. The lush land was turned into a desert and all memory of Nithia was erased from the surface of the world of Mystara. Several Immortals then banded together to place an immense, bowl-shaped obsidian seal over the gateway to the Pits. [Some sages speculate that they merely blasted the area with powerful magic, and the intense heat created the crater and melted the surrounding sand into obsidian, hence its bowl shape.] With time, it was soon buried beneath the dunes of the desert. Occasionally, the winds would reveal a section of the obsidian seal, and even more rarely, a fiend would actually manage to break through the seal. These few events have caused enough death for the locals to call the area the Dead Place.

Last year, Synn learned of the Dead Place and has since been trying to find a way to reopen the portal.

### **FYRMONT 13, AC 1015: Our Goal Is Near.**

**Location:** Meghala Kimata Plains, 150 miles southeast of Polakatsikes. JC

**Description:** On this day in the journey across the Meghala Kimata Plains, Herr Wulf announces to the Knights that their journey's end is near. The conviction of his announcement surprises many of them, and brings fresh hope to more than a few. (See Fe. 9, Fe. 13; Fy. 25, Fy. 26.)

**What This Means:** Vanya sent another dream message to Wulf the previous night, in which he saw a walled Milenian town near the source of a great river. This town is Polakatsikes, and it was made clear to Wulf that soon the town would be reached.

### **FYRMONT 14, AC 1015: Oh What Magic We Have.**

**Location:** Aquas, NACE. AS

**Description:** A group of underwater treasure seekers return with a cache of magical weapons they've acquired from the sunken cities of Alphatia. And their discovery shocks the mages throughout the entire area.

Of the three dozen weapons they've found scattered hap-hazardously throughout the ruins, all of them have major enchantments upon them. The weakest magical weapon is of +4 enchantment, and they all have special side abilities, like flametongue [Flames on Command in D&D], or frostbite. Even the extra enchantments are often at least twice as powerful as the norm.

The odds of finding three dozen such powerful magical items is practically impossible. Considering two other items of renown have also been recovered from the underwater ruins - the Pouch of Winds now in the possession of the Monster of the Low NACE, and The Burning Wand [a wand that can shoot five meteor swarms per day!] - sages begin to speculate as to what exactly is going on. The

powerful magical items are soon called the Alphatian Artifacts.

**What This Means:** The use of the Doomsday Weapon on Sundsvall has had many side-effects that have yet to be discovered. Two of the semi-known (although still poorly understood or secret) properties include the increase in ripstorms over the area and the portal to Alphatia in the Hollow World.

Another effect that the wizards and sages will soon discover is that a couple hundred magical items in sunken Alphatia became magnets for magical energy during the sinking. They have grown into extremely powerful items, more so than most mages can normally enchant. Yet sages will also discover a few drawbacks to these items.

First of all, they still drain magic; it's how they keep their own power. Any other normal magical item that remains within five feet of an Alphatian Artifact for over 24 hours will lose all of its magical properties. A mage or priest will lose one memorized spell per hour he remains within five feet of such artifacts (starting with his highest spell level). If two Alphatian Artifacts remain close to each other for over 24 hours, they will each lose some of their power (say, one side enchantment, or maybe a -1 to the power [that is, a sword +4 will become +3]). Therefore, anyone who wishes to use an Alphatian Artifact will become a one-magical-item-only person.

Second, these magical items are somehow linked to the Sundsvall Maelstrom. The Alphatian Artifacts only work at full power when within 1,500 kilometers (1,000 miles) of the Sundsvall Maelstrom (mainly at sea, but includes Ionace, Floating Ar, and the various pirate isles scattered throughout the sea). From 1,500 to 3,000 kilometers (1,000 to 2,000 miles), the artifacts are at half power (this will include the northern and eastern section of the Isle of Dawn, the coast of Norworld, the Alatian Isles, most part of Bellissaria, Qeodhar, and the western half of the Esterhold Peninsula). After 3,000 kilometers (2,000 miles), the artifacts lose all power.

There are, of course, a few other side effects, which have not been discovered yet, but will



show themselves in due time (see the Day of Dread if you want a hint).

Note to DMs: be sure to give these items unique names. They are very powerful items, and no two should be alike, therefore they should all have individual names to represent them.

### **FYRMONT 14, AC 1015: Visitors from Alphatia.**

**Location:** Haldemar, Alphatian Neatharum. HW

**Description:** Clerics of Alphatia and Koryis arrive in Haldemar via skyship. Reporting to Commander Ezreilla, they inform her that they are on a mission as dictated by their Immortals. Despite Ezreilla's requests for them to assist with the wounded, the clerics leave her presence. When she insists, the clerics present to her a document bearing the Imperial Seal that supports their effort. Later, the clerics call for experienced adventurers to assist them. (See Kl. 24, Fe. 22; Am. 8, Am. 12.)

**What This Means:** Since his departure from Zorok, Zandor has not been heard from or seen within Neatharum or Neathar Lands. The reason for this is that he has taken refuge in the Lands of the Gentle Folk. His presence is unsettling for the Gentle Folk's primary Immortal patrons, Alphatia and Koryis. As such, the two Immortals have dispatched clerics to travel there and take him into custody. The clerics have Imperial backing supporting the venture.

**What The PCs Can Do:** PCs in Haldemar may be accepted as members of the party. Those that have pursued Zandor will be given priority. The party will also need Neathar guides familiar with the Gentle Folk and the land.

### **FYRMONT 15, AC 1015: The World Games.**

**Location:** Shireton, Five Shires. OW

**Description:** With a large parade and huge spectacles, the Sheriffs of the Five Shires declare that the World Games have begun. (See Fe. 15, Fy. 1; Fy. 20, Fy. 28.)

**What This Means:** This year, there are not as many athletes as in previous World Games. Both Glantri and Ethengar have no representatives as the two nations are too broiled up in their war to care about the games. Ylaruam, on the other hand, refuses to step into infidel territory.

Also, the nations of Vestland, Soderfjord and Wendar send less athletes than before as these nations can no longer afford to pay for such extreme expenses four years in a row. Even Karameikos was hard pressed, but luckily many wealthy philanthropists helped fund most of the athletes.

The World Games Council seriously begins considering delaying the next World Games a couple of years.

On the other hand, a group of goblinoids from New Kolland - here on their own rather than representing Glantri - make the first goblinoid team to participate in the World Games. At first many nations objected to the goblinoid presence - especially the Five Shires (they still remember the orcish occupation). But Darokinian diplomats smoothed things over and the orcs and goblins were allowed to compete.

### **FYRMONT 15, AC 1015: Rescue Mission for Bensarian.**

**Location:** Woodgate, Wendar. OW

**Description:** The friends and retainers of Bensarian have finally found out the location of their mentor thanks to some clues left by his kidnappers. After a thoroughly planned strategy, they assault the compound where Bensarian is held captive and are able to free him without too many casualties. Most of the kidnappers are able to escape but a few of them get killed in the fight. Bensarian thanks his rescuers and explains them that they were spies working for the Church of Idris. He is now more than ever convinced that the evil priests have something in mind that involves the downfall of Wendar, but he hasn't figured out the whole plan yet. Thus he asks them to resume their undercover work to keep him informed of their progress. (See Fe. 18, Fy. 8; Sv. 10.)

**What This Means:** Unfortunately for the good guys, this is a major achievement for the Church of Idris. In fact, the fellow rescued by the heroes is not Bensarian, but an imposter who has impersonated him to unmask the infiltrators of the Church and to mislead their investigations. Also, the mastermind who's behind all this plan has decided to use these heroes as unwitting pawns to further his plans, and the fake Bensarian is pivotal in the success of this operation.

#### **FYRMONT 16, AC 1015: They're Here.**

**Location:** Glantri City, Glantri. OW

**Description:** The Council of Princes watches as Moglai Khan and his horde surround Glantri City. The siege has begun. The Council returns indoor to debate their next move.

Many are displeased that Princess Dolores Hillsbury hasn't even bothered to show up. Although she did claim she had important matters that needed to be looked at right away, they believe that the fate of Glantri should supercede any magical experiment she might have.

Interestingly enough, Morphail claims he has managed to regain control of the undead rampaging through Boldavia. He has since directed them to move toward Glantri City. Still, the others believe that it will be too late.

Jaggar merely says that the walls of Glantri City will never be breached. He has waited his entire life for this moment, and he guarantees that he will not fail. Besides, he claims to have a special surprise for the Golden Khan. (See Fy. 5, Fy. 8; Fy. 20, Fy. 25.)

**What This Means:** When Morphail claimed he regained control of his minions, most Council members assumed this was because Dolores was no longer present. Seeing how all the Princes spy on each other, it wasn't hard for them to learn that Malachie and Jaggar both suspected Dolores. With her gone and Morphail back in control, others are beginning to assume the same thing. Still, assumptions are nothing without proof in Glantri.

As for Morphail, he was expecting Dolores to use her "secret forces" to stop the Khan

before he reached Glantri City. He has now realized, that with Dolores gone and the Ethengarians at the city gates, there never was any secret forces. To allow Klantyre to be destroyed is one thing, but never would Morphail allow Glantri itself to fall. He is scrambling his forces as fast as possible.

#### **FYRMONT 17, AC 1015: Battered Army Reach Home.**

**Location:** Tenpocatliotl, Azca. HW

**Description:** When the remnants of the army arrive back in the half-ruined city of Tenpocatliotl, the leading generals are immediately arrested by clerics of Atzanteotl, clapped in chains, and paraded through the center of the city before being marched to Chitlacan. There, they are tried by the Emperor and found guilty of treason against the state. As a punishment, they will be sacrificed the next day at noon, so that Atzanteotl Himself may teach them the consequences of second-guessing His wisdom.

The peasants, however, blame the defeat on the clerics, who are increasingly being seen as lazy, cowardly and self-interested, in fact interested only in the letting of sacrificial blood. However, these opinions, though thought by many, are spoken only by very few. One of the few is Papalotl, who preaches briefly near the capital city itself, before disappearing again, eluding the authorities once more. (See Fy. 6, Fy. 11; Fy. 21, Am. 9.)

**What This Means:** The battle did not please Atzanteotl, despite its failure. He admonished His clerics in the Azcan Empire for not enforcing His will, sending many of them terrible nightmares dominated by an awful image of a huge flying viper eating the clerics. This explains the clerics' actions after the battle.

Nevertheless, Atzanteotl's purposes are not fully achieved. While the Schattentalfen are left strong and reasonably unscathed for the potentially-perilous months ahead, the Azcans are left battered, angry and with morale at an all-time low. The feeling of the troops themselves is that they were abandoned by the clerics and thus by their patron. This only worsens as the events in Chitlacan unfold, and

these feelings soon spread among the common folk (many of whom have, or had before the battle, relatives in the military).

### **FYRMONT 18, AC 1015: Knock, Knock. Who's There?**

**Location:** Dead Place, Ylaruam. OW

**Description:** Synn and her followers manage to create a 10 meter diameter portal to the Pits, identical to the gigantic one lying only several dozen meters away beneath the obsidian seal. Synn is happy about the result; until a fiend actually comes through the portal, that is. At that point, she becomes ecstatic. The huge, winged fiend (some would call it a Balor [Greater Tanar'ri, AD&D], others a roaring fiend [D&D]) demands to know for what purpose Synn opened the doorway to his realm. She says that she is merely opening the door, and the fiend can do as it likes here on Mystara. All she cares about is the chaos it is sure to cause.

The powerful fiend's reply is that no one can command Frizgr'ath. Only he will create chaos for himself, and not for the amusement of some puny mortal. Frizgr'ath then attacks the mortals who opened the gateway. Synn teleports to safety, leaving her followers to be destroyed by the fiend.

Afterward, the balor [D&D: roaring fiend] approaches the obsidian dome covering the Dead Place. Frizgr'ath has been trying to destroy the seal for centuries, but never succeeded. Now, on the other side, the task is much easier. He breaks it open thanks to his fiendish magic and powers. Soon enough, a large force of tanar'ri [D&D: chaotic fiends] begins pouring into the world of Mystara. (See Fy. 12; Fy. 22, Fy. 28.)

**What This Means:** Synn was only too glad to let her followers die at the hand of the fiend. Now, she is the only one who knows the magic to make such a portal again. And she definitely intends to do so sometime in the future.

As for the horde of fiends, this bodes ill for the people of Ylaruam.

### **FYRMONT 20, AC 1015: Visiting for Red Steel.**

**Location:** Slagovich. SC

**Description:** At sunrise, a small squad of 30 soldiers suddenly appear marching out from under an archway of a bridge in Slagovich. These soldiers are all wearing platemail painted red with a symbol of a sword and sun on it. Behind them appears a wagon being pulled by a strange horse with tentacles.

Wealthy merchants of the town, who have been waiting around this very bridge, quickly meet them and begin selling red steel weapons and platemails for the huge amount of foreign gold they have in their wagon.

A few dozen soldiers of Slagovich watch the exchanges carefully, making sure an army doesn't pour out of the portal or that these strangers don't cause trouble. They never have before, but one never knows.

Then, by sunset, the group quickly marches back under the bridge with their newly acquired goods and vanish without a trace.

**What This means:** The powerful merchants of Slagovich who buy and sell Red Steel all wait anxiously for this day. It seems that every 5 years, on Fyrmont 20, these people calling themselves the Harmonium arrive in Slagovich through a magical portal under the bridge, buy all the red steel they can, and then leave. When asked why they don't return more often, one hears a story about the portal only working for one day once every five years. They claim to come from a world called Ortho, and the leader of their military organization (a certain Factol Sarin) simply loves the red steel platemails. It is believed that the others paint their normal armor red so that they match those of their leaders.

This event is obviously mainly for an AD&D campaign with ties to the PLANESCAPE setting, but can be easily adapted to D&D if one assumes they are merely from another world in the Prime Plane and that these Harmonium are not the same group as the faction from Sigil. A description for Factol Sarin (from PLANESCAPE), who always wears a red steel platemail of command, can be found in the Factol's Manifesto.

**What The PCs Can Do:** If they are wealthy enough, they can purchase their own red steel weapons and armor and try to sell it to this group for a hefty profit.

Or, if they examine the portal under the bridge, DMs just might want to introduce them to Barracks of Sigil, the Prime world of Ortho [recommended for D&D campaigns that aren't using PLANESCAPE], or maybe the plane of Arcadia. The exact location of the other end of the portal is up to the DM, but it's a sure bet that it's fully under the control of the Harmonium.

### **FYRMONT 20, AC 1015: The Green Cloak Strikes Again.**

**Location:** Shireton, Five Shires. OW

**Description:** The infamous hin thief known as the Green Cloak has successfully broken into several manors being used to host nobles visiting the World Games from all the nations of the Old World. In the place of the valuables are notes boasting the Green Cloak's abilities and the pathetic nature of the victim's security. (See Fy. 1, Fy. 15; Fy. 28, Am. 1.)

**What This Means:** The Green Cloak is an infamous thief in the Five Shires who disappeared over a decade ago. Back in AC 1013 (Fyrmont; see Joshuan's Almanac), the Green Cloak reappeared on the scene. Although many believe this Green Cloak is merely a copycat of the original, none have yet managed to catch this daring rogue either.

**What The PCs Can Do:** Capture the thief. Anyone who manages to capture the Green Cloak will become famous throughout the Five Shires. If captured before the World Games are over, visiting nobles from several nations will hear of the PCs' exploits, earning them an international reputation.

### **FYRMONT 20, AC 1015: The Final Battle.**

**Location:** Glantri City, Glantri. OW

**Description:** The Ethengarians are surprised as a huge horde of goblinoids viciously attack them from behind. The goblinoids outnumber the horse warriors at least three to one, and they attack without fear.

In the Parliament, Jaggar tells the other Princes (including a returned Dolores Hillsbury) how he had purposely left Kol's forces out of the battle until this moment. He wanted the horde of goblinoids to come as a surprise to the Khan. And it did; even the Princes of Glantri were caught by surprise at exactly how many goblinoids Kol could muster. Jaggar then excuses himself from the Council. Jaggar personally leads several units out in the field to help the goblinoids wipe out the Ethengarians.

But then, the Ethengarians surprise everyone and charge, to a man, the city walls. They ignore everyone behind them and in their way, so intent are they on their goal. At the last moment, several shamans and hakomons (wizards) cast spells creating a huge bridge of earth to rise out of the ground: the horse warriors can simply ride right over the city walls! With most of the Glantrians now outside the wall, Glantri City doesn't have a chance to stop them. Jaggar curses at this unexpected use of magic (he severely underestimated their hakomons). [It is assumed that the hakomons only used this magic because all appeared lost. Otherwise, the Ethengarians would have rather not touched the magic and would have probably refused to use the bridge. Ed.]

Just when all appears doomed, a lone mage appears over the earth bridge, floating in the air with his magic. He casts a couple of meteor swarms, burning down most of the front lines of the Ethengarians. His next spell causes a thin blue beam to streak out of his hands and strike the bridge of earth. Moments later, the bridge explodes, knocking back the closest horse warriors (including the Golden Khan himself) and even killing several of them. [For those who wish to know, this is an enhanced version of (Tenser's) Destructive Resonance.] The lone wizard then disappears.

Jaggar does not hesitate and moves in with his men. Soon enough, the powerful wizard confronts the Golden Khan directly. The Prince casts his disintegrate, expecting to see the Khan's ashes before him. But Moglai resists the spell and strikes Jaggar with his sword, amputating his right arm just above the elbow. The wounded prince looks up to see the Golden Khan prepare his death blow and

realizes that without his arm, he cannot cast another spell to defend himself. But the blow does not come. Instead, Moglai looks down to see a sword sticking out of his chest. He then crumples to the ground. Jaggar then notices the leader of the goblinoid forces, Ludwig von Hendricks, remove his sword from the Golden Khan's back. Jaggar then passes out.

The remaining Ethengarians realize they have been defeated and try to flee. Most are cut down by the goblinoids. (See Fy. 8, Fy. 16; Fy. 25.)

**What This Means:** Moglai Khan is dead. Ethengar will probably be in a state of unrest for years to come. The remaining horse warriors, still rather large in number, are not safe yet. Although they have escaped the goblinoids, they must still pass through the undead blocking their exit through Boldavia. Unfortunately for them, most won't survive. In the end, only several handfuls of warriors make it back to the Steppes.

In Glantri, Kol and his goblinoids will be revered as heroes. Even more acclaim will go to the warrior who slew the Golden Khan. Ludwig von Hendricks will likely become the most famous non-mage of all of Glantri. Jaggar was rescued and saved by his men. As for the solitary mage who appeared over the earth bridge, no one seems to know who he is (several false claims were revealed through ESP however). Rumors speculate that it was one of the Princes, a master from the Great School of Magic, the missing Etienne d'Ambreville, or even Rad himself come to protect his people [Note that, since Rad doesn't have any priests to whom he grants spells, no one in Glantri has even noticed that he disappeared at the end of AC 1009 with the conclusion of the Wrath of the Immortals; the Glantrians have been "honoring" him the past six years as if nothing has changed].

### **FYRMONT 21, AC 1015: Generals Escape.**

**Location:** Chitlacan, Azca. HW

**Description:** During the "night", two of the leading generals are freed from imprisonment and are not present the next sleep for sacrifice. Furious, the Emperor orders first the surviving sergeants then an entire platoon of soldiers

from the missing generals' forces to be sacrificed. The more zealous followers of Atzanteotl relish the chance to witness such a mass sacrifice, but the majority of the population is appalled to see fellow Azcans, especially innocent, hard-working Azcans, under the sacrificial knife. (See Fy. 11, Fy. 17; Am. 9, Am. 12.)

**What This Means:** The clerics of Atzanteotl take this as an opportunity to up the sacrifices once more, and ever-larger numbers of sacrificial victims are called for. The boxes in the great plaza in Chitlacan begin to fill up beyond their capacity.

Above all this rises the unconditional help and love of Papalotl. He wins many of the common folk to his cause during these dark days, and many more begin to talk quietly among themselves about the legend of Papalotl, and the forbidden prophecy of Quetzalcoatl. It was of course Papalotl who rescued the two generals (both of whom were reasonably agnostic) from the blade of the sacrificial knife. These generals are delivered into the care of some common folk loyal to Papalotl, and sent through a network of sympathisers to the north, to the more free and increasingly anti-Atzanteotl city of Titalpoca.

Ironically the clerics' reaction to the defiance of Papalotl and the generals only worsens their reputation among the general populace.

### **FYRMONT 22, AC 1015: Fiends Attack.**

**Location:** Ylaruam. OW

**Description:** Nomad refugees begin arriving in the larger cities of Ylaruam, declaring that their tribes have been attacked by fiends from the Pits.

At first, officials are rather skeptical or believe it to be a random incident. But as the number of refugees start getting larger and larger, the officials begin to worry that something horrible is truly roaming the sands outside their walls.

Soon enough, the Emirs and even the Sultan begin sending their forces out to patrol and bring down the fiends. (See Th. 18, Fy 18; Fy. 28, Am. 14.)

**What This Means:** The tanar'ri [D&D: fiends of the Pits] are too chaotic to plan anything, so they have been roaming around in random groups and directions, causing whatever havoc they can. Had they waited before proceeding, they might have been able to produce an effective army. Now they are scattered and easily defeated.

The Ylari, on the other hand, have been preparing to invade Thyatis for some time now. Their forces are ready, and they are already destroying the smaller bands of fiends they catch in the desert.

Of an important note, due to events that have taken place in the AD&D PLANESCAPE campaign, all fiends, including the Tanar'ri, have lost their ability to teleport without error. All their other standard abilities remain.

#### **FYRMONT 22, AC 1015: The Elf Skull Units Discovered.**

**Location:** Great Forest of Geffron, Denagoth. NW

**Description:** After two bloody weeks of ambushes and raids during which the elves have suffered many losses, the Crusaders are finally able to discover and capture one of the members of the Shadowlord's death squadrons. After a brutal interrogation, the elves manage to get some information about who's responsible for the ambushes using their magics. They discover that the Elf Skull Units are behind the attacks, a special military force made up of humanoids only who have sworn to serve the Shadowlord and Idris to death. They are masters at using camouflage tactics, ambushes, swift raids and know a hundred different methods to slay their opponent without making any noise. Some of them are also capable of wielding magic. The Generals devise a counter plan to use against the Elf Skull Unit that relies heavily on the use of elven magic and camouflage tactics. (See Fy. 1, Fy. 10; Am. 1, Am. 22.)

**What This Means:** The Elf Skull Unit has been unmasked and this is a small advantage for the elves. However, in the past days the death squadrons have been able to kill hundreds of unlucky elves without sustaining any major losses. The Crusaders know that

until they eliminate this problem, they will never have the chance to continue their military campaign against the Shadowlord.

#### **FYRMONT 24, AC 1015: An Evil Alliance.**

**Location:** Triangle of Ash, Makkres Mountains, Rockhome. OW

**Description:** Two dwarves, a male and a female, walk boldly into the camp of a large force of goblinoids located in southeastern Rockhome between three pyroclastic volcanoes. When threatened by the perimeter guards, they state that they merely wish to speak to the leaders of this horde: Thar and Psa'gh.

Soon enough, the dwarves receive an audience with the orc and kobold kings. At first, the two goblinoid monarchs decree that the dwarves are to be burnt and eaten in a feast, but when the male proposes a plan to invade and conquer Rockhome, the order is canceled.

The dwarves claim that they can teach the goblinoids all of Rockhome's military secrets and tactics, how to disarm their traps, and where all of their forces are positioned. Even better, they say that they will be able to supply the goblinoids with as many weapons as they need.

Intrigued by this offer, Thar and Psa'gh bring the dwarves to their private chambers to listen fully to their plan. The dwarves introduce themselves as Duric and Bifia of the Modrigswerg Clan. (See Sv. 8, Sv. 14.)

**What This Means:** Way back in AC 1011, Rockhome underwent a civil war now known as the Clan War. In it, a returned hero from ages past (Denwarf) tried to reclaim the throne, but died in a Challenge of the Kings. Afterwards, his named successors, Duric and Bifia of Clan Hurwarf, tried to continue the Clan War, but were ultimately turned in by their own people. King Everast XVI sentenced the two to exile from Rockhome.

Since then, the two exile dwarves made their way to the Northern Reaches and eventually found shelter with the Modrigswerg dwarves. These Rot Dwarves, as they are known to the dwarves of Rockhome, were also exiled ages

past for acts of evil and treason (See Gazetteer 7: The Northern Reaches).

Now, Duric and Bifia are planning to reclaim what they believe is their rightful throne of Rockhome. The Modrigswerg would not agree to rally into an army to invade the dwarf kingdom, but they did agree to supply weapons and armor to any forces the two dwarves might be able to raise. The exiled dwarves, having seen what damages Thar and Psa'gh did in the Northern Reaches, believe the goblinoids would make the perfect army.

Normally, Duric would never even talk to a non-dwarf, let alone a goblinoid, but Bifia has convinced him it is necessary for them to regain their throne. Bifia is still the one who does most of the talking to Thar and Psa'gh. Of course, the dwarves plan to throw the goblinoids out of Rockhome after they win the war. Needless to say, Thar and Psa'gh are also plotting on how to eliminate the dwarves once the fighting is over.

The Modrigswerg however, couldn't care less. As long as all the dwarves of Rockhome are killed, whoever rules the area is irrelevant. Supporting the mad Duric and Bifia with weapons is the least they can do to repay the Rockhome dwarves for exiling them centuries ago. Except for the desire of revenge, they're content with their new homes deep beneath the mountains of the Northern Reaches.

### **FYRMONT 25, AC 1015: Polakatsikes Sighted!**

**Location:** Near Polakatsikes, Meghala Kimata Plains, Davania. JC

**Description:** In the morning, scouts return to the Knights' camp, reporting the discovery of a large town only one mile beyond a range of hills just to the west. Wulf declares immediately that this is the object of the quest, and preparations must be made immediately for an invasion, so that Vanya's honor may be restored at the expense of the Milenian people. He orders several small reconnaissance teams to investigate the town, its defenses, and its troops. He then commands the remainder of his force to practice their tactics, and otherwise perform drills until they are a perfectly coordinated unit. Finally, some Knights are

picked to explore the land around the camp for good defensive positions. (See Fe. 9, Fy. 13; Fy. 26, Fy. 27.)

**What This Means:** Wulf knows that this is the town he must conquer as proof of his loyalty to Vanya, and as a means to further expand the influence of the Heldannic Knights. He knows that information about the town is needed if he is to have a hope of conquering it, hence the scouting missions. He also knows that his small force must be well-trained and disciplined, or this quest will have been for nothing.

**What The PCs Can Do:** Players could easily find themselves on an intelligence mission to obtain information about Polakatsikes; or they could remain at the camp, assisting the Knights in drilling for warfare, practicing tactics, searching for defensive positions, and so on.

### **FYRMONT 25, AC 1015: Life Back to Normal.**

**Location:** Glantri. OW

**Description:** With the war over and the worse of the cleanup done, life in Glantri starts going back to normal. The Parliament meets today to take care of a few things.

First, they deal with an issue that the ambassadors of the Five Shires and Karameikos have been continuously bringing up for the past year. The Parliament declares that it will never turn Ludwig von Hendriks into their custody (up until this point, they have been debating, but never agreeing; now it's confirmed) for trial against the people of those nations.

Next, they set about discovering which nobles have been killed during the battles and promote new ones to replace them. General elections take place to see who will get the positions.

Prince Jaggar is now back to full health, but he is still missing his right arm. He refuses to allow priests and their Immortals restore it for him. Contrary to what most expected, Jaggar declares the war over and states that he has no intention of invading Ethengar to wipe them out.

Lan-Syn, Jherek's widow, is named as Jherek's successor in Krondahar. She is also promoted to High Master of Dream Magic by the secret craft in the Great School of Magic. (See Fy. 16, Fy. 20; Sv. 6, Sv. 25.)

**What This Means:** Many expected Jaggar to press into Ethengar and wipe out the horse warriors once and for all. He would love dearly to do this, but without his arm, Jaggar is unable to cast even the simplest of his spells. He views, correctly, that he would be defenseless and useless in such a war. The Prince of Aalban is now devoting his time to discover a way to replace his arm and return his spellcasting.

**What The PCs Can Do:** If they're mages, they can try and win a title of nobility. DMs will notice that most of the "free" positions will be around Boldavia and Klantyre, therefore the local Princes (Morphail and Brannart/Angus) will more than likely try to "persuade" new PCs nobles to join their fold. Morphail will probably even try to turn them into his minions.

Of course, they could win a title in a dominion elsewhere in Glantri if one of those nobles were promoted to replace those lost in the darker principalities.

### **FYRMONT 25, AC 1015: Confederate Troops in Verdian.**

**Location:** Faraway, Verdian, Esterhold Peninsula. AS

**Description:** Commander Broderick arrives in Faraway with fresh troops from Surshield and Lagrius. He sets them to patrolling the city and countryside, while he discusses with Favian Vern about the Jennites' underground organization. (See Fy. 3, Fy. 7; Am. 4, Ei 3.)

**What This Means:** Broderick is convinced that the attack was much too organized for the Verdian Jennites who were completely disorganized not so long ago - thanks to Xanthus's oppressive rule. They must have had help from someone else with an interest in a civil war, as well as weapon supply, and Broderick is intent on discovering who. He sends spies to infiltrate the rebels' ranks.

### **FYRMONT 26, AC 1015: Peace Treaty Signed.**

**Location:** Favaro, Darokin. OW

**Description:** King Doriath and Princess Tanadaleyo sign today the peace treaty between their two races. As a first step toward a future cohabitation of both races in former Alfheim, the two elvish races agree on a first group of former-Alfheimers to settle back in Canolbarth.

Via scrolls of communication King Doriath tells the Alfheim refugees currently in Wendar and Karameikos that they can start coming back to Canolbarth in small groups. Mages able to help Jorodrin Feadiel in healing the forest are especially needed. (See Fy. 3; Am. 1)

**What This Means:** This time, thanks to the sponsorship of both Immortal patrons and to the non-intervention by Atzanteotl (busy planning the destruction of the shadow elves) the peace talks proceed well.

### **FYRMONT 26, AC 1015: Von Klagendorf Decides.**

**Location:** Near Polakatsikes, Meghala Kimata Plains, Davania. JC

**Description:** The scouting parties sent out yesterday have returned. They report that the Milenian town seems to be well-fortified, with two guarded gates leading into it. The scouts also estimated that a town of this size might have about 1000 soldiers. Since none of them could enter Polakatsikes, details of the inside of the town are unknown. Herr Wulf reviews the information, and decides that the town must be taken, no matter what the odds might be, if Vanya's faith in the Knights is to be restored. (See Fy. 13; Fy. 25; Fy. 27, Fy 28.)

**What This Means:** The information is mostly correct, given how much the scouts could learn. Polakatsikes' army is actually closer to 800 men. Wulf knows that this is a test from Vanya, and he is determined to prove himself, and the Knights, worthy of Her favor.

**What the PCs Can Do:** If the players performed scouting missions the previous night, and were able to enter the town unseen, they may be able to obtain useful information -



this is up to the DM. Otherwise, there is nothing for the players to do but prepare for battle.

### **FYRMONT 26, AC 1015: Accusations Amid Celebrations**

**Location:** Glantri City, Glantri. OW

**Description:** Amidst the celebrations that follow the war with Ethengar, an accusation of fraud is raised against Jean-Louis Mongolfière. Yarov Urbaal, the son of the late Count Emeth of Wylon, accuses Mongolfière of stealing his father's designs for his hot air balloons, which proved to be such a boon against the Ethengarian invaders. Gossip spreads, and a minor scandal erupts. (See Fe. 23; Fy. 5; Fy. 8; Fy. 20; Fy. 25; Am. 4.)

**What this means:** Urbaal is convinced Mongolfière is a crook, and will seek to prove it. In a way, this is a positive sign that things are returning to usual in Glantri.

### **FYRMONT 27, AC 1015: Knights Attack Polakatsikes.**

**Location:** Polakatsikes, Meghala Kimata Plains, Davania. JC

**Description:** Wulf orders one quarter of his forces to attack Polakatsikes at dawn today. The Knights are to try to break down the gates, and otherwise test the defense of the town, and where possible to launch flasks of flaming oil over the walls using small, portable trebuchets. The Knights are unable to smash the gates, but they are able to launch several oil flasks over the walls. Polakatsikes' archers are ineffectual against the small, highly mobile groups, who retreat out of range before enough arrows can be fired in any direction. The town is also caught by surprise, and several hours pass before all the fires are put out, or the type of enemy is determined. Before a large force of soldiers can be sent out against the Knights, the invaders melt into the surrounding wilderness, leaving no trace of their passage and only a few casualties. (See Fy. 25, Fy. 26; Fy. 28, Am. 2.)

**What This Means:** Polakatsikes' army is not used to fighting against a well-disciplined, well-

armored, and highly mobile force. They are accustomed to fighting off small armies of humanoids and desert nomads, who often charge in waves and give themselves away minutes before they arrive. This type of attack totally surprises them. The town council resolves to send a large body of soldiers outside the gates to locate the enemy, and destroy them.

**What The PCs Can Do:** If the players are with the Knights, they can participate in the assault - perhaps their skills may allow the Knights to do more damage. If they are with the defenders of Polakatsikes, they will have their hands full with putting out fires - or directing others to do so - or trying to destroy the attackers. They might also take part in helping the army prepare for battle.

### **FYRMONT 27, AC 1015: Prisoner Uprising.**

**Location:** Haldemar, Alphatian Neatharum. HW

**Description:** Several of the Neathar prisoners of war stir up their fellows. Tempers flare and soon a number of the Neathar begin rioting in their cells. The guards quickly put down the rioters and the ringleaders are separated from the other prisoners. (See Kl. 21, Fy. 5; Sv. 3, Sv. 21.)

**What This Means:** Since their being taken prisoner, the Neathar warriors have been taken care of. Despite their full bellies, the prisoners have very little to do. Their boredom has caused them great anxiety and they struck out at their captors. The Neathar lack the weapons and numbers to overwhelm the guards.

When the dust settles, the guards quickly round up the Neathar that led the riots and Commander Ezreilla has them separated from the prisoners to prevent future troubles. However, she realizes that the prisoners will continue to be a problem. There has been no directives given on the fate of the Neathar except that they will be needed for negotiation purposes. Unfortunately, no word has come forth regarding any negotiations.

### **FYRMONT 28, AC 1015: End of the World Games.**

**Location:** Shireton, Five Shires. OW

**Description:** The IV<sup>th</sup> World Games end. At the end of the closing ceremonies, the World Games Council announces that the next World Games will take place in either 3 or 5 years, the exact time being still under debate by council members. It is also announced that either Thyatis or Ierendi will be the host for the next World Games. The exact place will be determined next year. (See Fy. 15, Fy. 20; Am. 1, Am. 7.)

**What This Means:** The fact that many nations cannot afford to put as much money into training and funding their athletes has not gone unnoticed by the World Games Council. For that reason, they have decided to allow more time between World Games. The extra time will allow the nations to amass more money and give their athletes more time to train. As for the debate on time (3 or 5 years), they have agreed to discuss the situation with economic experts from Darokin to decide how much time would be sufficient to not destroy any nation's economy by participating in the World Games.

The winning nations at the World Games are up to individual DMs.

### **FYRMONT 28, AC 1015: Sultan Declares Emergency.**

**Location:** Abbashan, Ylaruam. OW

**Description:** Sultan Hassan "The True" Al-Kalim orders all of his armies to strike out against the fiends that are running rampant in the desert. He claims that the release of the fiends is merely a tactic of the Infidels desiring to destroy Ylaruam. Once the fiends are dealt with, he promises by Al-Kalim that the infidels of the world will be taught a lesson they will not soon forget. (See Fy. 18, Fy. 22; Am. 14, Sv. 1.)

**What This Means:** Hassan believes that the Thyatians are responsible for releasing tanar'ri [D&D: fiends] into Ylaruam. He has now declared Ylaruam to be in a full state of war.

As for the Thyatians, they're extremely happy about the turn of events as they couldn't have distracted Ylaruam better themselves. Still, Eusebius augments the number of soldiers along the border, both to prevent retaliatory Ylari raids and to stop any fiends from crossing the border.

### **FYRMONT 28, AC 1015: Enemy Engaged.**

**Location:** Near Polakatsikes, Meghala Kimata Plains, Davania. JC

**Description:** The first real battle between the Knights and the army of Polakatsikes takes place today - 100 Polakatsikan soldiers against 50 Heldannic Knights - not far from the site Wulf's Knights are using for their campsite. The Polakatsikans advance in two phalanxes of 50 men each, while the Knights form into five wedges of 10 men each. The two forces collide, and the Polakatsikans attempt to surround the wedges, but the Knights easily hold off the assault and push them back, killing many of the Milenians in the process. The Polakatsikans are dismayed to find their opponents better-armed and armored than themselves (the Knights are wearing banded and plate mail and wielding long-bastard- and two-handed swords; the Polakatsikans are wearing leather and cuir-boulli armor, and are carrying spears and short swords). Before long, the attack on the Knights falters, and a handful manage to flee to the town. By evening, the Knights effectively blockade all approaches to the town, turning back anyone who approaches - including farmers going to the town's market to sell their crops, who are unaware of the hostilities. (See Fy. 26, Fy. 27; Am. 2, Am. 4.)

**What This Means:** The Polakatsikans are clearly outclassed in terms of weapons and armor, and they are poorly trained in comparison. Of the 100 who attacked the Knights, 63 are killed, and 20 are taken prisoner.

The Knights lost only 13 men. Those who escaped will tell tales of the battle, and the town's morale will no doubt falter. The blockade will also cut off the town's food supply, while the Knights are free to hunt and otherwise obtain food as they wish.

**What The PCs Can Do:** If the players are with the Knights, they may take part in the battle, and possibly prevent any Polakatsikans from escaping. If this happens, the town's morale will fall greatly. If they speak Milenian (even the Hollow World dialect), they may find themselves responsible for gaining information from the prisoners, and ensuring that they are not abused. If they are with the Polakatsikans, they may try to kill as many Knights as possible, or help as many men flee as they can. They may also try to break the Knights' blockade, or otherwise smuggle food into the town.

### **FYRMONT 28, AC 1015: An Alliance is Forged**

**Location:** Glantri City, Glantri. OW

**Description:** While residing within Glantri City, being feted and hosted by generous Glantrian nobles, the war hero Ludwig von Hendriks receives a mysterious note requesting his presence on the West Side of Glantri- a haven for the undesirables of the city. Curious, the Black Eagle goes to the meeting.

In a seedy tavern, he is approached by the Sir Duncan McGregor, son of the late Prince Brannart. McGregor is the secret leader of the Followers of the Claymore, an underground movement in Glantri that wishes to do away with the magocracy. Their faction has been losing power since the Great War, and McGregor hopes that the Black Eagle, as a popular public figure and non-mage, can benefit their cause. Von Hendriks is intrigued, as he misses the power and influence that he once had as a Karameikan Baron, and cannot have here in Glantri as a non-magic user.

The two shake hands and agree to form a loose alliance, promoting one another's causes for mutual gain. Neither trusts the other, but for the time being they are willing to work together to further their own interests. (See Fl. 17; Fy. 20.)

**What this means:** The Black Eagle is extending his influence in Glantri slowly, though it remains to be seen what might come of it. McGregor, a good man at heart, hates to ally himself with a villain like the Black Eagle is reported to be (who hasn't heard the stories

out of Karameikos and the Five Shires?), but he and his allies in the FoC agree that the Black Eagle is the best chance to promote the cause of the non-mages in Glantri, given his popular status in the Principalities at the moment.

### ***Topic Of The Month: Peace Talks***

And finally they met. Nine years after the fall of Alfheim, the old and the new ruler of Canolbarth forest, King Doriath and Princess Tanadaleyo finally met in Favaro to sign a peace agreement.

This was the first time that King Doriath left his exile in the cold Wendarian lands accepting to talk with his former enemies, the same elves that invaded his homeland after cursing the forest with some evil and still unknown magic. And it was this same magic that prompted the so-called Radiant Princess to try for peace again earlier this year when she sent a desperate message to King Doriath in Wendar. And thus the Favaro meeting was born.

The DDC arranged for the ancient Eastwind mansion in Favaro to host all the diplomats and a substantial number of bodyguards and the town itself was heavily guarded: no one could enter the town without being thoroughly questioned and searched. A few Alphantian mages were also hired to provide security against air and underground attacks by shadow elves.

Hopefully everything went quite well, except a couple of tavern brawls and a serious fight involving the town guards and a group of drunken dwarves that refused to being searched "for this silly elvish thing." But let's get to the point.

Princess Tanadaleyo didn't attend the talks, she came to Favaro only on Fyrmont 26 to sign the peace agreements, but otherwise left the diplomatic stuff to her advisors led by an old elf named Falanen. King Doriath was a bit annoyed by this, but he nevertheless decided to attend the peace talks.

The discussion was mainly focused on the current situation of Canolbarth forest: both sides agree on saving the forest, but no one is able to do it alone. Shadow elves asked for more Alfheim wizards to be sent to help Treekeeper Jorodrin Feadiel, in exchange Doriath asked the shadow elves to allow Alfheimers to settle back in Canolbarth before the end of this year. The point raised fierce opposition by the shadow elves and also some internal debate among them, anyway, after a whole week of tense discussion, the DDC managed to settle the contest and an agreement was found. Alfheim elves agreed to commit more mages to the saving of the forest, in exchange Shadow elves agreed to host a substantial number of Alfheimers, provided they come in small groups.

Another important agreement was the creation of a Trust Council, presided by King Doriath and Princess Tanadaleyo, that will carry on the peace talks and decide over the day to day arguments between shadow elves and Alfheim elves that may pop up in future.

According to the agreements Doriath will retain the title of King over the small Alfheim community in Aengmor, but his subjects will be subjected to shadow elf laws when inside Aengmor borders. Taxes paid by the Alfheimers will go to the Trust Council and will be used to rebuild the forest. Alfheim elves will have freedom of cult, provided they don't worship Immortals other than Rafiel in "open air."

This meeting is certainly one of the most important events that happened in the Old World in these last years. The final handshaking between the young King and the handsome Princess can be the first step toward a future cohabitation of both races in a healthy Canolbarth forest, but still several steps have to be taken before reaching a complete agreement. Many problems still have to be solved; the rebellious City of Aengmor in the north is not the least of them. Next year will be a crucial one to see if this area of the Old World will finally go back to the old peaceful days before the Great War.

*John Watson*

## Ambyrmont

### AMBYRMONT 1, AC 1015: Alfheimers Go Home!

**Location:** Karameikos and Wendar. OW

**Description:** Some Alfheimers begin to return to Canolbarth to help with the reconstruction of the forest. The Feadiel and Red Arrow clans (currently in Karameikos) are among the first ones to resettle there, then a big group of Erendyl and a few Mealidil (currently in Wendar) go as well. Some Long Runners led by Starwatcher teleport there as well, those of them who remained in Wendar (the main body of the clan is still fighting in Geffron). (See Fy. 26; Sv. 17.)

**What This Means:** There is hope for the future of Canolbarth. Doriath and Tanadaleyo have agreed to share the forest. Maybe peace will restore the magic of the forest after all...

**What The PCs Can Do:** Due to events in Glantri the journey from Wendar to Darokin is now a long and dangerous one, because they must go the long way through Sind. Experienced PCs currently in Wendar (elves and humans alike) may be recruited as bodyguards.

### AMBYRMONT 1, AC 1015: The Fast.

**Location:** Five Shires. OW

**Description:** The hin festival known as The Fast and the Feast begins today. All hin throughout the Five Shires begin a six-day fasting period. Only the sick, the infirm aged, infants, and the numerous foreigners for the World Games who do not wish to participate are fed.

Most foreigners view this fasting as a strange form of punishment. (See Fy. 20, Fy. 28; Am. 7.)

### AMBYRMONT 1, AC 1015: Elf Skull Unit Retreats.

**Location:** Great Forest of Geffron, Denagoth. NW

**Description:** After some days of use of Alarm spells, pit traps and magically controlled plants

on the elves' part, the Crusaders are able to detect almost every Elf Skull Unit attack and react in time to avoid utter defeat. The death squadrons understand they have been discovered and that they've lost their initial advantage over the elves, and so retreat deeper into Geffron to avoid the elves' counter attacks. When the Crusaders realize the Elf Skull Unite are not attacking them anymore, the Generals order the troops to resume advancing into Geffron. (See Fy. 10, Fy. 22; Am. 22, Ei. 3.)

**What This Means:** The Shadowlord is satisfied with his troops and has ordered them to retreat to avoid useless bloodshed. The Elf Skull Unit will be employed again as the war comes closer to Drax Tallen, and he wants them ready for that moment. He is basically letting the elves advance again after the big blow he has dealt them in the last weeks.

### AMBYRMONT 2, AC 1015: Polakatsikes in Panic.

**Location:** Polakatsikes, Meghala Kimata Plains, Davania. JC

**Description:** The town council has been mulling over the news concerning the foreign invaders for two days now, and has come to the conclusion that, if this force equals their own in number, then the town is surely doomed. They know that their soldiers cannot fight the Knights one-on-one and hope to win. Morale has been dropping in the town, as the Knights' blockade has prevented food from entering it, and rumors are already spreading about the invincibility of the invaders. Some vocal members of the council demand that the town surrender to the strangers in order to save itself from destruction. The more senior members refuse to do this, and order that preparations be made for a large-scale assault against the enemy. (See Fy. 27, Fy. 28; Am. 4, Am. 5.)

**What This Means:** The town council know that this invading force is superior to their own in many ways, and they realize that action must be taken before desperation sets in among the town's populace. They also know that they have, at best, one good chance to defeat the enemy, and they have decided to do just that.

Many council members hope that the declaration will bolster morale temporarily.

**What The PCs Can Do:** If the players are with the Knights they will likely be helping the soldiers drill for battle, or scout the countryside to ensure that the blockade is holding - only a handful of Knights are on this detail; as many men as possible are needed for the anticipated assault, which, Wulf assures everyone, will come to pass.

If the players are with the Polakatsikans, they can try to defuse tensions and poor morale by helping the council come up with plans for battle, or by smuggling food through the blockade. They may also help the soldiers prepare for battle.

### **AMBYRMONT 2, AC 1015: Grey Front Attacks!**

**Location:** Flying City of Serraine, skies over the Sea of Dawn. AS

**Description:** On the second day of celebrating the Days of Freedom in Serraine, chaos erupts in the streets. Undead and other assorted monstrosities pour out of the Undercity and attack the denizens of the flying city, while Nagpa (evil, magical birdlike creatures) and rogue wizards, led by Bargle the Infamous, commit acts of sabotage elsewhere in the city. The inhabitants of the city are unprepared for this sudden and unexpected attack from within. Mayor Santarian Keltander scrambles the city's defenses and requests aid from the Onyx Tower - only to discover Erik Helsing working with the traitors to the city! (See Am. 13.)

**What This Means:** The Grey Front, an association of Nagpa, has long conspired to control the city for their own ends. After years of plotting, they have formed a loose association with the wizard Bargle the Infamous and his band of associates, and have made their bid for power. Additionally, the Grey Front has blackmailed Erik Helsing, Master of the Onyx Tower, into aiding their scheme.

### **AMBYRMONT 4, AC 1015: Fort Attacked.**

**Location:** Eastern Verdan, Esterhold Peninsula. AS

**Description:** One of the forts guarding the eastern marches of the province of Verdan is attacked by the wild Jennites who live east of Verdan. (See Fy. 7, Fy. 25; Ei. 3, Ei. 22.)

**What This Means:** These Jennites are not the same as the rebels; it is only a coincidence if they attack at this time. A disease decimated a great portion of the herds of this tribe this summer and thus their shaman urged for raids against the Alphatians by claiming them to be responsible for the disease - both to decrease the number of clansmen and to have more food or other riches for those that don't get killed in the skirmishes. These Jennites do not have powerful weapons as the rebels do, but the Alphatians will at first mistake them for allies of the rebels.

### **AMBYRMONT 4, AC 1015: Battle of Pelmos Hill.**

**Location:** Pelmos Hill, east of Polakatsikes, Meghala Kimata Plains, Davania. JC

**Description:** This is the largest, and final, battle between the Heldannic Knights and Polakatsikes, and both sides know it. 350 soldiers from Polakatsikes march out to fight the entire force of Knights on a hill known locally as Pelmos Hill. The Knights have not been idle since they first entered the region;

Wulf foresaw that the enemy would ultimately attack them here, so he ordered that many rows of hidden trenches and pit traps be dug to the west of the hill. The Polakatsikan cavalry, 40 men in all, rides out on their steppe ponies, and promptly falls victim to the traps. Those that maintain their mounts suddenly face two 20-man hosts of Heldannic heavy cavalry riding in from the north and the south. The remainder of the Polakatsikan army watches in dismay as their cavalry is cut down to a man. In a rage, the remainder charge, and face not only the heavy cavalry, but also many wedges of Knights rushing over the hill from the east. The Polakatsikans are no match for the heavy cavalry and their gigantic, fierce mounts, which kick and gore all around them

as their riders cut down soldiers with longswords. Arrows from both sides fly everywhere. Despite the best efforts of the Polakatsikans, the tight Heldannic wedges hold off all of the assaults, and relentlessly push westwards into the fray. By midday, the Knights have won the day, chasing the fleeing Polakatsikans towards their city. Panic ensues in Polakatsikes tonight as rumors spread. (See Fy. 28, Am. 2; Am. 5, Am. 6.)

**What This Means:** Polakatsikes has now lost about half of its army to the Knights. Only 35 men make it back to the town; the remainder are all dead. The Knights lost 48 men on this day, but the Polakatsikans know that, in order to destroy the Knights, they could very well end up destroying their own army. This could leave them open to raids and invasions by others. There is a state of panic in the town; many citizens believe they are doomed, as their armies, which held off assaults for over 1,000 years, now succumb to an enemy they know nothing about.

#### **AMBYRMONT 4, AC 1015: Apologies Made.**

**Location:** Glantri City, Glantri. OW

**Description:** Responding to the accusations of academic fraud made by Yarov Urbaal, Jean-Louis Mongolfière agrees to attempt to prove his innocence. The two gentlemen meet at the Great School of Magic and compare notes; Mongolfière brings his designs for the hot air balloon, and Urbaal brings those of his father. Before long, Urbaal realizes his mistake - both the late Emeth Urbaal and Mongolfière designed their crafts completely independently of one another.

Yarov Urbaal publicly offers his apologies, and furthermore, the two men agree to join their resources and work together to create new and improved hot air crafts. Not long after news of their partnership breaks, the two are approached by many wealthy citizens of Glantri offering to be their patrons. (See Fy. 26.)

**What this means:** A misunderstanding has turned into something positive, as the two men have undertaken a partnership that will be

lucrative for them, as well as prove to be beneficial for all Glantrians.

#### **AMBYRMONT 5, AC 1015: Debate in Polakatsikes.**

**Location:** Polakatsikes, Meghala Kimata Plains, Davania. JC

**Description:** The town council has come to the realization that unless something is done to halt the hostilities, Polakatsikes is doomed. The army is in tatters, morale is at rock-bottom, and the blockade is still holding. Many members of the council are now openly calling for a surrender to the enemy, so that the town and its people may be spared.

The debate rages all day, and well into the night, while speculation as to the outcome spreads throughout town. Wulf's Knights spend the day tending to the wounded and burying the dead, while maintaining close watch over the town. (See Am. 2, Am. 4; Am. 6, Am. 16.)

**What This Means:** Time is running out for Polakatsikes, and the town council knows it. Opinion in the streets and in the council is steadily moving towards surrender, as it is widely seen that it would be better to live under the dictates of an invader, and possibly regain freedom, than to be exterminated.

#### **AMBYRMONT 6, AC 1015: Polakatsikes Surrenders.**

**Location:** Polakatsikes, Meghala Kimata Plains, Davania

**Description:** The town council has been debating the issue of surrender all night, and it has come to one conclusion: they can either stand and likely be destroyed; or they can surrender and possibly survive. The council members, many of them with families of their own, find the choice difficult but clear. At noon today, the council emerges from its chambers, and proclaims that Polakatsikes will offer to surrender to the enemy, in exchange for merciful treatment. The populace is dismayed at this announcement, but there is a common realization that the alternative is much worse. The town opens its gates, and the entire council marches out to the battlefield

at Pelmos Hill. They do not wait long before Heldannic scouts spot them, and escort them to the main camp. There they meet Wulf von Klagendorf, where they make it clear to him that the town is theirs for the taking. They then turn sadly away, and march back to town.

Wulf orders the army to pack up its gear and prepare to move into town. By mid-afternoon, a long column of Heldannic Knights, their armor freshly polished, marches proudly through the gates, the heavy cavalry bringing up the rear, and the captured Polakatsikan prisoners in front. Many of the citizens cannot bear to look at their new masters, and hang their heads in dejection.

Wulf uses magical aids supplied by a hired wizard brought on the quest to speak to the populace. He informs them that they are now part of the Heldannic Territories, and will comply with all laws of that land. He also declares that anyone who raises arms against a Knight will be killed, but those who comply will be treated well. Klagendorf then commands the remaining soldiers of the town's army to disarm and give their weapons to the Knights, as Polakatsikes is now under Heldannic protection. Once the speech ends, and the crowd disperses, Wulf instructs his top officers to ensure that the citizens are not mistreated in any way - so long as they comply with Heldannic law.

All of the Knights present in Polakatsikes then feel a surge of power pass through them, and Wulf declares proudly that Vanya has been appeased. To mark this honor, all Knights who participated on this crusade will be part of a new, elite force known as the Champions of Vanya. The remainder of the day is spent in celebration. (See Am. 4, Am. 5; Am. 25.)

**What This Means:** The Heldannic Knights have won; Polakatsikes is now a Heldannic territory. The Knights should not have too much trouble with the locals for now - they have just been defeated, and are now a conquered people for the first time in their history. Wulf knows it is essential to lay down the law as soon as possible, and he has made this address to show he is in control, but also that the Polakatsikans will not be poorly treated.

Vanya has witnessed the events, and She is pleased that the Knights have conquered this town of Milenians by honest warfare, and She grants the heroic Knights their clerical powers again. The other Heldannic Knights will receive their spells upon their shown conviction to Her cause.

**What The PCs Can Do:** If they are with the Knights, the players can ensure that the people are well-treated; certain Knights will surely want to take out their frustrations on the populace. They can also help confiscate weapons, as well. If they are with the Polakatsikans, they can work with the council in ensuring that the people are treated fairly, and that Heldannic rule does not become overly oppressive.

### **AMBYRMONT 6, AC 1015: Tragedy on the High Seas.**

**Location:** Ostland. OW

**Description:** Geir Hordson, brother to King Finn of Ostland, is killed today in a battle between Ostman and Cnute clan forces. News of the event doesn't reach Zeaburg for days, but it quickly spreads among the Cnute forces, which are spurred on to even greater zeal in battle with their foes. (See Fl. 7, Ya. 18; Am. 10.)

**What This Means:** His brother's death causes King Hordson to look more closely at the senseless civil war going on among his people.

### **AMBYRMONT 7, AC 1015: The Feast.**

**Location:** Five Shires. OW

**Description:** Having finished their six days of fasting, they begin devouring all food they come across, enjoying meal after meal after meal. All inns and taverns are closed as they and non-hin alike wander freely and dine anywhere and at as many clan or community tables as they can reach.

Foreigners now understand the Fast and the Feast holiday, realizing that it is a celebration, not a punishment. This year's Feast is a much grander affair than usual due to the World Games and the amount of non-hin who



participate in making foods from their homelands. (See Fy. 28, Am. 1.)

### **AMBYRMONT 8, AC 1015: The Hunters Arrive.**

**Location:** Land of the Gentle Folk. HW

**Description:** The clerics and adventurers have left Neatharum and entered the lands to the “west.” Under the guidance of the clerics, the party has made good progress. The clerics proclaim that their quarry is within a few days ride. (See Fe. 22, Fy. 14; Am. 12, Am. 20.)

**What This Means:** The clerics have led the party unerringly to the Lands of the Gentle Folk. This guidance comes from the clerics’ respective Immortals, Alphatia and Koryis.

**Note to DMs:** Any Neathar in the group should know about the Gentle Folk and speak of the all powerful elves that seem so unconcerned with outsiders and whose power keeps even the dinosaurs away. Also, the others should realize that the clerics have guided them here so effortlessly. Their familiarity with the area is minimal at best. However, their Immortals have offered them visions of where to go.

### **AMBYRMONT 9, AC 1015: Traldar Sack Tehucan.**

**Location:** Tehucan, Azca. HW

**Description:** A small fleet of Traldar make a daring raid far from their homeland, in the heart of the Azcan Empire. Heroes disembark near Tehucan and fight their way into the city, where they scatter into small groups. The garrison is not very effective against such tactics, and the Traldar return to their ships with good plunder. They have not found what they came for, though. (See Fy. 17, Fy. 21; Am. 12, Am. 20.)

**What This Means:** The Traldar are not conducting a full-scale war against the Azcans, but are looking for their lost artifact stolen by the Schattenalfen last year and rumored to now be in Azca. A war-band heard about the city of Tehucan and reasoned that the Azcan priesthood may be keeping the artifact there, an in typical Traldar fashion decided to go get

it and earn their glory. They were not successful in their quest, but the deed may have them become the heroes of bards’ tales anyway.

### **AMBYRMONT 10, AC 1015: Civil War Ends.**

**Location:** Zeaburg, Ostland. OW

**Description:** King Finn Hordson declares an end to hostilities between Ostman and Cnute clan forces today. He orders all forces to return home, on pain of treason, and begins negotiations with Ostman ambassadors. Over the next few days, despite some hairy moments, peace treaties are signed, and the Ostman jarls are initiated once more into the Kingdom of Ostland. King Hordson takes the mage Oberack as a personal advisor. (See Ya. 18, Am. 6.)

**What This Means:** The civil war has ended, though tensions will run high for a long while to come. Additionally, Asgrim the Bowed, the devious plotter, will have his hands full with Oberack and the King’s mother Yrsa looking over his shoulders.

### **AMBYRMONT 10, AC 1015: Miniature Tourists.**

**Location:** Andaire, Jafilia, Alphatia. HW

**Description:** With an escort of Imperial Guards, the trio of Kubitts are shown all around the Imperial City, with their guides taking them to see the sights and people of the city. The sight of these tourists causes a stir in the Imperial City as spectators flock to witness these folk. At one point the escorting guards have to intervene to keep overeager spectators at a distance. Their conversations are filled with questions and comments upon what they see. (See Ya. 15, Fe. 22.)

**What This Means:** Since their arrival on the Floating Continent, Empress Eriadna has been introducing the Kubitts to Alphatian life. She felt it was time to let them go forth and see the city. For their protection, as well as the protection of any Alphatian bystanders, she dispatches a contingent of Imperial Guards as escorts.

The tour of the city is a success for both peoples. The Alphatians are intrigued by the Kubitts who become celebrities. For their part, the Kubitts develop a definite sense of awe for the Alphatians yet realize that their ancestral fears are unfounded: while it is true that the Alphatians are powerful and the spellcasting citizens are bigoted towards the nonspellcasters, they are also a numerous people and not subject to stereotypes.

#### **AMBYRMONT 11, AC 1015: Heir Declared.**

**Location:** Norrvik, Vestland. OW

**Description:** On the heels of the declaration of peace in Ostland, King Harald Gudmundson officially announces that his eldest son, Bergthor Haraldson, will succeed him as High King of Vestland. King Gudmundson plans to finish out the year on the throne, but will relinquish the crown in a ceremony conducted at the Ruthin monastery in Nuwmont of AC 1016. (See Fe. 4.)

#### **AMBYRMONT 11, AC 1015: Fire at Joshuan Gallidox Publishing.**

**Location:** Mirros, Karamaikos. OW

**Description:** Joshuan Gallidox Publishing burns down in the city of Mirros. Luckily, no one is hurt. Joshuan Gallidox Publishing moves to a new building in the North End, near the famous Black-Heart Lily tavern.

**What This Means:** Joshuan Gallidox Publishing will be late releasing their material this year, probably at least a couple of month. For example, the Mysteran Almanac, which is normally released in Nuwmont will only arrive in Flaurmont this year.

The cause of the burning is arson. A group of people desiring that certain information not be published has tried to destroy the Almanac's information. Unfortunately for them, Belzamith Fingertackles had several copies of most his files, and there was barely any document loss. Time will be wasted setting up in the new facilities, however.

#### **AMBYRMONT 12, AC 1015: A Pathetic Apathetic People.**

**Location:** Lands of the Gentle Folk. HW

**Description:** The cleric-led party hunting Zandor makes contact with a group of the elven inhabitants of these lands. As the adventurers try to communicate with them, it is noticed that two elves are burying a dead elf at the base of a tree. Nearby are several other fresh mounds denoting other recent burials.

The adventurers ask about this but are offered philosophical answers on life and death. As the clerics examine the dead elf and the nearby graves, the elves take an interest and begin speaking with them. The clerics inquire about the dead elves and are told that a recently arrived stranger had slain them. From their description, the assailant is very similar to Zandor.

The clerics explain that they have been charged by the Immortals, Alphatia and Koryis, to track down this assailant and take him back to Alphatia to answer for these and earlier crimes. The elves do not know where he is currently, but are greatly interested in the "people of Alphatia." The clerics suggest that the elves assemble a group of their own people and venture to meet with the Alphatians. The elves agree and the clerics give them directions on how to get there.

The clerics bid the elves farewell and good luck. Despite the elves not knowing where Zandor currently is, the clerics are confident and tell the rest of the party to mount up. They then boldly guide the group on, telling the others that they have been told where Zandor is. (See Fy. 14, Am. 8; Am. 20, Ei. 15.)

**What This Means:** Initially, the Gentle Folk treat the adventurers as they would any visitors. After recognizing the clerics as being of Alphatia and Koryis, they become more coherent and friendly. They honestly do not know where Zandor is but this is okay as the clerics are aware of his location.

Knowing that they have piqued the interest of the Gentle Folk, the clerics suggest that the elves make contact with the Alphatians. This move is inspired by the Immortals who want

to have the Alphatians act as guardians of the Gentle Folk.

**Note to DMs:** This meeting should provide some amusing and tragic role-playing. The mindset of the Gentle Folk is well detailed within the Hollow World Box Set.

### **AMBYRMONT 12, AC 1015: Merry Pirates Follow.**

**Location:** Tehucan and other cities, Azca. HW

**Description:** Merry pirates raid coastal Azcan towns, including Tehucan and even Huitlaktima. They seek gold and plunder, and want to get their share of treasure. Their raids are more organized than the Traldar's, but the Azcans were not caught by surprise this time - except that they didn't expect Merry Pirates. (See Fy. 21, Am. 9; Am. 20, Am. 23.)

**What This Means:** The Merry Pirates don't know the Traldar's motives for attacking the Azcans, but they didn't want to be left out of the game. They don't get more plunder than usual, though, and thus are left somewhat puzzled.

### **AMBYRMONT 13, AC 1015: Debate Continues over Unknown Map.**

**Location:** Sumag, Suma'a. SC

**Description:** It has now been a year since the discovery of the unknown maps near Malabar. Officials in Sumag still debate over the validity of the maps and what they should do in the eventuality that the maps are real.

Followers of Gombar are using the lack of action to incite anti-Sumag feelings. (See Sv. 13.)

### **AMBYRMONT 13, AC 1015: Grey Front Triumphant!**

**Location:** Flying city of Serraine, skies over the Sea of Dawn. AS

**Description:** After more than a week of fighting, Mayor Santarian Keltander begins an evacuation of the city of Serraine. Though Serraine forces have fought bravely, their opposition is too strong and too well organized

to be taken down. Hundreds of Serraine citizens are ferried out of the city to the nearby Isle of Dawn, while the City Guard protects their retreat. Though fighting in the city will continue for some time to come, as rebels who have hidden within the Undercity strike back at their oppressors, the Grey Front has effectively achieved control of Serraine. (See Am. 2.)

**What This Means:** The city of Serraine is now in the hands of self-serving, evil creatures. The Grey Front hopes to use the sky city as a flying base for terrorist activities, in order to extort magic and secrets from the lands below.

**What The PCs Can Do:** If they are in the city, PCs can aid in the defense or evacuation of Serraine. Additionally, there will be much opportunity for PCs to join in rebel activities in the Undercity of Serraine, in order to aid the gnomes in their attempts to regain the city from the Grey Front.

### **AMBYRMONT 13, AC 1015: A Ride Between the Worlds.**

**Location:** Above the Sundsvall Maelstrom, New Alphatian Sea. AS

**Description:** At last a ripstorm forms in the skies above the Concordia. The captain throws his ship into it, and the crew have barely the time to put their airmasks on before they are in the airless void. The skyship then flies to the North Pole, right above the polar opening, then plunges right in its middle to avoid deviating too soon and thus crashing. Unfortunately, the Concordia's crew doesn't have the experience of the Ark's, and miscalculates its route. The ship's course ends in a loud crash in the Darklands, though on the Hollow World side. Several crewmen perish. (See Kl. 2, Fy. 9; Am. 15, Sv. 13.)

**What This Means:** The trained crew was not as lucky in maneuvering the skyship through the opening as was the improvised alliance of Karameikans and Heldannic Knights last year.

### **AMBYRMONT 14, AC 1015: A Hero Shall Come!**

**Location:** Ylaruam City, Ylaruam. OW

**Description:** A dervish (a hermit specialty priest of Al-Kalim), arrives in the city of Ylaruam. Saddam The Aged, as he is called, proclaims that the Dead Place has been opened, and that is where the evil fiends attacking all True Believers are coming from.

Saddam The Aged states that such an event was prophesied to him by messengers of the Immortals, and now it has arrived. But he tells them not to fear, as, along with the evil, a great hero is supposed to arrive and lay this evil to rest.

Many begin to speculate who this hero will be. (See Fy. 22, Fy. 28; Sv. 1, Sv. 10.)

**What This Means:** Saddam The Aged is the example for a dervish given in GAZ 2 - The Emirates of Ylaruam (p.34). He lives near the Dead Place, watching for the evil to arrive, as foretold by the Immortals, and now they have. He has therefore traveled to the city of Ylaruam in the hopes of finding this “hero” that is the only one who can close the Dead Place.

#### **AMBYRMONT 14, AC 1015: Elvish Barony**

**Location:** Glantri City, Glantri. OW

**Description:** A recent proposal by the elf Qenildor Erewan, requesting a barony on the former site of Camp Huledain is put before the Council of Princes today. After some deliberation, the measure passes, and acting Supreme Judge Malachie du Marais proclaims Qenildor the newest noble in the Principalities of Glantri. (See Fy. 4; Fy. 20.)

**What this means:** Ever since the invasion of 1007 by the goblinoids, Qenildor has been staging guerrilla raids on them from the ruined camp of Huledain. He has finally decided to try and fight them from within the Glantrian system, rather than from outside of it, and put forth his proposal for a barony a few months ago, though the war with Ethengar forestalled any decision. After seeing the size of the horde Kol mustered, many princes are wary of the goblinoids of the Great Crater, and so see Qenildor’s proposal as a means of keeping the creatures in check, thus the passing of this measure.

Over the past few years, the small guerrilla camp has begun to grow into a fortified community, so Qenildor has a solid base on which to begin building his dominion. Additionally, this is a small coup for the Erewan elves, which have been much beleagued since the days of the Great War.

#### **AMBYRMONT 15, AC 1015: Greenston Raided!**

**Location:** Greenston, Rockhome. OW

**Description:** An army of goblinoids pours out of the mountains to the west, ransacking and looting much of the city. They retreat once the militia has a chance to organize, fleeing back to the mountains. (See Va. 4, Fl. 5.)

**What This Means:** Alebane has finally managed to sneak a large force into Rockhome and organize it into an army. This is the first of many raids he will perform here, while the dwarves of Rockhome assemble to combat this new threat. Unfortunately, concentrating on Alebane as they do, they may forget to watch their backs against another foe.

#### **AMBYRMONT 15, AC 1015: Expedition Moves South.**

**Location:** Stormy region, 500 kilometers (300 miles) north of the magicless zone’s limit. HW

**Description:** Delarius, the Polar Expedition leader, decides to leave the skyship behind in order to get out of the anti-magic zone. When they reach the limit of the anti-magic zone and the stormy region, they leave flags of Karameikos and Alphatia to mark the way if they should return. (See Kl. 2, Am. 13; Sv. 6, Sv. 9.)

**What This Means:** The ship is not repairable, at least not here in this cold, stormy, treeless and anti-magic region. The expedition members are not sure where exactly in the Hollow World they are, but they know from past experience that they are indeed in the Hollow World, since they are beyond the Darklands but still in the anti-magic zone. However, they don’t know how far they are in the stormy region, as they estimated it during their previous expedition to be about 800 kilometers (500 miles) wide.

### **AMBYRMONT 16, AC 1015: Polakatsikes Returns to a Normal Life.**

**Location:** Heldannic Dominion of Polakatsikes, Meghala Kimata Plains, Davania. JC

**Description:** Ten days have passed since Polakatsikes fell under Heldannic rule, and the townsfolk find that life is not too bad. Curfews are in force after dark, and Heldannic Knights routinely march about the town posting proclamations written by the town council at Wulf's request, but food is once again available, and the Knights have used their powers to cure the worst diseases and injuries among the people. The Knights have even captured known criminals and executed them. The only change in the streets is the presence of Heldannic banners on every street corner, as well as signs written in Thyatian below those in Milenian. The people are allowed to go about their business, while Wulf von Klagendorf and his senior aides meet with the town council to discuss local affairs.

Wulf has commanded his best officers, whom he plans to station here, to learn the local language, so that communication will be possible. (See Am. 5, Am. 6; Am. 25, Sv. 8.)

**What This Means:** The Knights are working quickly to co-opt the local leadership in order to cement their hold on the area. Wulf's orders that the citizenry be treated well have been followed, and a perception is slowly growing that life under the Knights might not be so bad. Wulf knows that oppressing the people will only lead them to rise up, and Vanya has already punished the Knights for victimizing those they have conquered. He does not wish to lose his spells again. The farmers have been left unmolested, and since they did not suffer during the invasion, they have no problems with trading in the town, so long as the Knights keep to themselves. Wulf's main concern is ensuring the town can be retained, and that the populace will be firmly incorporated into the rising Heldannic empire.

**What The PCs Can Do:** If they are with the Knights, the players could very well find themselves entrusted with governing Polakatsikes after Wulf leaves, provided they have proven their worth in battle. If they

speak Milenian, their chances of being asked to remain increase greatly (even if they speak the archaic Hollow World dialect). If they are with the Polakatsikans, the players may find themselves working with the new authorities, ensuring that Heldannic laws are followed.

### **AMBYRMONT 18, AC 1015: A Gnollish Barony.**

**Location:** Ciudad Real, Almarrón. SC

**Description:** Baron Maximiliano of Almarrón officially recognizes the rights of the gnolls of El Grande Carrascal on that land, now called the Baronia del Grande Carrascal, ruled by Baron Joffik. Castillo de Tordegena, which stands within the new barony borders, will remain the property of the Tordegena family and be rebuilt, but it will be manned by joint gnoll and Almarrónian companies. Saragón and Gargoña also recognize the barony, while Guadalante and Cimmaron react negatively toward the concept of "civilized" goblinoids. (See Am. 22, Am. 24.)

**What This Means:** This alliance has been in preparation for the last five years (see novel "The Black Vessel"). It took much negotiation, both between the gnolls and the Almarrónians, and with the surrounding baronies (thanks to Maximiliano's connections with other rulers), to achieve that result. Baron Joffik is an old, blind priest of Tabak who leaves most of the actual ruling of the gnoll nation to the leader of the army, Marshal Vupilor Watak (though it is unclear if she is still an Honorbound warrior or if she embraced the faith of the Immortal Pflarr). The Almarrónians and gnolls have agreed to keep the castillo together so that their troops learn to understand each other and live peacefully as neighbors. This recognition is a great risk for Maximiliano as many of the Almarrónians, especially in the Sierra del Plata, hate the gnolls ever since the Red Creek battle.

### **AMBYRMONT 19, AC 1015: Ramose Declared an Impostor.**

**Location:** Tarthis, Nithia. HW

**Description:** In a public ceremony celebrating her victory over "the traitors to the

Nithian Empire,” Pharaoh Senkha issues a decree, to the effect that Ramose is not the true pharaoh; rather, he is a criminal, an impostor devoted to toppling the legitimate powers of Nithia, and to laying the empire open to conquest by foreigners. Senkha alludes to the news of the mysterious invaders along the coast of Lake Menkor as proof of her assertion, that Ramose is in league with dark forces, and that he is not the true pharaoh. In closing, she issues a writ for his arrest. (See Kl. 10, Fe. 20; Ka. 15, Ka. 18.)

### **AMBYRMONT 20, AC 1015: Serpent-mint!**

**Location:** Colima. HW

**Description:** Papalotl sets about the task of helping the legendary feathered serpents return to their ancestral lands in the Azcan Empire. In order to do this, he searches far and wide for the plant serpentmint. Finally finding it near Colima, he then uses his magic to acclimatize it to the terrain and weather of the Empire. From now until the year’s end, everywhere he goes he takes seedlings of serpentmint, planting it throughout the Empire. Slowly but surely it takes hold, and at the same time, feathered serpents begin returning to the lands of Azca. Aided by the plant, they manage to survive the competition of their enemies the winged vipers.

The name of Quetzalcoatl is heard again in the Empire, albeit in hoarse whispers. (See Am. 9, Am. 12; Am. 23, Sv. 7.)

**What This Means:** The actual number of serpents in the Empire by the end of the year is marginal, but it doesn’t matter - their presence causes the resurgence of old legends, and the Azcan people wonder at the return of the now mythical creatures. In short, this is yet another preparation by Atruatzin and Papalotl for the change that is coming.

### **AMBYRMONT 20, AC 1015: Justice is Temporarily Served.**

**Location:** Lands of the Gentle Folk. HW

**Description:** The party of clerics and adventurers seeking Zandor discover his hiding place. After a brief skirmish, they have him subdued and bound. Not wasting any time,

the party uses magical means to summon an Alphatian skyship to ferry them and their prisoner to the Floating Continent. As they wait for the skyship a cry comes from one of the party members.

The party members are awoken by the nudges of Imperial Troops. Looking about them, they see the skyship floating majestically above them. What they do not see is their prisoner, Zandor. Dazed and battered, the party members are carried aboard the skyship and tended to.

The skyship captain tells them that when they had arrived overhead, the entire party was unconscious. The troops search the surrounding area and discover numerous tracks; unfortunately, the tracks end and the trail is lost about a hundred paces from the site. Despite their objections, the skyship captain insists on them all going to Alphatia to report the incident. (See Am. 8, Am. 12; Am. 24, Ei. 15)

**What This Means:** The party surprise Zandor and overwhelm him with little trouble as he does not expect any attack by the Elves and does not think his pursuers know his whereabouts. The party bound and gag their quarry. Then they summon a skyship to ferry them to Jafilia to deliver their prisoner.

While they wait, the party is attacked by Zargosians, who have been told to seek him out as an ally by their own Immortal. Using their magic, they incapacitate the party, free Zandor, and ferry him away from the area. In the process, several of the Zargosians beat the prone adventurers, but the sight of the approaching skyship causes them to flee before any are beaten to death.

The skyship arrives in the area and the crew spots the unconscious party. Landing, they revive the adventurers and police the area. The captain decides that the incident needs to be reported. Zandor on the loose is bad enough, but him with spellcasting allies is worse.

**Note to DMs:** The mission itself, is temporarily halted. If the PCs involved want to continue, the captain should oppose it. If they are persistent, have the clerics proclaim that the Immortals Alphatia and Koryis wish them to stop for now and later, when the

identities of Zandor's allies are known, the quest shall begin again. If that does not dissuade them, simply have their wounds become infected. One the way to Alphatia, PCs in the party may recall parts of the melee; this should include memories of details that may offer clues as to who Zandor's benefactors are.

### **AMBYRMONT 22, AC 1015: Final Stages of the War.**

**Location:** Great Forest of Geffron, Denagoth. NW

**Description:** The Crusaders have conquered two thirds of Geffron by now, counting minor losses in the process because of some nasty monsters encountered in their path. They are very close to Drax Tallen and they begin to encircle its area by conquering the surrounding woods, in order to cut off the soldiers who man the keep from any possible escape route. (See Fy. 22, Am. 1; Sv. 3, Sv. 21.)

**What This Means:** These are the last days of the elven crusade against the Shadowlord. The Generals think that he has concentrated all his troops inside or nearby Drax Tallen, the center of his evil empire, so they want to isolate them and prevent them from retreating or escaping like they've been doing from the beginning of the war. They want to take Drax Tallen before the winter gets too icy and they are confident in their strength and prepared to meet the main body of the Shadow Army in the following weeks.

However, the Shadowlord's plan is precisely to let them conquer Drax Tallen. They have not yet realized it, but they are falling into his trap like unsuspecting game.

### **AMBYRMONT 22, AC 1015: Goblins Invade Cimmaron.**

**Location:** Along the Cimmaron borders to the Bushwack Prairies. SC

**Description:** The Flat Nose goblins attempt another invasion of Cimmaron. At the battle of Fort Whitestone, the goblins manage to kill the fort's commander, Ben Smith - nephew to Sir John of the Wain. (See Am. 18; Am. 24, Am. 27.)

**What This Means:** When "the Duke" learns that his nephew was killed, it's a sure bet he won't be happy.

### **AMBYRMONT 23, AC 1015: New Military Little Success.**

**Location:** Chitlacan, Azca. HW

**Description:** To make up for their growing unpopularity, the priests set the military a number of new tasks, partly hoping to win back some of the followers they have now realized they are losing, but mostly hoping to capture more foreigners for the increasing sacrifices. There has not been a successful war in a while now, and the captives are vanishing rapidly. Already, Azcan convicts are increasingly showing up in sacrifices, and to allow this commoners are being arrested for smaller and smaller "offenses".

The military (complete with new, Atzanteotl-worshipping, inexperienced generals) is thus ordered to attack the Neathar tribes in the north. However progress is slow, and the Azcans do not do as well as they had done up until recently. The general consensus among the troops is that the new generals are incompetent, but all troops caught expressing this thought are arrested for the sacrificial altars. (See Am. 12, Am. 20; Sv. 7, Sv. 19.)

### **AMBYRMONT 24, AC 1015: Spell Exchange Program.**

**Location:** Tower of Night, Milenian Empire. HW

**Description:** A party of Zargosians arrive in their hideout with a gagged and bound guest. Once they are secure and certain that the Alphatians did not follow them, they finally free the irritated Zandor. Zandor immediately releases a couple of Magic Missiles at his new captors, and two of them collapse to the floor. The leader of the Zargosians, Caracanomnos, calls for an end to hostilities, but Zandor does not speak his language and fails to understand him. However, seeing that nobody riposted, Zandor concludes that the barbarians simply surrendered to his obvious superiority.

A Zargosian tries at Nithian, which Zandor vaguely understands because of its resemblance

with Thothian. Zandor announces he accepts the Zargosians' surrender, and that he will make them his slaves rather than outright killing them because they freed him from the Alphatians. The shocked Zargosians remain speechless, until Caracanomos bursts into laugh and says this was just a misunderstanding.

Reluctantly, Zandor accepts to listen to the Zargosians' explanation. He is told that the Zargosians are also wizards, who like him are shunned and chased by their own people in spite of the righteousness of their claims. The followers of Zargos introduce to him their ideas about the world and how it could become so much better if the red sun was extinguished. They then give him back the spellbook he made from his raid on Dogrel, and say they will be happy to share with him their vast library of spells if he does the same and helps them in their dark project. Zandor accepts the proposal. (See Am. 12, Am. 20; Ka. 19)

**What This Means:** The cautious Zargosians did not release Zandor from his Alphatian-made knots until they were sure they had lost the dangerous Alphatians. Though Zandor couldn't care less about the Zargosians' view on life and their project, he is eager to replenish his spellbook, even if those barbarians' list of spells pales in comparison to that of an Emperor of Alphatia. He is also confident that he soon will be able to easily take control of the pathetic group of necromancers and use them to regain his throne.

#### **AMBYRMONT 24, AC 1015: The Duke Fights Back.**

**Location:** Mustang Hills. SC

**Description:** The enraged Count of Cimmaron leads an expedition into the Badlands where the Cimarron forces confront the Flat Nose Goblins. The battle turns into a stalemate, until a force of gnolls arrive and help the Cimmarons. At that point, the goblins are massacred.

Count "The Duke" John becomes a hero for his great fighting at what is now known as the Battle of Mustang Hill. The people of

Cimmaron also grudgingly thank the gnolls of la Baronia del Grande Carrascal who came to their rescue. (See Am. 18, Am. 22; Am. 27, Ei. 7.)

**What This Means:** John of the Wain will now be a strong supporter of the new gnollish barony. This is a complete turn-around from his previous position just a few days ago.

**What The PCs Can Do:** This is the chance for wheellock or flintlock wielding PCs to earn a bit of fame during battle.

#### **AMBYRMONT 24, AC 1015: Arian Harvest.**

**Location:** Yannivey Islands, NACE. AS

**Description:** Though the Floating Arians have made real efforts to have a good harvest this year, the result is only a mild success. Crops are harvested, but definitely not enough to support the population. More crops than expected seem to have been lost to the northern cold.

**What This Means:** Spies from the Qeodharian Special Force have been instructed to do some sabotage on Floating Ar. When possible, they have destroyed crops and made it appear as if the cold was responsible. Baron Norlan is quite worried at the presence of Floating Ar near to his own kingdom. By keeping Ar dependent on Qeodharian food imports and advises on how to properly grow crops in the north, he hopes to gain a hold over the kingdom - in addition to money influx, that is.

**What the PCs Can Do:** The PCs might expose the Qeodharian treachery, especially if they have an interest in the Yanniveys (e.g. if they possess some lands on which they want to grow crops). Since the Floating Arians can't imagine it is a sabotage, they don't hire investigators, so the PCs must take the initiative or stumble upon the saboteurs by chance. They can also be approached by Qeodharians to perform the sabotages.

#### **AMBYRMONT 25, AC 1015: Wulf Arrested.**

**Location:** Freiburg, Heldannic Territories. OW



**Description:** Having determined that Polakatsikes is under complete control by his assigned Chancellor-Warlord, Wulf von Klagendorf decides it's time to head back to Freiburg. He casts a word of recall and appears back in his private chambers connecting to the Star Chamber.

After a quick prayer to Vanya, he contacts the Knights present and is surprised to find himself arrested. He is brought before the Oberherr von Gr̃fber who sentences von Klagendorf to execution in one week. Wulf defends himself stating that he has accomplished Vanya's wishes and returned Her Glory upon the Heldannic Knights. Andreas von Gr̃fber demands proof; he wants Wulf to cast a spell. When von Klagendorf is unable to provide a spell from Vanya, Andreas laughs, stating he knew Wulf was lying. Andreas changes his orders, stating that Wulf will instead be executed on Vanya's Day for his folly of mocking Her and daring to claim he was following Her actions.

Wulf is locked in the dungeon beneath the Star Chamber. (See Kl. 10, Fe. 2; Sv. 8, Sv. 20.)

**What This Means:** Wulf can still cast prayers granted by Vanya; he simply chose not to. He could see in the eyes of the Knights around him that they did not worship Vanya, and refuses to show them Vanya's true Glory. Instead, he is waiting patiently until Vanya's Day.

**What The PCs Can Do:** PCs might attempt to free Her Wulf from his dungeon. Should they get to his dungeon, Wulf will flatly tell them that he does not want to leave and that all will be taken care of on Vanya's Day.

### **AMBYRMONT 27, AC 1015: Fights in Sierra del Plata.**

**Location:** Sierra del Plata, Almarr̃n. SC

**Description:** The population of the Sierra del Plata, wary of the gnolls they often have skirmishes with, are displeased with their baron's decision to recognize those evil gnollish murderers as equals. They grab their weapons and many march to Castillo de Tordegena, where they are met by the garrison and troops from Ciudad Real led by an

Honorbound officer. They are easily crushed. (See Am. 22, Am. 24; Ei. 7.)

**What This Means:** Baron Maximiliano suspected such an unrest. He did nothing to prevent it, though, as the Sierra del Plata is well-known for harboring many loyal followers of El Salvador. He hoped most of them would rebel and uncover themselves. Don Esteban, in exile, realized too late it was a trap, and couldn't warn his supporters to stay quiet until it was too late; this is a great defeat for him.

### **AMBYRMONT 28, AC 1015: Sundsvall Maelstrom Open to Travel.**

**Location:** Ionace, NACE. AS

**Description:** The Council decrees that the Sundsvall Maelstrom can safely be used as a means of communication and travel between the NACE and Alphatia in the Hollow World. This information is kept secret as they do not wish for other nations to use the Maelstrom as an entry to the Hollow World.

**What This Means:** Some time ago a woman appeared from nowhere in the middle of the Alphatian Sea and was rescued. It seems she didn't remember how she got there and kept telling about some kind of red sun and mighty Alphatia. The story eventually reached the Council who made the parallel with the Hollow World. They asked sages and wizards to investigate the matter.

Those sages soon came up with the theory that the woman had come from the Sundsvall Maelstrom which would thus be some sort of gate between the old Sundsvall (now under the sea) of the outer world and the new Sundsvall in the Hollow World. After some experiments they concluded that there is indeed such a gate, but it is limited in use:

Since you have to enter the maelstrom you need to be able to survive in water. Both Water Breathing and Air Bubble work perfectly, as does being a merrow, for instance. Moreover, you should be able to swim away from the pull of the maelstrom and be rescued. It is not possible to send goods or inanimate objects or even unintelligent organic substance, they are systematically lost. It seems the voyage is somehow accomplished by will, even

though travelers do not remember at all what happened during the trip. Goods carried or attached to such a traveler do get through, but carrying too much bulk may prevent you from swimming to safety. To a traveler, the voyage seems instantaneous unless he has some means of measuring time. In effect, the trip systematically ends at the first full moon of the next moon (i.e. of the next month, thus the fastest trip lasts from the 28<sup>th</sup> of any one month to the 15<sup>th</sup> of the following one). For some reason, spells cast are not dispelled by this delay.

Also, some experiments have proven that the Sundsvall Maelstrom links to more than one location, all of them in the Hollow World. It is as yet unknown how the destination is determined since no one ever remembers the trip, nor how many such different destinations there are.

**What The PCs Can Do:** The PCs may be hired by wizards to try and reach Alphatia... before they're sure how the maelstrom works. In that case, something certainly happens during the time off, at least something that only intelligent beings can do. Of course the PCs won't remember anything after. They can end up in Alphatia, or just anywhere the DM wishes in the HW.

## *Topic Of The Month: Battle Of Mustang Hill*

It was a showdown that started just before sunset; a showdown that was between two men just as much as it was between two armies. The Duke, better known as Sir John of the Wain by outsiders, was here seeking revenge for the death of his nephew. The one he blamed was known as Frenzkix, leader of the Flat Nose goblins. Frenzkix was on the opposite ridge, staring back at the Duke, hatred still easily visible in his eyes despite the distance between the two. He hated all humans, for humans have taken over the territory he believes to rightfully belong to the goblins.

And so the opponents were ready to face each other. To them, it was one on one, despite the fact that each had over a hundred men waiting patiently behind them for the order to attack. And so they waited, and waited, and waited more as their two leaders continued their stare-down waiting to see who would break eye contact first.

Sir John was the first to avert his eyes, but only because a force of goblins came charging at their right flank. The attack was almost a complete surprise, and many of the Cimmarons didn't have enough time to turn their large arquebuses to face the onrushing enemy. The lighter infantry, armed with the wheellocks and newer flintlocks, did manage to get a few shots off before the wall of goblins was upon them.

The Cimmarons fought bravely. Armed with sabres and protected by leather armor, they never gave up against the goblins in similar armor carrying spears and axes. The humans even used their legacies against the foul creatures, shooting various magical attacks at them. But the goblins had such powers as well. Many of them were Afflicted, deformed in grotesque ways due to their lack of cinnabryl or caring priests to look after them. This only helped make them more savage and brutal than the non-cursed goblins. Yet the humans held their ground, killing five goblins for every one of them that fell. Still, the goblins kept coming.

Sir John turned his forces to face this onslaught, and that's when Frenzkix lead his charge. The main force of goblins was on the way, and the Cimmarons were not prepared to deal with them. So the Duke lead a group of his 20 best men to meet Frenzkix half way before his forces could effectively surround the Duke's men. The Duke and his men dismounted from their horse atop a rocky knoll and bravely decided to stop the goblins or die trying. Soon, the knoll was completely hidden in a cloud of smoke from the constant firing of their smokepowder weapons, yet goblins bodies could be seen lying at the foot of the hill. It is said that once out of ammunition, the Duke started to fight them bare-handed, determined to not let this hill - Mustang Hill - fall. He had to give his men time to turn and face Frenzkix. Yet his 20 men had been cut down to half that number, and it soon looked like they would fall as well.

But then, everything turned around. The goblins charging up the hill stopped and ran back down. The Duke couldn't see what they were up to because of all the smoke blocking his view, but he could hear the goblins rallying together, preparing for a charge. He thought it would end soon enough. And the goblins charged.

Yet no goblin came up Mustang Hill. Sir John could hear them battle another foe that had arrived at the foot of the hill. His men had finally taken care of the flanking goblins and rushed to his rescue. And then the smoke cleared. John could see that his men were still busy fighting the goblins back at their original rallying point. What he saw below amazed him!

A force of gnolls had attacked the goblins from behind. It was a small group of them, probably just a wandering patrol, but they had attacked anyway, risking their lives to help the humans facing certain death at the hands of the goblins. John ordered his surviving men down the hill to help the gnolls.

And there he faced Frenzkix, the one he chose to be his personal foe. The two once more stared at each other, ignoring the deadly battle taking place all around them. Then the goblin made a mad rush at the Duke, but in

one quick motion, a sabre slash ended that goblins life.

Soon, the gnolls and the Duke were victorious. They then proceeded to return and help the main force still harassed by goblins. Without a proper leader to give them commands, the goblins were eventually slaughtered and driven away.

Although but one battle, it accomplished a few things. First, the Flat Nose goblins were decimated and will not bother anyone for years to come. Second, the Duke and eight other surviving men and women became heroes for their heroic stand atop Mustang Hill - a stand which undoubtedly save everyone's lives. Finally, the Duke came to respect his gnoll saviors, and his now one of the assertive supporters of their new barony.

*By Emily of Theeds*

## Sviftmont

### **SVIFTMONT 1, AC 1015: Ylari Demoralized.**

**Location:** Ylaruam. OW

**Description:** The battle against the tanar'ri [D&D: fiends] is starting to go bad for the warriors of Ylaruam. At first, they succeeded simply because the fiends were separated and alone. But now, there are a sufficient number of them around that the Ylari are hard pressed to win.

Even worse, stronger fiends are arriving, and most of them are immune to the non-magical weapons of the Ylari forces. Some begin to wonder if the battle against the fiends is hopeless. (See Fy. 28, Am. 14; Sv. 10, Sv. 15.)

### **SVIFTMONT 3, AC 1015: Aeleris Discovers the Pits.**

**Location:** Great Forest of Geffron, Denagoth. NW

**Description:** During the exploration of the southern part of the forest, the scout Aeleris of clan Grunalf discovers a vast area of woods full with elven bodies, empty common graves and dead trees. During the night many of the corpses animate and attack Aeleris and his fellow soldiers: many elves die (Aeleris among them). Fortunately, some of them manage to flee and rejoin the rest of the Crusaders. The Generals, lacking any cleric that turns undead, prohibit anyone from enter the area now called Aeleris Pits and declare it Cursed Land not to be conquered. The elves continue their march. (See Am. 1, Am. 22; Sv. 21, Sv. 28.)

**What This Means:** The Crusaders have just discovered the eeriest and most dangerous area of Geffron, the "reserve units" of the Shadowlord (even though they don't realize it yet). Many undead dwell in these bleak woods and some of them are powerful entities not yet submitted to the Shadowlord. One of them (a vampire) is responsible for the attack on the elves: he's trying to build up an army of his own to claim this part of the forest as his territory and to stand against the Shadowlord he needs new corpses to animate.

**What The PCs Can Do:** The PCs can battle against the undead if they are with Aeleris, but won't be able to save him. They will eventually flee to report the facts to the elven headquarters when the undead begin to be overwhelming.

### **SVIFTMONT 3, AC 1015: Zorok Summons His Daughters.**

**Location:** Haldemar, Alphatian Neatharum. HW

**Description:** Once again, Zorok meets with his daughters. This time, his demeanor is calm and friendly. He tells his girls that he is wary of the motives of the Alphatian people, but if they wish to marry these Alphatians then so be it. (See Fy. 5, Fy. 27; Sv. 21, Sv. 26.)

**What This Means:** Since the first meeting with his daughters, Zorok has had time to think. He has been told of Dogrel's removal and that his wounded warriors have been tended to. He is still suspicious of the Alphatians but sees Dogrel's removal as a good sign. The fate of his wounded and captured warriors is of concern to him.

As for his daughters, he is still unhappy at their choice of men. He realizes that there might be some Alphatians worthy enough to be trusted; however, his blessing on the matter is based on his expectations of his daughters. He is sure Zorena will tire of her lover and look elsewhere. Zerrella is another matter; Zorok suspects she is emulating her older sister and most probably will do the same.

### **SVIFTMONT 4, AC 1015: The Heir of the Baron.**

**Location:** Barony of Uigmuir, Glantri. OW

**Description:** After decades of separation, Baroness Myra McDuff is finally reunited with her son, Angus McClintock. Adventurers hired by the Baroness were able to track down her long lost son at the Great School of Magic and return him to his mother. To the surprise of all present at the occasion, Myra McDuff is revealed as a ghost, and her spirit is finally laid to rest after the reunion. Days later, Angus McDuff (as he is formally acknowledged to be) is proclaimed the new Baron of Uigmuir.

**What This Means:** Angus McDuff is the illegitimate son of Myra McDuff by the orc king Thar. Many decades ago, while on a raid in Glantri, Thar kidnapped the Baroness and had a child by her. Killed shortly after giving birth to her son, she returned to her tower as a ghost, and convinced everyone she was still alive.

Angus had been raised by the teachers at the Great School of Magic, unaware of his heritage, and disappeared years ago. He had been living in the orcish city of Oenkmar, and only recently returned to his position as Professor Emeritus at the Great School in AC 1012, following the shadow elf takeover of Oenkmar.

Lady McDuff's one true desire was to see her son returned to her, a desire that has finally been fulfilled.

#### **SVIFTMONT 5, AC 1015: Forts Reinforced.**

**Location:** Eastern Verdan, Esterhold Peninsula. AS

**Description:** Commander Broderick sends out some of his new troops to relieve the men of the eastern forts. They are harassed by Jennite rebels along the way, but the Jennites never come out of their hidings to overtly engage the Alphatian force. When they reach the forts they clash with the Jennite tribesmen, forcing them to retreat temporarily.

#### **SVIFTMONT 6, AC 1015: Is Jaggar a Prince?**

**Location:** Glantri City, Glantri. OW

**Description:** Princess Hillsbury asks the Council of Princes to discuss the fate of Prince Jaggar. It seems that the prince is no longer able to cast any spells now that he is missing an arm. She therefore claims that Jaggar should lose his title of wizard and prince.

The Council takes the matter seriously, but fails to arrive to a conclusion as to whether or not to strip Jaggar of his privileges of being a wizard. Finally, it is decided that Jaggar will have six months to regain his spellcasting abilities or he will irrevocably be classified as a

mundane [non-spellcaster. Ed.] (See Fy. 20, Fy. 25.)

**What This Means:** Jaggar will now really have to search fast for a means of regrowing his arm. He is still against using clerical magic at the moment, but maybe in a few months from now his opinion will change.

#### **SVIFTMONT 6, AC 1015: Beastmen Discover War Party.**

**Location:** Beastmen Wastes. HW

**Description:** During a calm period, a hunting party of Beastmen spots smoke from a campfire in the usually stormy region north of their territory. They approach and discover a camp of strangers, some of whom are heavily armed. They decide to closely monitor the intruders' movements, and send word to their clan to gather a party of warriors. (See Am. 13, Am. 15; Sv. 9, Sv. 13.)

#### **SVIFTMONT 7, AC 1015: New Way Gains Followers.**

**Location:** Throughout the Azcan Empire, Azca. HW

**Description:** Among the followers of the New Way, the ancient prophecy of Quetzalcoatl is spoken again, and it begins to spread through the country, mostly through the common people.

The whole year, Atruatzin's underground priests and followers in the New Way and out of it have dreams and find omens of his impending return. These tend to follow Papalotl around. Azcan soothsayers are bombarded with omens which they try to ignore in order to avoid getting themselves into trouble, but by the end of the year most people know there is something miraculous about to happen. (See Am. 20, Am. 23; Sv. 19, Sv. 26.)

**What This Means:** The New Way blossoms, despite the efforts of Atzanteotl's clergy to catch the heretic. Moreover, the complacent clerics of the evil Immortal do not realize the full effect Papalotl's preaching and actions are having among the populace. They merely step up the sacrifices in an attempt to satiate their patron's thirst for blood - after all, the

problems of recent times will be solved by the Azcans' Immortal guardian.

### **SVIFTMONT 8, AC 1015: Rockhome Invaded.**

**Location:** Klintest Lowlands, Rockhome.  
OW

**Description:** Thar and Psa'gh's small but well-armed horde pours into the eastern half of the Klintest Lowlands. They quickly ransack and pillage the farming communities, making away with as much loot as possible.

One group, led by Thar himself, even attacks the penal colony town of Kurdal. The attack is so well planned that it takes the defenders completely by surprise. A special unit is given the task of freeing the dwarven criminals, which causes even more chaos during the battle as some dwarves fight dwarves.

By the end of the day, Thar proudly proclaims that Kurdal is now a part of the new goblinoid Kingdom of Tharia. (See Fy. 24; Sv. 14, Sv. 20.)

**What This Means:** Thar knew everything about the defenders, while the dwarves had no idea there was even a goblinoid horde nearby. Still, survivors will reach Smaggeft by the end of the day and the dwarves will be able to send in their troops to take care of the problem.

Of course, Duric, Bifia, and Psa'gh might have something to say about Thar's choice of name for their kingdom.

### **SVIFTMONT 8, AC 1015: Vanya's Day.**

**Location:** Freiburg, Heldannic Territories.  
OW

**Description:** Wulf von Klagendorf is brought to the Star Chamber where he is to be executed for his crimes against Vanya and the Heldannic Territories. The Oberherr grants the man last words to give to the crowd of Heldannic Knights who have come to watch the event.

Von Klagendorf makes a moving speech as to how the Knights have lost their faith in Vanya and how they can reclaim it by seeking glory and honor. He urges them to overthrow von Gr̄ber and his Inquisition which is the cause

of the lost of faith. The Knights are so scared in keeping their faith in face of the Inquisition that they fail to actually worship Vanya. Wulf states that he has had a vision and can restore the glory of Vanya upon them.

With the speech over, the blade is about to come down upon Wulf von Klagendorf when a young Knight steps forward and stops it. Soon enough, about two dozen Knights move in and form a protective circle around Herr Wulf.

Oberherr von Gr̄ber laughs at the small group. He orders the remaining Knights - over 200 of them - to kill all the traitors. The Knights move in on von Klagendorf's group when Wulf casts a spell granted to him by Vanya.

The blade barrier cuts through over a quarter of the faithless Knights. Everyone stares in amazement at von Klagendorf. Many immediately bow and pray for forgiveness to Vanya, others run away, and a few continue to attack. The Knights protecting von Klagendorf try their prayers and their spells are granted as well.

After much commotion, Oberherr Wulf von Klagendorf judges all the Knights in the room as false believers in Vanya. Those who attacked him are sentenced to death. Those who surrendered upon seeing his spell are stripped of their rank among the Knights. Only the two dozen men who took his side have received their spells back, so it's easy to determine who is a true Knight and who is stripped of their rank. The few who fled (including Andreas von Gr̄ber) are condemned as cowards and also sentenced to death. (See Fe. 2, Am. 16, Am. 25; Sv. 20, Ei. 4.)

**What This Means:** Wulf is back and in charge of the Heldannic Knights. After today, there will be no doubt as to who is the chosen leader of the worshipers of Vanya.

Over the next couple of weeks, spells will slowly return to all true believers of Vanya. Some, who can only cast minor spells, are given a chance to regain Her favors by performing heroic acts in stopping the rebellion.

All others, including those who fail in their heroic attempts at redemption - are banished from the ranks of the Heldannic Knights.

Of course, this bodes ill for the rebellion in the Heldann Freeholds.

**What The PCs Can Do:** If the PCs are Heldannic Knights, the DM should determine whether or not the PCs have been behaving and role-playing within the doctrines of Vanya. If not, the PC should not regain his spell casting abilities, unless the DM wants to give him a chance by performing a certain-death mission to regain Vanya's favor.

### **SVIFTMONT 9, AC 1015: Beastmen Confront War Party.**

**Location:** Beastmen Wastes. HW

**Description:** The Beastmen, reinforced by warriors from their clans, decide to ambush the war party, which are obviously not used to snowy environments, before they leave the stormy region for sweeter skies. They trap them in a small depression near a crevice, gaining strategic advantage if not the best arms. They rush out to meet the trapped invaders at close range with their spears when, to their surprise, the commander of the war party greets their clan leader by his name. When he in turn recognizes Delarius, the leader of the polar expedition, he immediately calls to an end of the attack and invites the thankful party to the clan village - again. (See Am. 15, Sv. 6; Sv. 13, Ei. 13.)

**What This Means:** Not only did the expedition crash in the Hollow World north of the Beastmen Wastes, but they even ended up near that same tribe they met - and befriended - a few years ago.

### **SVIFTMONT 10, AC 1015: Human Reserves in Wendar?**

**Location:** Wendar. OW

**Description:** The tension in Wendar has much decreased after the departure of many Alfheimers heading for Canolbarth and for Denagoth or Norwold, and the situation is now nearly back to normal, even though some

rumors persist regarding Gylharen's plan for the future of the nation and of the humans.

Some voices claim he is going to make up "human reserves" just as he did for the Alfheimers' minority, or that he will recall the elves back from Denagoth to enforce a law against humans. Most people laugh at such rumors, of course. Yet others don't and begin to think about counter measures to be taken. (See Fy. 8, Fy. 15.)

**What This Means:** These malevolent rumors are spread by the Cultists of Idris who are stirring the humans to play them against the elves. Now that most of the Alfheimers are out of Wendar, they need to back up the hatred towards the elven race using another scapegoat, and King Gylharen (an elf) is their best choice. Many of the leaders of the humans' right party are indeed Idris followers who believe the time has come for the humans of Wendar to finally retake the rulership of their kingdom from the hands of "those pointy-eared bastards."

### **SVIFTMONT 10, AC 1015: Ylaruam Besieged.**

**Location:** Ylaruam City, Ylaruam. OW

**Description:** A massive horde of tanar'ri [D&D: fiends] attack the city of Ylaruam. The defenders are hard pressed, especially since they can't harm the attackers with their ordinary weapons.

But then Khalid 'Tale-Teller' arrives at the battlefield and starts giving orders to the warriors. First, he has the numerous fighting priests of Al-Kalim cast bless spells. But instead of casting them on the warriors, he directs the priests to cast the spells on their weapons. The spells therefore do not give the warriors a +1 to hit their opponents, but it does permit the weapons to actually harm the fiends.

Another tactic he devises is to catapult barrels of holy water unto the fiends. At first, the Ylari take him mad to want to waste precious water so foolishly. But when the results of the first shot are seen (tanar'ri melting to puddles of goo), the practice is soon taken up across the city.

By the end of the day, the Ylari are victorious. The fiends flee back into the desert. The people of Ylaruam City begin praising the honor and glory of Khalid ‘Tale-Teller.’

Saddam The Aged then proclaims that Khalid is the champion foretold by the Immortals. He shall be the one who frees the Ylari from the evil threatening the land. (See Am. 14, Sv. 1; Sv. 15, Sv. 24.)

**What This Means:** The Ylari are regaining their courage and morale, which have been slowly fading the past couple of weeks. Now that they know the fiends can be defeated, they again begin to believe that they will win since Al-Kalim is watching over His faithful followers.

### **SVIFTMONT 12, AC 1015: Hojah on the Attack.**

**Location:** Berat Island, Gulf of Hule. SC

**Description:** Today, Hojahite ships unload troops on the shores of Berat Island and quickly take control of the island and the ruined village of Jezevo. (See Ka. 24)

**What This Means:** Though Hojah’s ambassadors officially justify this attack as necessary in order to eradicate piracy from the area, the real purpose of Margrave Bosit Hojah is to conquer all the islands in the Gulf of Hule before attacking Slagovich.

### **SVIFTMONT 13, AC 1015: Secret Plans in Emdur.**

**Location:** Emdur, Gombar. SC

**Description:** Several powerful merchants gather together today to take action over the maps which were found thirteen months ago. They make plans to infiltrate the temple of Sumag and steal the maps. (See Am. 13.)

**What this Means:** Few outside the temple of Sumag have seen the maps though it is the common belief of many merchants in Emdur that these maps are of economic significance. With the lack of action regarding the maps this has caused some merchants to decide to take drastic action to procure the maps.

**What The PCs Can Do:** They can be the ones hired by the merchants to steal the maps.

### **SVIFTMONT 13, AC 1015: Geonids Ready to Strike!**

**Location:** City of the Stars, Shadow Elves’ Territories. OW

**Description:** Second Shadow officers report to King Telemon that Geonids are preparing for an attack on Alfmyr. King Telemon and General Garafaele decide to send more troops to Alfmyr to reinforce the local garrison. (See Sv. 25)

**What This Means:** This is part of Atzanteotl’s big plot. Renegade Second Shadow scouts are purposefully reporting false news to King Telemon and General Garafaele in order to scatter the shadow elf army as far as possible from the City of the Stars, where the main attack will take place.

**What PCs Can Do:** Shadow elf PCs particularly smart and curious may investigate on this and similar future events, thus learning that there’s something wrong.

### **SVIFTMONT 13, AC 1015: Expedition Ponders Options.**

**Location:** Beastmen Wastes. HW

**Description:** Captain Delarius, Claransa and the Alphatian and Karamaikan diplomats ponder their choices. They have three options available without their skyship:

First possibility: To go back to their ship in the anti-magic zone and try and repair it with wood given by the Beastmen - though they have few trees that far north. Then they would have to pull it out of the anti-magic zone - a hard task, even with the Beastmen’s knowledge of how to move heavy stuff on snow.

Second possibility: To reach the city of Haldemar and, from there, Alphatia. They would have to make a long journey south without any means of fast transportation, with the risks it implies regarding encounters with hostile monsters and cultures.

Third possibility: To abandon the diplomatic mission to Alphatia for now and simply try to



establish contact with the different peoples that live in the Hollow World. The Alphatian diplomat is opposed to this idea and would prefer the second option instead.

The proud Karameikans eventually decide to try to salvage the Concordia, their first skyship, and go to Haldemar if that turns out to be impossible. They say goodbye to their Beastman friends, promising them to stop by the next time they come in the region, then head north. (See Sv. 6, Sv. 9; Ei. 15, Ei. 20.)

#### **SVIFTMONT 14, AC 1015: Dwarves Retaliate.**

**Location:** Klintest Lowlands, Rockhome. OW

**Description:** The dwarves of Rockhome send several of their Dwarf-Foot units to clear the goblinoids in the Klintest Lowlands. Throughout the smaller communities, the goblinoids quickly scatter upon seeing the dwarven military, fleeing back into the Makkres Mountains.

But at the town of Kurdal, Thar and his goblinoids have prepared themselves for a battle. The dwarves attack the town, but fail to reclaim it from the goblinoids. (See Fy. 24, Sv. 8; Sv. 20, Ei. 5.)

**What This Means:** The Rockhome dwarves were surprised to find that their secret entrances into Kurdal have all been sealed off - or worse, trapped by the goblinoids. Not only that, but the orcs and kobolds have been using the dwarven siege weapons to hold off the dwarves, and seem to be very competent in their use.

#### **SVIFTMONT 15, AC 1015: Khalid Becomes Advisor.**

**Location:** Ylaruam City, Ylaruam. OW

**Description:** Several officers and royal officials of the Sultan arrive in Ylaruam today. They speak with Khalid 'Tale-Teller,' and ask the dervish if he would accept the position of military advisor to better help combat the fiends.

Khalid accepts. The people of Ylaruam cheer. (See Sv. 1, Sv. 10; Sv. 24, Ei. 4.)

**What This Means:** Even the Sultan himself has heard the prophecies of Saddam The Aged by now. Being a religious man in the ways of Al-Kalim, the Sultan completely believes the words of the holy dervish; Khalid is indeed the only one who can save Ylaruam (after all, Al-Kalim Himself said so!). He has therefore decided to place the famous Khalid in charge of the military, so he has everything he needs at his disposal to defeat the tanar'ri [D&D: fiends].

#### **SVIFTMONT 17, AC 1015: Lighthouse Recruits in Alphatia.**

**Location:** Various cities in Alphatia. HW

**Description:** Some sages are contacted by the Lighthouse to become members. Some of those sages are the same that those investigating on the timeline inconsistency on behalf of Empress Eriadna. (See Nu. 26; Ka. 27.)

**What This Means:** Members from the Lighthouse, after investigation, have concluded that Alphatia is an advanced nation with many sages and specialists, who have already accumulated great knowledge they would be interested to add to their library. So they contact would-be fellow members, as they always do with new nations. This is endorsed by Ka, who sees this as a good way to greatly increase the amount of knowledge stored at the Lighthouse.

#### **SVIFTMONT 17, AC 1015: Celebration Time in Rafielton.**

**Location:** Rafielton, Aengmor. OW

**Description:** Today, 5 King according to the shadow elves' calendar, is a fasti day for shadow elves, especially for those in Aengmor, because it commemorates the conquest of Alfheim and crowning of Princess Tanadaleyo as Governor of Aengmor. (See Am. 1.)

**What This Means:** This is the 8<sup>th</sup> time that the shadow elves celebrate the conquest of Alfheim (Swiftmont 17, AC 1007), but today the holiday causes a certain degree of tension between the shadow elves and the former inhabitants of the forest that recently resettled here.

Despite the intervention of shamans, treekeepers and leaders of both sides, tempers run hot today and a few brawls break out here and there in Rafielton.

**What PCs Can Do:** PCs from both races can either try to prevent scuffles, or put a fight against the “enemies.”

### **SVIFTMONT 19, AC 1015: Malpheggi Raid on Yuzihuapac.**

**Location:** Yuzihuapac, Azca. HW

**Description:** The city of Yuzihuapac is raided by a small force of lizardmen emerging and returning rapidly to the cover of the Malpheggi Swamp, before the garrisons of the city can get in order and much before the rookies from Fort Zitapan arrive. Little damage is done, except to the Azcans’ pride. (See Am. 23, Sv. 7; Sv. 26, Ei. 14.)

**What This Means:** The shaman of a small clan on the border of the swamp was inspired by Ka to mount a raid on the Azcan city. The force gathered was small and did little damage, but the plunder was good in the Malpheggi standard. Yet more officers and common soldiers are sent to the sacrificial altar.

### **SVIFTMONT 20, AC 1015: Dwarves Reclaim Kurdal.**

**Location:** Kurdal, Rockhome. OW

**Description:** After several days of fighting, the dwarves of Rockhome finally manage to reclaim Kurdal. Unfortunately, most of the goblinoids occupying the town managed to flee to safety. (See Sv. 8, Sv. 14; Ei. 5, Ei. 8.)

**What This Means:** Although they have reclaimed Kurdal, the goblinoids are still out there. The dwarves will have to increase the number of soldiers patrolling the area to keep things safe.

Meanwhile, the goblinoids continue to raid dwarven farming communities, stealing food (and what little gold they can find) and retreating back into the mountains before the dwarves arrive. Since the Makkres are jagged and rather inhospitable, following their enemies is not very easy for a unit of dwarves. Of course, some dwarven units were stubborn

enough to follow the goblinoids back into the difficult mountain passes and wipe them out there, but these were only minor losses on the side of the goblinoids.

### **SVIFTMONT 20, AC 1015: Hockstein in Trouble.**

**Location:** Hockstein, Heldannic Territories. OW

**Description:** With the return of the Knights’ clerical magic, the Heldannic Knights are beginning to cause much trouble to the rebels within the town of Hockstein. The arrival of two Heldannic Warbirds has even put the use of Reinhard Madelhari’s Warbird a very risky proposition. (See Am. 25, Sv. 8; Ei. 4, Ei. 10.)

### **SVIFTMONT 21, AC 1015: Siege of Drax Tallen Begins.**

**Location:** Drax Tallen, Denagoth. NW

**Description:** The Crusaders have finally reached and surrounded Drax Tallen. The enemy troops cannot escape anymore, and thus they lay siege to the fortress after repelling a few squadrons of spearmen sent to give them a “warm welcome” by the Shadowlord. The Generals begin to draw the plans to assault and conquer the keep. (See Am. 22, Sv. 3; Sv. 28, Ei. 3.)

**What This Means:** Even though they have suffered many losses in this war, the Crusaders have reached their destination and are determined to avenge the death of their brethren and to free those elves who are held captives in Drax Tallen’s dungeons.

The Shadowlord has decided that he will play a little bit with the elves before letting them have Drax Tallen. He wants to limit the casualties on his side to the minimum and to leave his keep without destroying too much of it (he plans using it again in the future).

**What The PCs Can Do:** The PCs will probably take part in reconnaissance missions to map the surroundings of Drax Tallen and to get a view at the inner parts of the keep, trying to assess the enemy’s strength and location of troops. Stealth tactics are required.

### **SVIFTMONT 21, AC 1015: Imperial Decree.**

**Location:** Andaire, Jafilia, Alphatia. HW

**Description:** Empress Eriadna issues a decree regarding the situation in Alphatian Neatharum. She officially removes Dogrel from power and recalls him to the Floating Continent to assume a command in the Imperial Guard. The decree also addresses the matter of the Neathar warriors held as prisoners since their assault on Haldemar: they will remain as prisoners pending negotiations with the Neathar. (See Fy. 27, Sv. 3; Sv. 26, Ei. 14.)

**What This Means:** Eriadna has finally ruled on Dogrel's fate. Despite his apparent crimes, he has also performed tasks that benefited the Empire, like his actions during the assault on Haldemar which strongly aids his defense. In light of these actions, Eriadna has decided to remove him from power and recall him to Alphatia. The appointment to the Imperial Guard is a way for him to publicly save face after being removed from power; his appointment will also keep him near to Imperial influence and limit any further transgressions. Essentially, he will replace Commander Ezreilla who will remain as military governor for the time being.

Eriadna wants the hostilities from the Neathar to stop; she hopes to accomplish this through negotiation. The presence of so many Neathar, not to mention Zorok, as prisoners will greatly aid their negotiations. If negotiations fail to resolve the matter, she is prepared to use force. With this in mind, she has yet another reason to keep Dogrel around, as his expertise with combating the Neathar will be needed if the situation degrades to call for war.

### **SVIFTMONT 23, AC 1015: Orcs Amok in Ethengar!**

**Location:** Ethengar Khanates. OW

**Description:** Hordes of Yellow Orcs spill out onto the steppes of Ethengar, raiding and looting. The largely unorganized Ethengarians, having lost their Great Khan, are unable to effectively combat this threat, and the orcs

return home with much treasure and food for the winter.

### **SVIFTMONT 24, AC 1015: Ylari Holding Their Ground.**

**Location:** Ylaruam. OW

**Description:** Under the leadership of Khalid 'Tale-Teller,' the warriors of Ylaruam are actually able to hold their ground against the invading tanar'ri [D&D: fiends]. They are unable to win back any ground, however. So far, they've just prevented the fiends from conquering anything. (See Sv. 10, Sv. 15; Ei. 4, Ei. 7.)

### **SVIFTMONT 25, AC 1015: Goznuk Flees New Kolland.**

**Location:** New Kolland, Glantri. OW

**Description:** The hobgoblin Goznuk flees the Great Crater and seeks sanctuary in Glantri City. He states that someone back in the crater is trying to kill him but refuses to comment any more. He is eventually taken in by the Fellowship of the Pouch, who promised to protect him if he joins their group. (See Fy. 20, Fy. 25.)

**What This Means:** Goznuk is fleeing from none other than Ludwig von Hendriks because he has knowledge that might ruin the new hero of Glantri. It seems that von Hendriks wasn't the one to kill Moglai, but rather an unknown orc who was killed by an arrow the moment he stabbed the Golden Khan. Ludwig von Hendriks, who was nearby, was disarmed and looking for a weapon, so he grabbed one from the first fallen body with a sword sticking out of its back. It was a coincidence that it was the Golden Khan. A wounded Jaggar saw him draw the sword and assumed the warrior slew the Khan.

Now that Ludwig is enjoying the prestige and power, he doesn't want anyone to take the credit from him. Goznuk is the only one left who knows the truth and has wisely chosen to flee. Although it is unlikely anyone will believe the hobgoblin, his life is still in danger.

### **SVIFTMONT 25, AC 1015: Rockhome Seeks Revenge?**

**Location:** City of the Stars, Shadow Elves' Territories. OW

**Description:** The Radiant General receives bad news from spies in Rockhome. According to their reports the dwarves are gathering forces and building tunnels to launch an underground attack on the shadow elves as revenge of the defeat they suffered in Oenkmar a few years ago.

The attack should take place in the northeastern area of the Shadow Elves' Territories, so General Garafaele decides to send more troops there. (See Sv. 13; Ei. 24)

**What This Means:** This is, again, a false news. Xatapechtli, the Second Shadow mastermind, is instructing his agents to feed the army with false, but plausible, reports in order to scatter the shadow elf army as far as possible from the City of the Stars, thus furthering Atzanteotl's plans.

### **SVIFTMONT 26, AC 1015: Forgotten Spell Gains New Life.**

**Location:** Axateotl, Azca. HW

**Description:** Papatl discovers in the ruins of Axateotl, in the temple of Kalaktatla, the secret of the clerical spell Sticks to Feathered Serpents. (See Sv. 7, Sv. 19; Ei. 14, Ka. 1.)

### **SVIFTMONT 26, AC 1015: The Prodigal Alphatian Is Returned.**

**Location:** Andaire, Jafilia, Alpathia. HW

**Description:** A skyship berths at the Imperial Palace. From it emerges Dogrel, who is met by Imperial Guards. As servants and crewmen unload his baggage and possessions, the Guards escort him into the palace, where he is brought before Empress Eriadna.

Eriadna scolds him for disobeying her directives. She tells him that she is well within her right to call for his head. However, she declares that that would be a waste; instead, Dogrel will assume the command of Commander Ezreilla who is serving as military governor in Neatharum. She adds that perhaps

by serving in such a role Dogrel will better appreciate the power and authority of the Imperial Court. (See Sv. 3, Sv. 21; Ei. 14, Ei. 15.)

**What This Means:** Eriadna does what she thinks will satisfy those that support Dogrel's policies with the Neathar while at the same time offer punishment. Dogrel is to report to one of the Empire's Grand Imperial Alphatian Divisions as a Field Commander [Deputy Commander. Ed.], though he really is over qualified for the commission. Eriadna has taken the added precaution of having other loyal officers keep their eyes open for any treachery from Dogrel.

### **SVIFTMONT 28, AC 1015: The Shadow and the Beast(hunter).**

**Location:** Drax Tallen, Denagoth. NW

**Description:** During the moonless night, a group of the Elf Skull Unit humanoids manage to enter the elves' camp and sneak into Beasthunter's quarters. After casting a Silence 15' radius on the zone, they incapacitate Coolhands and Beasthunter. The prisoners are gagged and dragged out of the camp unseen. They return inside Drax Tallen and bring the captives to the dungeons, where the Shadowlord awaits. (See Sv. 3, Sv. 21; Ei. 3, Ei. 5.)

**What This Means:** The kidnapers have been able to infiltrate and exit the elves' camp using secret tunnels known only to them. The Shadowlord plans to interrogate one of the elven Generals to uncover their military strategy and to estimate the real strength of the elven army. Afterwards, he will play a bit with the two important captives.

## ***Topic Of The Month: A Lost Of Faith***

*This is a copy of a letter found upon the dead body of a Heldannic Knight. He appears to have committed a form of ritual suicide, and the contents of the letter apparently confirm this conclusion. No name was included, as this broken man has suffered enough that we, the authors, believe that no more shame should come to his family.*

Vanya, may You have mercy upon my soul.

I know that I have displeased You, and You have punished me by stripping me off you divine guidance and spells. I know You even sent in a messenger to warn me of my mistakes, but I failed to understand, and hence failed to fall back under Your divine light.

I could not see that Wulf von Klagendorf was right. I blindly followed the orders of the Knighthood, listening foolishly to von Grüber and his statements that von Klagendorf was a heretic. How could I not believe him. Von Klagendorf was a prisoner, a traitor who had fled his post as Oberherr and was now been punished for the crime. He was in the middle of the Star Chamber, with Your divine light of the lion shining down upon him. He stood where all other heretics had stood, upon the altar in the middle of the chamber. He was about to die like all of them did. And yet I was not alone in my uncertainty and disbelief for our former leader. Over 200 Heldannic Knights watched in anticipation for the axe to fall, waiting in the various wings of the star-shaped chamber. They wanted to see von Klagendorf's blood. Sadly, I must admit, so did I.

His speech was moving, and it did rekindle my love for You, yet I failed to let it sway me. I believed it was nothing more than a ploy from von Klagendorf to trick me into saving his life. I believed von Grüber, the false Oberherr, who proclaimed only he knew Your will and what he said was a translate of Your ideals. And so I did nothing. I thought that the inspiration and divine part of his speech was merely an illusion, one enhanced by the sunlight that reached him through the glass

window from above. I refused to believe that the light was divine, that it was You doing. I simply watched as the axe was raised. I failed to let the stirring in my heart move me to return to Your fold.

Yet one young Knight had the courage to stand up and show he belief in You. With a quick motion from his sword, he sent the executioner's axe of course and it struck harmlessly to the side. More Knights moved in to protect von Klagendorf, and there was my chance to regain Your favor. But I did nothing - I watched in silence and feared speaking either way in fear of being killed in the battle that was sure to follow. And a battle did follow.

Von Klagendorf's Blade Barrier was cast into my wing, where most of the faithless Knights, myself included, were standing. Young Hendrik, who was standing next to me, was cut in half by the swirling axes of destruction. I was spared, standing just outside the area of effect of the spell. I could see the faithless been cut down by Your divine wrath, being defeated easily by those who had indeed returned under Your wing as von Klagendorf had been proclaiming all along. When they moved in on me, I quickly dropped to me knees and cried. They should have killed me, for it was the punishment I deserved for not listening to You. Instead, I received a fate that was far worse. I was banned from the Heldannic Knights and declared a heretic in Your eyes. Everything I believed in was stripped from me that day.

Yet I cannot blame them, for You had shown me several signs and I had failed to notice them. I did not have the strength to stay in Your fold. I did not have the strength to continue living the life I always wanted to live. So now I am ending it.

May You forgive me and guide my soul to where it belongs, down into oblivion with the other traitors. It is the last thing I can do right in Your name.

## Eirmont

### EIRMONT 1, AC 1015: Secrets Found.

**Location:** Puerto Morillos, Narvaez. SC

**Description:** Barón Hugo's spies report their findings on the bombard in Torreón. Hugo makes a deal with Baronesa Isabel, using his knowledge of the cannons as leverage.

Torreón smuggles smokepowder and cannons to Narvaez, going against the sanctions placed by the Signatory Council. Narvaez, in return, promises to help the Baronesa in her conquest of Terra Vermelha. Narvaez also sends soldiers to help maintain order at Las Guajacas in Torreón. (See Fy. 7.)

**What This Means:** Working together, these baronies probably can conquer Terra Vermelha; unless of course the other baronies unite together to stop them.

As for the soldiers sent to keep the peace in Las Guajacas, they tend to side more with the "normal" people than the Afflicted they are suppose to help protect. Las Guajacas becomes a veritable prison city for the Afflicted.

### EIRMONT 2, AC 1015: Ironclad Back Home.

**Location:** Thyatis City, Thyatis. OW

**Description:** The Ironclad arrives back in Thyatis City, where the captain immediately drops off his smokepowder and wheellock cargo at the Zendrolium. The military commanders begin their testing of the new weapons: and nothing happens. The smokepowder fails to ignite. (See Ya. 11, Fy. 12.)

**What This Means:** Thyatis has just discovered what Minrothad has known for a while, hence the reason they don't bother trying importing smokepowder themselves. Smokepowder doesn't work away from the Savage Coast.

What most alchemists know is that the main components of smokepowder are vermeil and steel seed, both elements found on the Savage Coast. Unknown to even those that create smokepowder is that a third element is involved. The vermeil-steel seed mix must be in contact with atmospheric vermeil, which is only found

in the Cursed Lands and the regions of the Haze. Because of this, smokepowder fails to work once you leave the Savage Coast area.

This is just more bad news for the Thyatians. First of all, their "war" against the Twaelar isn't going all too well. In fact, they haven't yet managed to actually confront their water-breathing enemies but still lost over 20 ships to them. So far, the war has been limited to recalling all ships in the Alphatian Sea to patrol in the Sea of Dread and protect their merchant ships from the mermen. They're still waiting for a breakthrough by the School of Magecraft for underwater magical items.

Now their hopes of improving their ground forces with firearms have just been shattered. The morale of their military is definitely not improving.

### EIRMONT 3, AC 1015: Renewed Free Jennites Attacks.

**Location:** Eastern Verdan, Esterhold Peninsula. AS

**Description:** The Jennite tribesmen renew their attacks on the Verdan well-manned fort, throwing their stone spears against the defensive walls. The Alphatian captain soon realizes that these cannot possibly be the same Jennites that attacked Faraway or harassed them on their way, as they are using the primitive weapons they are familiar with, not steel weapons. He sends an emissary to parlay with their leader, and is harshly answered that the tribe's herd has been decimated by a magical, Alphatian plague. (See Fy. 25, Am. 4; Ei. 22.)

### EIRMONT 3, AC 1015: The Price for Freedom.

**Location:** Drax Tallen, Denagoth. NW

**Description:** After discovering the disappearance of Beasthunter and his wife, the elves manage to learn that they're held captive in Drax Tallen.

Gilfronden devises a plan to rescue the couple and after choosing a team of expert and trusted elves, he leads them into the keep descending from the high trees above. After many clashes with guards, the rescue team finds and manages

to free the rulers of the Longrunners and escapes using one of the Shadowlord's secret tunnels they stumble upon.

Unfortunately however, Gilfronden does not make it safely back to the camp. He is captured while covering the party's retreat. [DMs should replace Gilfronden with their beloved elven general in campaigns where Gilfronden is already gone.] (See Sv. 21, Sv. 28; Ei. 5, Ei. 9.)

**What This Means:** The elves have managed to locate and free their leaders after a difficult and dangerous research at the heart of the enemy lines, but the price is high: General Gilfronden is now prisoner of the Shadowlord.

Moreover, Beasthunter has been seriously mauled and doesn't seem to be in full possession of his mind at the moment. Coolhands temporarily assumes the leadership of the Longrunners and the position of General: she and Durifern are now the only two remaining leaders of the Crusaders.

The Shadowlord has once again played with the elves and has won. He has seriously injured Beasthunter, including casting a feeblemind on him. Afterwards, he successfully charmed Coolhands (after discovering her true name with ESP and similar magic). Thanks to a magical link, she's now the Shadowlord's eyes and ears among the Crusaders. Gilfronden's capture came as an unexpected pleasant surprise, and the Shadowlord now wants to use him to demonstrate his power and ruthlessness.

**What The PCs Can Do:** They can participate in the attempt to rescue the Clanleaders of Longrunners but cannot change the fate of Gilfronden. They also won't have the chance to fight against the Shadowlord: they will only get a glimpse of him during the final run out of Drax Tallen, seeing how he alone incapacitates and captures Gilfronden.

#### **EIRMONT 4, AC 1015: Al-Kalim Has Arrived!**

**Location:** Ylaruam. OW

**Description:** Throughout the entire ranks of the Ylari forces, and even the citizens and children who remain at home, word spreads that

Khalid 'Tale-Teller' is none other than Al-Kalim come to save his righteous people.

And this has tremendous impact on the war against the fiends. The religious fever raised by the belief that their Immortal is indeed among them causes most warriors to perform acts of extreme courage and bravery (or stupidity, depending on one's point of view). The tide is slowly starting to turn against the fiends. (See Sv. 15, Sv. 24; Ei. 7, Ka. 12.)

**What This Means:** Last year, Patricia Fortunatus predicted that Al-Kalim would return to his people. The people of Ylari have come to believe that Khalid must be Al-Kalim since it is his military leadership that is saving them from the tanar'ri [D&D: fiends]. Khalid 'Tale-Teller' has neither confirmed nor denied the allegations, but the Ylari believe it anyway.

Is Khalid 'Tale-Teller' truly Al-Kalim performing one of the tasks on his path to Immortality (where during his mortal life in the past He must go into the future [that is, now] and help the descendants of His people in times of great trouble)? This is up to the individual DM. If He is, one must remember that as Khalid, He is still mortal, and should He die, Al-Kalim would never have become an Immortal. Of course, with the amount of fanatical bodyguards he now has, harming Khalid is easier said than done.

**What The PCs Can Do:** If Khalid is indeed Al-Kalim, then any PCs who help him during his desperate moments are bound to become favorites of the Immortal Al-Kalim. In fact, because of the difference in time here, they probably already are favorites of Al-Kalim as He remembers them from his adventures in the past as a mortal. DMs desiring their PCs to get involved in this manner should foreshadow this by having them be well respected by the priests of Al-Kalim the past couple of years without them (or the priests) really knowing why except that it is the will of Al-Kalim.

#### **EIRMONT 4, AC 1015: Hockstein Surrenders.**

**Location:** Hockstein, Heldannic Territories. OW

**Description:** Having come to the conclusion that there is no way the people of Hockstein can

hold off the Heldannic Knights, Sir Geoffrey and Reinhard Madelhari believe the best solution would be to surrender now.

The former Heldannic Knight along with several of the rebel leaders head out to announce the surrender of Hockstein. The group is locked up while the several divisions of Knights march into town.

Many of the townsfolk are surprised to see that Herr Wulf von Klagendorf himself was leading the attack. He announces that the citizens of Hockstein will be spared the usual death penalty for their revolt. In fact, several proclamations are made by the Oberherr.

The Inquisition is declared over. No longer shall people be forced to worship the glorious Vanya. However, all other religions may only be followed in the privacy of home. Any religious gathering other than those of Vanya will be considered heresy and punishable by death. The same goes for publicly announcing the doctrines of other faiths.

Second, officials no longer need be Heldannic Knights. They must, however, be true worshipers of Vanya (not necessarily priest, thought). The positions of the Heldannic Knights are to be the warriors and conquerors of Vanya, not the leaders; the true Vision of Vanya is conquest, and that is what the Heldannic Knights shall do.

Much later, during the darkness of night, Sir Geoffrey sneaks out of Hockstein and flees into the wilderness. (See Sv. 8, Sv. 20; Ei. 10.)

**What This Means:** Sir Geoffrey was ready to accept his death if it would save the people of Hockstein. But Reinhard convinced him to flee instead. He says that Geoffrey is the hero of the people, and only he can lead them to freedom. It would be better for him to flee and try again another time. Reinhard says he will take full responsibility for this revolt and will suffer the punishment in his place. Geoffrey reluctantly agreed when the other leaders in Hockstein suggested the same thing.

Despite Herr Wulf's proclamation that officials no longer need to be Heldannic Knights, most of them will be. After all, try and find a worshiper of Vanya that has leadership abilities and who is not already a Heldannic Knight.

## **EIRMONT 5, AC 1015: Thar and Psa'gh's Horde Grows.**

**Location:** Triangle of Ash, Makkres Mountains, Rockhome. OW

**Description:** Various goblinoid clans of the Makkres, Altan Tepes, and Hardanger Mountains join their forces into Thar and Psa'gh's horde. For the first time in over a year, they are actually beginning to look like a fearsome goblinoid horde again. (See Sv. 14, Sv. 20; Ei. 8, Ei. 22.)

**What This Means:** The success Thar and Psa'gh have been having against Rockhome has convinced other tribes to join their horde, causing their forces to grow rather rapidly.

Among those who join there are Mokamet-Qadi, a gnoll from Ylaruam. His band of gnollish raiders fled the Alasiyan Desert to avoid the fiends and Ylari forces that have been rampaging across the countryside the past couple of months. He has already lost too many gnolls to the powerful forces, and is now moving to safer ground. The rumors of success he has heard in Rockhome have therefore attracted his attention.

## **EIRMONT 5, AC 1015: Gilfronden's Fate.**

**Location:** Drax Tallen, Denagoth. NW

**Description:** Using a powered spell of ventriloquism, the Shadowlord's voice echoes in the camp of the elves, demanding their immediate surrender. If they obey, he promises to let them live as his new slaves. If they don't, he will annihilate them all, beginning with General Gilfronden.

Durifern is shocked, but he firmly states that the elves will fight against the evil embodied by the Shadowlord and Idris. Grinning, the Shadowlord announces that they have just sentenced Gilfronden to death.

The Shadowlord then appears on the battlements of Drax Tallen with Gilfronden and beheads him with a single slash. The elf's head is subsequently impaled on the pinnacle of his keep.

The elves mourn the loss of their leader, still unaware that he was a shadow elf. (See Sv. 26, Ei. 3; Ei. 17, Ei. 21.)



**What This Means:** Durifern and the other officers were preparing a new rescue mission to save Gilfronden. The Shadowlord anticipated the move and killed the General to show the elves a fraction of his real power. The elves are now low on morale and Durifern will have a hard time trying to motivate the Crusaders against a seemingly unstoppable foe.

**What The PCs Can Do:** The PCs cannot avoid Gilfronden's death.

### **EIRMONT 6, AC 1015: Traldar Learn of Deception.**

**Location:** Southern Azcan Empire, Azca. HW

**Description:** The Traldar learn from a captured Azcan priest that they never took their artifact, and that they never understood why the Traldar were attacking them. The Traldar then realize that they were tricked by the deceiving Shattenalfen into attacking their enemies for them. They vow to fight the elves until they retrieve their artifact. (See Va. 17, Am. 9; Ei. 12, Ka. 8.)

### **EIRMONT 7, AC 1015: Goblin Skirmishes.**

**Location:** El Grande Carrascal. SC

**Description:** Goblins from various tribes make forays into the new gnollish Baronia del Grande Carrascal. (See Am. 24, Am. 27.)

**What This Means:** The goblins from the Badlands resent the gnolls' new attitude, which they now nickname humans' dogs. The gnolls have often refused in the previous weeks to let goblin parties use their land as a staging point for raids into human lands and ferociously defended their ground when the goblins tried to trespass anyway.

### **EIRMONT 7, AC 1015: A Grand Quest.**

**Location:** Ylaruam. OW

**Description:** Having determined that the fiends come from the Dead Place, Khalid sends out the best Ylari warriors to obtain a magical item: The Sacred Book of the Sea. (See Sv. 24, Ei. 4; Ka. 12.)

**What This Means:** From the reports of scouts, it has become obvious that the tanar'ri [D&D:

fiends] are coming from the Dead Place. Whenever it seems like the Ylari will win and kill off all the remaining fiends, more pour through the portal, removing all gains the Ylari have previously won. The logical solution is to therefore close the portal found at the Dead Place.

Khalid knows he cannot close the Dead Place on his own. He is therefore hoping to beseech the help of the Old Man of the Sea to close it for him. The Sacred Book of the Sea is a holy script which contains a divine ritual allowing one to communicate directly with Protius.

He therefore sends the most powerful Ylari adventurers to obtain this book. Its location is somewhere in the Sea of Dawn. DMs are free to fill in this quest with whatever dangers they want. This trek should mirror somewhat Al-Kalim's holy crusade to meet the Old Man of the Sea several centuries ago.

**What The PCs Can Do:** Well, they're obviously the most powerful adventurers of the land. If not, they're probably the most handy. Either way, they are given the task of acquiring the Holy Relic.

### **EIRMONT 8, AC 1015: Scouts Have Interesting Report.**

**Location:** Triangle of Ash, Makkres Mountains, Rockhome. OW

**Description:** Goblin scouts report to Psa'gh, Duric, and Bifia about the discovery of the city of Jotunheim (Thar is still out raiding the dwarves). This is apparently a city being constructed by giants in the Makkres Mountains.

Duric Hurwarf gets an idea and decides to head out for this giant city. But first, he will stop back at the Modrigswerg caverns to pick up a few items from the Rot Dwarves. (See Sv. 20, Ei. 5; Ei 22, Ka. 1.)

**What This Means:** Jotunheim is a frost giant city being built in the Makkres, as previously mentioned in GAZ 6 - The Dwarves of Rockhome. They have stone and hill giant servants, as well as all the lesser servants that these giants normally have... perhaps even a subdued white dragon or two.

The frost giants have noticed how well the humans and other smaller races deal with them, despite their size, mainly because they are well organized and work together. A band of frost giants who recently raided King's Road Keep in Karameikos have decided that they will unite their people into their own kingdom so they can squash once and for all the lesser races. These giants failed when a Frockson, a jarl of another local group of giants, killed them when they tried to usurp his throne. Still, Frockson liked the idea and has since united ALL the frost giants himself. They are now building themselves a city in the Makkres Mountains.

This project includes almost all the frost giants of the Old World (from the known glaciers in the Glantrian Alps, the Altan Tepes, and the Makkres Mountains), about 500 in number, which means that encounters with frost giants throughout the rest of the Old World should be extremely rare.

Duric is planning nothing less than to force the Frost Giants to ally with "his" goblinoids to take over Rockhome. How he intends to do so still remains a mystery to both Psa'gh and Bifia.

### **EIRMONT 9, AC 1015: The Shadowlord Quits.**

**Location:** Drax Tallen, Denagoth. NW

**Description:** The sentinels and lookouts of the elves report a decrease in the movements of the enemy troops inside Drax Tallen. Fewer soldiers are seen patrolling the battlements each day but there is no sign of forces leaving the keep in any way. Durifern is troubled by the news and suspects the Shadowlord wants to outflank them, so he tries to anticipate his moves by taking the keep before the enemy can act. Coolhands gives him her support and the invasion plan is finally completed. (See Ei. 3, Ei. 5; Ei. 17, Ei. 21.)

**What This Means:** The Shadowlord is just evacuating the keep to let it fall to the elves. He's using his underground network of tunnels and caves that the elves are not aware of. Thanks to Coolhands' unwitting help, he can arrange the evacuation in time to avoid losing too many troops.

### **EIRMONT 10, AC 1015: Reinhard Receives His Sentence.**

**Location:** Freiburg, Heldannic Territories. OW

**Description:** In the famous Star Chamber, Herr Wulf von Klagendorf sentences the leaders of the rebellion of Hockstein.

Much to his surprise, Reinhard Madelhari is forgiven for his crimes. The Oberherr states that Reinhard was accused of treachery for opposing the Inquisition and Vanya. But in reality, he was the only Knight who truly followed the Vision of Vanya. The fact that Reinhard never lost Vanya's grace is proof enough of this. Wulf von Klagendorf then announces that Reinhard shall be the new Chancellor-General of Hockstein, to lead the town as he sees fit in Vanya's name.

The other rebel leaders, however, are sentenced to death and executed within the next few hours. They were not Heldannic Knights or even worshippers of Vanya. They were therefore acting against Her, even though their actions unwittingly proved to be supporting Vanya. Their intentions were to take down the church of Vanya, and hence were heretical. Death is the punishment they deserve. (See Sv. 20, Ei. 4.)

**What This Means:** Although not entirely happy with the sentences of his fellow rebel leaders, Reinhard knows there is nothing he can do about it. But as Chancellor-General of Hockstein, he can make sure the people of that town are never again mistreated by the Knights. He is also happy to once more belong to the Heldannic Knights, as he truly loves Vanya and is proud to worship Her.

With Hockstein back under control, the Heldannic Territories are again firmly in the grip of the Heldannic Knights of Freiburg. There is still much trouble in the New Heldannic Territories in Norwold. Herr Wulf is now planning on how to reclaim the lost lands, but doesn't expect any military action until next spring.

### **EIRMONT 10, AC 1015: Wastoure's Help Enlisted.**

**Location:** Pittston, Aegos, Alatian Islands. AS

**Description:** An itinerant wizard from Soderfjord, Wastoure, encounters the commander of the forces from Minrothad at The Pit. He offers his help in exchange for free travel to the Hollow World once the Pit is reopened. Impressed by the wizard's knowledge, the commander agrees. The dwarven team, however, is suspicious about him and his magics and leaves him on his own devices. (See Ya. 8, Fe. 23.)

**What This Means:** Wastoure is in fact the evil Antalian wizard, who has been scheming in Azca and Thyatis and elsewhere to release a powerful Burrower from the imprisoning effects of the Spell of Preservation.

### **EIRMONT 12, AC 1015: Traldar Turn on Schattentalfen.**

**Location:** Northern and eastern Schattentalfen lands, Schattentalheim. HW

**Description:** Many Traldar bands attack the Schattentalfen from their positions in southern Azca or from their homeland. Their attacks are fierce, as they are furious about the elves' treachery. While they will do not get a crushing victory against the unprepared Schattentalfen, they still manage to cripple them rather badly. (See Am. 9, Ei. 6; Ka. 8.)

**What This Means:** Most of the Schattentalfen forces are in the outer world fighting the Shadow Elves. The remaining Schattentalfen are set in defense though, and it is hard to defeat their fortified troops. This turn of event is not good for them, though.

### **EIRMONT 13: Ostland Demands Concessions.**

**Location:** Thyatis City, Thyatis. OW

**Description:** Diplomats sent to Thyatis by King Hordson of Ostland request that the Empire recognize certain colonies in Westrouke (Isle of Dawn) as under the dominion of Ostland. They point to treaties signed by Emperor Thincol and King Hord Dark-Eye years ago, allowing Ostlanders to colonize the area.

The Thyatians are torn. They don't want to alienate their Ostland allies, and cannot simply

disregard the treaties, yet they don't want to alienate the Grand Duchy of Westrouke either (an independent nation, even though it technically claims allegiance to Thyatis). They promise to consider it during the next meeting of the Thyatian Senate.

**What This Means:** There is still much discontent in Ostland, and King Hordson hopes to divert his people's attentions outwards with promises of expanding the kingdom. Eusebius, too, is eager to gain more mainland allies, what with the Western Defense League keeping a close watch on Empire activities. He will have to play this hand carefully.

The situation is debated over from all sides within the Senate of Thyatis, yet the senators are unable to find an agreement on how best to handle the situation. The debate rages on without much change until next year.

### **EIRMONT 14, AC 1015: Neathar Raid on Atacoatli.**

**Location:** Atacoatli, Azca. HW

**Description:** A force of Neathar attack the city of Atacoatli, while many Azcan troops are away having little success in their own lands, therefore avoiding the bulk of the Azcan regular might. They disperse when the Azcan troops return from their lame campaign. (See Sv. 19, Sv. 26; Ka. 1, Ka. 28.)

**What This Means:** Not only do the Azcans have no success in their campaign against the Neathar tribes, but the Neathar even retaliate, inspired by Diulanna. The Azcans go from military disaster to disaster, and the warlike people now wonders if they have finally reached the bottom. The priesthood of Atzanteotl is more and more pointed as the source of the problems, and many voice their opinion despite the risks of sacrifice.

### **EIRMONT 14, AC 1015: Negotiations Begin.**

**Location:** Haldemar, Alpathian Neatharum. HW

**Description:** Commander Ezreilla has Chief Zorok brought before her. She announces to him that Empress Eriadna has authorized her to

initiate negotiations to end hostilities between the Alphatian and Neathar peoples. Zorok states that he will listen to the Alphatians' proposals, but will not commit to talks until the Neathar prisoners are released. Ezreilla compromises and offers to release half of the prisoners for now. Zorok agrees and the negotiations begin.

Ezreilla and Zorok spend the day in intense negotiation. By day's end, they have made little progress beyond establishing each other's position on matters. With that in mind, they recess for the day. Negotiations will begin again tomorrow. (See Sv. 21, Sv. 26; Ei. 15.)

**What This Means:** Zorok is well aware that a war between the Alphatians and Neathar would be disastrous for his people. With negotiations, he can at least get the best deal for his people. The first day of negotiations involves the two sides establishing their position and probing the other for possible angles. Zorok wants assurances that the Alphatians will uphold any peace agreement. Ezreilla counters that there are not any material assurances, just mutual trust.

### **EIRMONT 15, AC 1015: NACE Diplomats in Alphatia.**

**Location:** Andaire, Jafilia, Alphatia. HW

**Description:** The diplomats sent by the Council to meet Empress Eriadna arrive at the palace in the recently-renamed capital of Alphatia after their passing through the Sundsvall Maelstrom. They bring news from the outer world, especially from the NACE itself, from friendly Karamaikos and the return of the polar expedition, and from the situation in the Heldannic Territories and Thyatis.

Eriadna also learns of the existence of the gate the diplomats used, and is confirmed the fact that the world now knows the existence of the Hollow World and the survival of Alphatia.

The diplomats are surprised to learn that the Joint Polar Expedition still hasn't shown up. (See Sv. 9, Sv. 13; Ei. 20, Ei. 27.)

### **EIRMONT 15, AC 1015: An Unexpected Resolution.**

**Location:** Haldemar, Alphatian Neatharum. HW

**Description:** Once again, Zorok and Ezreilla begin their talks on a peace between the Neathar and Alphatians. The negotiations proceed at a similar pace as the previous day and little progress is made.

The negotiations are interrupted by outside disturbances. A servant comes in and informs Ezreilla that visitors have arrived and wish an audience with the Alphatian leader here. The servant adds that the visitors are elves. With the midday meal upon them, Ezreilla suggests that the negotiations recess early and asks Zorok to dine with her while she meets with these visitors.

The visitors enter and are offered food and drink. They politely decline the offer. The elves pronounce that they come from a bordering land. They speak of the recent visit by the clerics pursuing the man that had slain several of their people. They relate how the clerics and their companions drove the man away from their lands.

The elves declare that they had wanted to see these people who had spawned those that had aided them. So the elves organized a party to travel, here to Neatharum, and witness for themselves the Alphatian people. The elves add that the Immortals, Alphatia and Koryis, have always acted as their benefactors. They express their hopes that the elves and the Alphatian people can have a similar relationship.

The elves then offer their thanks for being allowed to speak. Commander Ezreilla offers the elves the opportunity to travel to the Floating Continent, telling them that Neatharum pales in comparison to Alphatia itself. The elves thank her for the offer and accept it. Ezreilla summons an aide to make the preparations for the transit and to inform the Imperial Court of the impending arrival.

Ezreilla and Zorok finish their meal and return to the negotiations. Surprisingly, his demeanor is changed and an agreement is quickly resolved. Under the agreement, the Neathar recognize Neatharum as a kingdom and the Alphatians

and Neatharum recognize the Neathar Lands as sovereign kingdoms. An agreement of non-aggression is established preventing Neatharum expansion; likewise, Neathar expansions into Neatharum are prevented. Both peoples will be given free passage back and forth between Neatharum and Neathar Lands without fear. Visitors will respect and be held in accordance of the laws of that land.

Satisfied, both negotiators shake hands and exchange gifts to seal the agreement. They do agree to meet later to discuss possible trade and defense talks. Ezreilla orders the release of all prisoners, then conveys the news of the agreement to the Empress. Later, she has the agreement announced to the people of Haldemar. (See Sv. 26, Ei. 14; Ei. 18, Ka. 24.)

**What This Means:** The negotiations are deadlocked until the elves visit. Zorok recognizes that the elves are those known as the Gentle Folk. Familiar with the awe in which the Neathar hold for these elves, he is impressed that they had not only been aided by Alphatians, but also had sought out the Alphatians. In his opinion, if the elves trust the Alphatians then so can he.

Besides, the agreement is not too much different than the earlier one between the Alphatians and Neathar. Dogrel had broken that agreement, but with him removed, the chances are less likely for future troubles. The appearance of the Gentle Folk acts as a sign that the Alphatians can be trusted.

For their part, the Gentle Folk are eager to see the lands and people that produced their patrons, Alphatia and Koryis. This anxiousness has intensified as the elves pondered the matter, drawing symbolic conclusions of Immortal patronage and extending that to mortal patronage.

### **EIRMONT 17, AC 1015: The Haunted Woods.**

**Location:** Bosque de las Sombras, Saragón. SC

**Description:** The forest of la Bosque de las Sombras at the borders of Saragón begins to lose its vitality. Both animals and plants of the area seem sick and are slowly dying away.

**What This Means:** An evil necromancer has entered the haunted forests of Saragón and began controlling the undead found within. His experiments started twisting the forest to a point where Kalil, the archdruid (13<sup>th</sup> level) of the Savage Baronies, decides to put a stop to it.

**What The PCs Can Do:** Kalil obviously needs the help of a group of adventurers. This can earn them a very powerful contact in the region.

### **EIRMONT 17, AC 1015: Drax Tallen Falls.**

**Location:** Drax Tallen, Denagoth. NW

**Description:** Durifern orders the final attack on Drax Tallen.

In a matter of hours, the elves overcome the soldiers inside the keep, taking Drax Tallen. However, they are greatly surprised when they discover that no more than two hundred spearmen and a dozen humanoids were the only ones defending the keep!

After a thorough search and some interrogations, the elves discover an incredible network of tunnels that stretch from the keep in every direction: some of them are only a hundred meters long, but others seem literally endless.

In the dungeons, they free several captives: about forty Geffronell elves and three surviving members of the former expedition. General Durifern arranges for the keep to be searched thoroughly to find any information on the enemy's new location. The elves set about fixing the defenses of the keep. (See Ei. 5, Ei. 9; Ei. 21, Ei. 26.)

**What This Means:** Drax Tallen has finally been taken by the elves after an exhausting military campaign. Durifern plans to pass the winter inside the keep with his army and to send some messengers to report the situation back in Wendar.

The Shadowlord's plan has finally been set into motion. He has arranged for the elves to conquer Drax Tallen without losing his best troops. Now, he prepares to strike back with his "secret weapon" coming from the north.

He is following the plan of his master to the letter and has also incorporated in it his plan to retrieve the Black Staff without the master

noticing it. If things work out as planned, the Alheimers will be only a memory by the end of the winter and he will finally have the weapon to use against his hated master. And then nobody will stop him from attaining his deserved victory.

### **EIRMONT 18, AC 1015: Gentle Folk Arrive in Alphatia.**

**Location:** Andaire, Jafilia, Alphatia. HW

**Description:** A skyship from Haldemar lands at a berth at the Imperial Palace. From it emerge the elven delegation. A representative of the Empress and clerics of Alphatia, Koryis, and Razud meet them. Also present is a representative of the Shiye-Lawr Elves.

The Gentle Folk are greeted by the representatives and shown to guest quarters where they will stay. The elves request to be shown the land of Alphatia. The Imperial representative offers them the freedom to tour Alphatia; later, the Empress will speak with them. The clerics offer to act as their guides. (See Am. 12, Ei. 15; Ka. 14.)

**What This Means:** The party of Gentle Folk have arrived at the Floating Continent. Their visit is placed in the hands of the clergy of Alphatia and Koryis. The clerics of Razud are present out of curiosity and to offer a presence of their Immortal, while the Shiye representative is present to evaluate these Hollow World Elves.

The Gentle Folk want to tour Alphatia, not exchange pleasantries with the ruling elite. As elves, they are considered visiting nobles and deserving respect. Their request to see Alphatia is granted on the condition that they are escorted by Alphatians.

**What The PCs Can Do:** Any PCs involved with the tracking of Zandor into Gentle Folk Lands may be present at the behest of the Empress and clergy; this presence should provide the Gentle Folk with familiar faces. These PCs will also be of invaluable service to the folk meeting them: prior to their touch down, the officials will be interested in any information or observations the PCs may have had while in the lands of the Gentle Folk.

### **EIRMONT 20, AC 1015: Alphatia Sends Rescue Mission.**

**Location:** Andaire, Jafilia, Alphatia. HW

**Description:** Empress Eriadna decides to send a skyship to the North Pole in case the Joint Polar Expedition has got problems. (See Sv. 13, Ei. 15; Ei. 27, Ka. 6.)

**What This Means:** The awaited expedition has not shown up yet, and this is becoming worrying.

### **EIRMONT 21, AC 1015: Shady Secrets.**

**Location:** Drax Tallen, Denagoth. NW

**Description:** In one of the most secluded and protected chambers of the keep, some elves find an old parchment and a strangely carved monolith upon which a map is drawn. Somebody has clearly tried to burn the parchments and to ruin the glyphs and the signs on the monolith, but with patience and the use of magic, the elves manage to recover many scrolls and to interpret the monolith.

The map details a route to an unknown place called the Guardian Mesa [The exact location is up to the DM - canon material suggests the Broken Lands]. The expert linguistics and interpreters begin to study immediately the scrolls to unveil their mystery. (See Ei. 9, Ei. 17; Ei. 26, Ka. 2.)

**What This Means:** The elves have discovered what the Shadowlord has left them. All the false clues point to the Septahenge because he wants to use them to retrieve his precious Black Staff: that's part of his secret plan.

**What The PCs Can Do:** The PCs can try to decipher the runes and glyphs using magic, but they will also need a good deal of intelligence, since most of them are very well encrypted. The Shadowlord wanted the elves think that he was trying to destroy this information, so he left the scrolls and runes in a mess: difficult but not impossible for the elves to decode.

### **EIRMONT 22, AC 1015: A Meeting in Jotunheim.**

**Location:** Jotunheim, Makkres Mountains, Rockhome. OW

**Description:** Duric and an entourage of goblinoids arrive at the gates of Jotunheim and demand to speak to the leader of the frost giants.

Once received in an audience with the frost giant Jarl, Duric proposes an alliance with the giants against the dwarves of Rockhome. Frockson laughs at the request of the lesser races and orders his guards to place Duric and the goblinoids in the pens with the other slaves.

But the frost giants are unable to perform the orders of Jarl Frockson, as the smaller races easily slay all those who approach with their spears. Duric announces that they are all armed with Spears of Giant Slaying created by the Modrigswerg Dwarves, and that they will kill every giant here unless Frockson bows down to their new leader.

Not seeing much of a choice, Frockson agrees to serve Duric and help destroy the dwarves of Rockhome. (See Ei. 5, Ei. 8; Ka. 1.)

**What This Means:** Duric's trip to the Rot Dwarves' cavern was to acquire about a dozen Spears of Giant Slaying. Every giant of the Old World, if not Mystara, has heard of these dreaded magical items created by the Dark Dwarves (Modrigswerg). And they all fear them immensely. Because of this fear, Frockson and all his giants will gladly do whatever it is the dwarves ask of them. This of course means that almost all the frost giants of the Old World are at the command of the exiled dwarf.

The Spear of Giant Slaying is described on p.28 of GAZ 7 - The Northern Reaches.

### **EIRMONT 22, AC 1015: Free Jennites Leave Verdan.**

**Location:** Eastern Verdan, Esterhold Peninsula. AS

**Description:** After many negotiations by the Alphasians and much of mistrust from the Jennites' part, the Jennites stop their attacks on the forts in exchange for enough food for the winter and a portable light (actually a Continual Light spell cast within a box) the shaman will use to keep the evil spirits at bay. (See Am. 4, Ei. 3.)

### **EIRMONT 24, AC 1015: Arrival of Schattentalen Troops.**

**Location:** The Warrens and Cave of Continual Rain, Shadow Elves' Territories. OW

**Description:** Schattentalen troops emerge today in the Shadow Elves' Territories in two different locations. The first group, without flapsails, emerges in the Warrens and then heads north toward the Great Cavern; the second one, with flapsails, emerges in the Cavern of Continual Rain and then moves upstream until it reaches West Gate.

A few araneas from the Forest of Spiders join the Schattentalen in the Warrens. (See Sv. 25; Ei.27)

**What This Means:** This is really bad news for the shadow elves. After long preparation Atzanteotl's troops are finally ready to strike on the hapless shadow elves. Schattentalen armies will now move toward the Great Cavern attacking it from two different positions: West Gate (the less defended of the 4 gates) and Qedain Road (the only entrance without a gate, except the two waterways).

### **EIRMONT 26, AC 1015: Beasthunter Returns Home.**

**Location:** Drax Tallen, Denagoth. NW

**Description:** After many useless attempts to bring Beasthunter back to normal, Coolhands and Duriferen decide that he must be sent back to Wendar to receive the proper treatment. So Coolhands teleports him back to the Longrunners' stronghold with a message explaining the situation, hoping to have him back as soon as possible. (See Ei. 17, Ei. 21; Ka. 2.)

**What This Means:** Coolhands is sincerely worried about the condition of her husband, and so is Duriferen. Despite being telepathically connected with the Shadowlord, Coolhands still retains her feelings and thoughts and so there is nothing evil behind this decision.

### **EIRMONT 27, AC 1015: Spiders on Rampage.**

**Location:** Losetrel, Shadow Elves' Territories. OW

**Description:** Hundreds of spiders (shroud spiders, crab spiders, albino cave spiders and rhagodessae) from the Forest of Spiders wisely led by araneas suddenly attack Losetrel and the nearby Tower of Bathadia. The shadow elves are caught by surprise and quickly defeated by the, unusually co-operative, spiders.

Shadow elves immediately (i.e. as soon as possible) send reinforcements from the Fortress of Sylaros and Desrii Castle to drive away the spiders. (See Ei. 24; Ka. 2)

**What This Means:** This is part of the big plot intended to divert the shadow elves' attention from the City of the Stars. Spiders easily conquered Losetrel because of surprise and overwhelming number, but obviously they can't keep the town for a long time.

**What PCs Can Do:** If they're in Losetrel they can try to defend the town and help evacuate the population when they realize they're being defeated, all of this while trying not to be killed by the deadly spiders.

### **EIRMONT 27, AC 1015: Rescue Mission Discovers Clues.**

**Location:** Limit of the stormy region. HW

**Description:** The crew of the Alphatian skyship sent after the polar expedition spots an Alphatian flag battling in the wind. They are puzzled by this sight since to their knowledge they haven't claimed any territory anywhere near or within the anti-magic zone. After further investigation, they discover a similar Karameikan flag lying nearby, probably knocked down by the wind.

Footprints in the snow are hard to decipher as they have been partially recovered, but they seem to be leading farther north. The Alphatians decide to press farther north despite the expected lack of magic. (See Ei. 15, Ei. 20; Ka. 6, Ka. 23.)

### ***Topic Of The Month: The Siege Of Drax Tallen***

This is the first time I take part in a siege, and if Fate permits it, I swear by all I have most sacred that it will also be the last one. A military campaign is something completely different from the heroic tales told by the fire by most bards and storytellers. I can state this because I am living it first hand. There is no beauty in war, no epics and no honor whatsoever. Only death, filth and fear surround us: these are the Three Dark Ladies that accompany a soldier in every war. And the siege of a fortress, often being the highest climax of a military campaign, is even more ruthless and taxing than the common battles.

The siege of Drax Tallen began on Sviftmont 21<sup>st</sup> and ended on Eirmont 17<sup>th</sup>. This is what the historians in their chronicles will record. As a matter of fact, it was neither one of the longest sieges nor one of the bloodiest, as the military experts tell me. But it was terrifying nonetheless, and I am writing this report with the sole purpose to pass on you, Dear Reader, the knowledge and feelings that I have experienced during this extreme situation, so that the next generations may learn and never repeat the mistakes of their ancestors.

During our first night of camp around Drax Tallen we immediately sent out scouting parties to examine the defenses of the keep. Our camp was about a mile distant from the looming citadel, hidden inside the forest, and we could clearly see the torches and braziers burning inside the main buildings and the battlements. The lookouts also reported signs of soldiers patrolling the walls regularly, though it was difficult to understand what kind of creatures they were. Only three of the dozen scouts sent to inspect the keep's perimeter returned: one was unscathed, the other two bore signs of fight. They reported to have tried spying on the citadel from the highest branches of the pines near the exterior walls, but they were suddenly attacked by plantlike creatures and even by shadows! The unfortunate scouts that did not return either fell lifelessly to the ground or were eaten by the attackers.



Drax Tallen, the almost impenetrable fortress. Bensarian told me that it fell only once, when the unified tribes of Den, lead by a mighty warrior named Henadin, besieged and conquered it, thus ending the reign of the Essurian kings on the region. The Generals knew they had to proceed with caution, and so they prepared the all-out attack with gnomish precision, collecting strategic information bit by bit, day after day. Yet each day, more lives were lost. Not only scouts, but also soldiers stationed at our perimeter, who either disappeared or were found horribly mutilated (Elven Skull Unit's work probably). A couple of times a horde of dead soldiers marched into our camp. They came from the south and we had to battle undead for over half a day, hoping not to contract some fatal disease. Bad dreams started to upset the soldiers, and I myself experienced a couple of hallucinations which nearly caused me to kill myself.

After the unexpected kidnapping of Clanmaster Beasthunter and his lovely wife, Coolhands, the Generals tried an open invasion of the keep, which cost many lives and proved useless. And still the days passed. The two were rescued a couple of days after, but at what price... General Gilfronden, one of the most loved by the Alfheimers, was captured and later executed without reason by the Shadowlord. That demon did it for sheer pleasure of ending a life, I swear it! And he kept tantalizing us with his menaces all the following days.

The morale among the Crusaders was low and the situation worsened with each passing day. Winter was arriving and we were still unable to breach that damned keep. Ever tried to walk in the snow when the temperature is way below the freezing point of water? You have to keep moving, else your feet could freeze and you could get stuck in a place: I've seen many untrained or exhausted Alfheimers die this way. I have risked hypothermia on a couple of occasions, and I've always been saved by Wendar elves accompanying me.

During the nights the soldiers prayed a lot... and cursed a lot. Not believing in the Immortals, I didn't join the first ones, but was more than willing to say my share of curses to the Shadowlord. Then one day everything changed. Who knows, maybe all those curses

worked after all, for the scouts reported no sign of the monsters patrolling the woods near Drax Tallen. True, many had been killed by the elves, but we were sure many others remained. Yet now they had vanished and the soldiers inside the keep seemed to be far less than what was reported in the previous days. General Durifern took his chance and ordered the all-out assault that had been planned in the past month. Protected by volleys of arrows, the Assault Force One climbed down from the trees immediately above the first line of the enemy and fought its way inside the inner perimeter of the keep, followed by two waves of expert magic wielders. The gates of Drax Tallen literally swung open to the first knock thanks to the Assault Force and the rest of the elves swarmed the courtyard and the main buildings of Drax Tallen like a huge ocean of tiny insects (this was the feeling I got by seeing the invasion from the rear lines). In a matter of hours all the resistant forces inside Drax Tallen were either dead or incapacitated. The keep had fallen for the second time in its history. The elves celebrated with a collective cry of joy, followed by a moment of dead silence (the elves later explained me that each one was thanking a special Immortal Protector for being still alive, usually Ilsundal). Alas, the Shadowlord was neither among the fallen enemies nor among the captured ones, who later revealed that the rest of the garrison had left the citadel using secret underground passages.

Winter is now becoming harsher and bitter, but fortunately we have a roof on our heads and a fireplace to warm us. I have heard rumors about strange scrolls bearing stranger inscriptions found in a secret chamber inside the main tower of the complex. The elves are now working to decipher it. I fear the worst is not over however. This place is alive: it pulses with the evil

that has been committed here in all these centuries. I saw a ghost last night: it was an elf and he begged me to kill him once and for all... to free him from this prison... Is the Shadowlord so powerful to control even the souls of the departed and bind them to his will? Because, if he is so powerful, I wonder why did he leave Drax Tallen in such a haste? Does he know something we ignore? Why am I so frightened

to dwell inside this building?... I fear... and  
nothing more...

*Christopher Dove*

## Kaldmont

### **KALDMONT 1, AC 1015: Smaggeft Conquered.**

**Location:** Smaggeft, Rockhome. OW

**Description:** A large force of goblinoids attacks the city of Smaggeft, invading the under-city through various tunnels and caverns. The Skarrad Clan immediately brings down their troops in the surface city to help defend their stronghold.

That's when the army of frost and hill giants attack and quickly decimate the defenders of the upper city.

By the end of the day, Thar's forces are in complete control of the upper city. They also control all the under-city except for the Skarrad Clan stronghold. (See Ei. 8, Ei. 22; Ka. 10, Ka. 15.)

**What This Means:** The Skarrad dwarves still have their stronghold, but they're veritable prisoners within it. All their traps are useless as the goblinoids seem to know exactly how they work. They are now holding their stronghold and biding their time, waiting for reinforcements to arrive.

Thar and Ps'agh, however, have just completed the first step of their conquest of Rockhome. They're not going to wait.

### **KALDMONT 1, AC 1015: An Omen Every Day.**

**Location:** Throughout the empire, Azca. HW

**Description:** People all over the Empire have dreams portending something miraculous at the end of the month. The story of the similar dreams enralls the population, and by the end of the month even the simplest and most natural of events is being seen as an omen by the superstitious Azcans.

Meanwhile, followers of the New Way announce the forthcoming Return of Quetzalcoatl, their legendary king. They claim that his chalchiuatl, his sacrificial blood, will forever quench the Sun's thirst. Soothsayers whisper about the imminence of a tremendous event, though saying more could get them to the

sacrificial altar. Worship of Kalaktatla, Oztzitiotl, and the Four Hundred Rabbits grow, and followers of the New Way become more active than ever. (See Sv. 26, Ei. 14; Ka. 28.)

### **KALDMONT 2, AC 1015: A New Hope?**

**Location:** Drax Tallen, Denagoth. NW

**Description:** After a week of research, the elves manage to unlock the secret of the scrolls and the monolith left by the enemy. They talk about a gate that leads to a mighty weapon that could destroy both the Shadowlord and Idris if it was recovered. The location shown on the monolith is where the gate stands, but to open it seven keys must be retrieved first, and then the guardians of the weapon (called the Carnifex) must be dealt with.

Apparently, Idris Herself, unable to destroy the item, put the weapon in a place no mortal could find and sealed it there, leaving the Carnifex to guard it. Durifern is not totally convinced about the truth of the information, but Coolhands persuades him that if this gives the elves even the slightest chance to defeat the Shadowlord and the evil Idris, then it's worth trying.

Durifern and the Longrunner sages immediately start planning an expedition to the Guardian Mesa via teleport (it's too far to send a group overland and expect it back in any reasonable amount of time), and in the meantime they send news of the situation to Wendar. (See Ei. 21, Ei. 26.)

**What This Means:** The elves think they now have a chance to defeat their enemies once and for all, and some of them (unaware of what's happening back home) also think that if this weapon is so powerful, it could also be used to retake Alfheim. However, the primary objective is now surviving the winter in Geffron and then retrieving this secret weapon.

The Shadowlord has heard about the plans of the elves through Coolhands but he's disappointed that he will have to wait until they manage to teleport there. His plans will have to be delayed a bit and so now he will have to find some excuses to delay the course of actions programmed by his master, too.

### **KALDMONT 2, AC 1015: Schattenalfen Attack.**

**Location:** Great Cavern, Shadow Elves' Territories. OW

**Description:** Schattentalfen start the war against the shadow elves by assaulting the West Gate from the outside. Meanwhile the second group of Schattentalfen breaks into the Great Cavern from the south and rushes for West Gate, attacking it from behind too.

Soon the Gate falls to the invading elves that gain a foothold in the Great Cavern, which is quickly turning into a battlefield. (See Ei. 27; Ka. 3)

**What This Means:** This is the start of the shadow elves-Schattentalfen war. Atzanteotl told His followers to prepare for war several months ago, and now they can prove their bravery on the battlefield after an epic march throughout the Worldshield. The work of renegade shadow elves' spies was so successful that the shadow elves are taken completely by surprise, with troops scattered all over the Kingdom and on the surface ready to face enemies that will never attack.

King Telemon realizes too late that the spy network has collapsed and is no longer reliable. He will have to build a new Second Shadow after this war, but first he has to defeat the Schattentalfen.

### **KALDMONT 3, AC 1015: Fierce Fighting in the Great Cavern.**

**Location:** Great Cavern, Shadow Elves' Territories. OW

**Description:** Fierce fighting goes on in the Great Cavern both on the ground and in the air, involving flapsails, skinwings, gravity artillery and ground troops. Araneas support the Schattentalfen with their magic, while shadow elf shamans help their troops.

From West Gate Schattentalfen rush towards North and East Gate trying to block off reinforcements. (See Ka. 2; Ka. 5)

**What This Means:** This is just plain fighting. Shadow elves desperately try to stop the Schattentalfen advance while waiting for reinforcements from the other cities.

King Telemon rides his personal skinwing in battle against the Schattentalfen's flapsails, while the Radiant General leads the ground troops.

Note that the gates weren't built to withstand an attack from inside the cavern, so they're less effective against the Schattentalfen attack than against one coming from outside.

**What The PCs Can Do:** There are plenty of opportunities for PCs to participate in the fighting. They can lead armies, fight enemy troops, save important leaders (e.g. General Garafaele) from death, fly as King Telemon's wingmen in exciting aerial battles against fire-breathing flapsails.

### **KALDMONT 5, AC 1015: Losetrel Reconquered.**

**Location:** Losetrel, Shadow Elves' Territories. OW

**Description:** Shadow elves troops from Desrii Castle and the Fortress of Sylaros reach Losetrel today and easily reconquer the deserted city driving away the few spiders still there. (See Ka. 3; Ka.10)

**What This Means:** The attack on Losetrel was obviously a diversionary tactic. Araneas left Losetrel not long after conquering it and, without araneas leading them, the other spiders soon turned on themselves and most of them went back to the Forest of Spiders.

**What The PCs Can Do:** Brave shadow elves should rush north to defend the City of the Stars, anyway, if the PCs don't want to face the Schattentalfen, they can have fun here too trying to drive away the remaining spiders from Losetrel houses.

### **KALDMONT 6, AC 1015: Expedition Meets Alphatians.**

**Location:** Stormy region, dozens of miles north of the anti-magic zone's limit. HW

**Description:** The Alphatian rescue team encounters the Joint Polar Expedition on their way back, pulling their skyship behind them. Though the NACE diplomat is willing to leave the ship behind and fly for Alphatia, the Karameikans refuse to sail the Alphatian skies in a skyship that wouldn't be their flagship,

especially now that they've made it so far. (See Ei. 20, Ei. 27; Ka. 23, Ka. 26.)

**What This Means:** The Alpathians don't reveal to the members of the expedition that they didn't encounter them by accident, but were warned of their arrival by NACE diplomats using the Sundsvall Maelstrom as a mean of communication between the two worlds. They instead explain that they were on a survey mission to the limits of the northern stormy region when they discovered evidences of the expedition's passage.

### **KALDMONT 8, AC 1015: Getting Our Artifact Back.**

**Location:** Northern Schattentalen lands, Schattentalheim. HW

**Description:** A Traldar war-band overruns a Schattentalen camp's defenders, and discovers their artifact hidden in the officer's quarters. Content, they leave the field to bring the artifact to where it belongs, and tell tales of the glorious retrieval. (See Ei. 6, Ei. 12.)

**What This Means:** The Schattentalen, though not on their knees yet, knew they could not bear the full strength of the Traldar attacks while most of their troops are in the outer world. Besides, the Azcans, now freed of the Traldar annoyance themselves, may be tempted to strike at them again. So they decided to cut in their losses by giving the Traldar what they wanted, their stupid artifact. They knew however that the savage Traldar would not simply accept their apologies again, even with the artifact as a gift, but were intent on "gaining" it. Queen Catriata thus arranged for one of their position to fall, sacrificing the elves defending that place.

### **KALDMONT 10, AC 1015: Dwarves Being Pushed Back.**

**Location:** Klintest Lowlands, Rockhome. OW

**Description:** The dwarves have been fighting a losing battle with the goblinoids and giants for the past several days now. King Everast XVI orders all dwarves to arm themselves and defend their nation. (See Ei. 22, Ka. 1; Ka. 15, Ka. 19.)

**What This Means:** The goblinoids have been pressing their attacks and have claimed most of the Klintest Lowlands. The dwarven units at Fort Evekarr were cut off by a group of hill giants and have been unable to send in reinforcements. Back in the lowlands, the goblinoids are using tactics which baffle the dwarves and seem especially made to deal with them.

Soon enough, the brilliant Torkrest tacticians come up with new strategies, but the goblinoids have already set up a well-defended beachhead. The fact that over a thousand giants (frost, hill, and stone) are helping the goblinoids puts the odds in their favor.

The dwarves have managed to make their stand along the Everast River near Skardal pass. They have therefore prevented the goblinoids from going any further into their territory.

### **KALDMONT 10, AC 1015: Schattentalen Set Up Camp.**

**Location:** Piliny, Great Cavern, Shadow Elves' Territories. OW

**Description:** After a tiring week of bloody battles the Schattentalen troops have finally secured the Great Cavern, so they set up camp among the ruins of the town of Piliny to prepare for the final attack on the City of the Stars. (See Ka. 5; Ka. 11)

**What This Means:** Schattentalen managed to conquer the three main gates, thus isolating the Great Cavern from the rest of the Shadow Elves' Kingdom and preventing fresh troops from reinforcing the shadow elves in the City of the Stars.

Schattentalen decide to camp in Piliny because the stone buildings there offer some shelter from the boulders hurled by Gravity Catapults on the ceiling.

**What The PCs Can Do:** Schattentalen PCs may be drafted for dangerous spy missions in the City of the Stars, they can reach the ceiling either by standard means (gravity flutes) or by magic or even parachuting from flapsails.

Shadow elf PCs may perform similar missions, but they can also launch daring raids on small

Schattenalfen patrols or even into their main camp!

### **KALDMONT 11, AC 1015: Treason!**

**Location:** Great Cavern, Shadow Elves' Territories. OW

**Description:** While transferring to the ceiling of the Great Cavern a group of Schattenalfen soldiers leaves the ranks and defects to the shadow elves. (See Ka. 10; Ka. 12)

**What This Means:** Not all Schattenalfen are followers of Atzanteotl, some of them even worship Rafiel (see the Hollow World boxed set). This group, led by Captain Thyrfynn, is actually a group of Rafiel worshipping Schattenalfen.

Under normal conditions shadow elves would have probably killed these "enemies," but now they desperately need reinforcements, so they accept them into their ranks (but not before the Shamans have verified their devotion to Rafiel).

Obviously these defectors will be questioned about Schattenalfen plans, unfortunately they don't know anything useful.

### **KALDMONT 12, AC 1015: Sacred Book of the Sea.**

**Location:** Ylaruam. OW

**Description:** The Ylari adventurers return with the Sacred Book of the Sea.

Khalid 'Tale-Teller' begins his final plans, sending the Ylari forces out to deal with the fiends. He himself leads one army who makes its way straight for the Dead Place. (See Ei. 4, Ei. 7; Ka. 20.)

**What This Means:** Khalid can now close the Dead Place and prevent more tanar'ri [D&D: fiends] from continuously arriving in Ylaruam.

**What The PCs Can Do:** The PCs will probably cause a variation as to when exactly the Sacred Book of the Sea is brought to Khalid. If they are extremely successful, it will be sooner, and if they screw up, it will be later.

### **KALDMONT 12, AC 1015: Shadow Elves Prepare for Siege.**

**Location:** City of the Stars, Great Cavern, Shadow Elves' Territories. OW

**Description:** While Schattenalfen continue to deploy troops on the ceiling of the Great Cavern, shadow elves get ready for a siege.

Wendolen Village and nearby farms are evacuated and their inhabitants transferred into the capital, as well as all available food. The six city gates are closed; any able-bodied shadow elf (including the Schattenalfen defectors) is given weapons and a place on the city walls. The western side (Temple Square and Royal Sector) is particularly reinforced. (See Ka. 11; Ka. 14)

**What This Means:** This is the natural continuation of the war. The shadow elves know that they can't hope to defeat the Schattenalfen on the battlefield, so they decide to retreat into their fortified capital hoping that reinforcements will come soon.

The Schattenalfen are fierce warriors but poor mages. Even the help of araneas isn't enough to overcome the powerful shadow elves' magic. Atzanteotl instructed His followers to lay siege to the City of the Stars until Kaldmont 27 and to stage the final assault on the Day of Dread when all magic, including the magic of the shamans of the City of Stars, will fail.

**What The PCs Can Do:** Schattenalfen PCs may try to enter the City of Stars (by stealth, by magic or parachuting from flapsails) and gather vital info on the enemy.

### **KALDMONT 13, AC 1015: Word Spreads of Conquest.**

**Location:** Mivosia, Meghala Kimata Plains, Davania. JC

**Description:** An exhausted messenger runs into the city of Mivosia today, demanding to speak with the ruling military council. He is allowed an audience, and he describes how strangely-armored men from a distant land destroyed half the army of Polakatsikes with a much smaller force, and that the town is now under their control. The council cannot believe what they hear, and order scouts to be dispatched to verify if this is true. An extraordinary session of the ruling council is called to discuss this development.

**What This Means:** News of the conquest of Polakatsikes has begun to spread. Mivosia is the largest city-state in the eastern Meghala Kimata Plains, and is a strong military power locally. The news that an outside power crushed a much larger enemy is shocking to them, as it could threaten their dominance in the region. They are beginning to ponder how to react to this development. The discussions they hold will last into the new year. The sending of scouts will allow Mivosia's leaders to assess the situation.

#### **KALDMONT 14, AC 1015: Schattentalfen Launch Final Attack.**

**Location:** City of the Stars, Great Cavern, Shadow Elves' Territories. OW

**Description:** The bulk of the Schattentalfen force has reached the ceiling and now gathers around the walls of the City of the Stars beyond crossbow range. Meanwhile flapsail and skinwing riders continue their personal battle in the sky above the city. (See Ka. 12; Ka. 27)

**What This Means:** This won't be a standard siege, because Schattentalfen haven't any siege machine with them. Schattentalfen will be constantly assaulting too, trying to gain entrance and, once they're in, trying to gain ground. Soon the whole city will be a battleground.

The Enclave will be the first area to fall, while many invaders will die under the western wall trying to reach Temple Square. Advancing through the city won't be easy too, because of the city's internal fortifications and twisted streets.

#### **KALDMONT 14, AC 1015: Imperial Query.**

**Location:** Andaire, Jafilia, Alphatia. HW

**Description:** Empress Eriadna summons those responsible for showing the Gentle Folk about Alphatia. She inquires as to what they have been doing and what they think about Alphatia. The escorts note that the elves are very intelligent and seem to be taking in the sites with pleasure and appreciation. They relate the elves' apparent discomfort when asked about their own past and how they change the subject.

The Shiye representative relates that as far as elves go, the Gentle Folk are pathetic. He tries to explain this but cannot; as he puts it, non-elves cannot rationalize what an elf is or is suppose to do. He goes on to add that he feels that they have but a limited understanding of magic and only one or two of the visitors qualify as spellcasters.

One of the clerics of Razud approves of the Shiye elf's judgment. He cites several incidents where the Gentle Folk's extreme pacifist nature is clearly demonstrated. Another cleric of Razud mentions their use of an intoxicating plant, with similar affects as zsonga fruit.

Eriadna offers that the Gentle Folk are wards of the Immortals, Alphatia and Koryis, and therefore are wards of the people of Alphatia. She remarks that the Empire could offer them a protected life, but what kind of life offers no ambition or self-esteem. Eriadna suggests that Alphatian people try to influence these elves to where they can not only defend themselves but lead constructive lives.

The Shiye representative and the Razud clerics applaud this idea, the other clerics do not. Sensing this discontent, Eriadna points that any such changes will need the approval of the patron Immortals of the Gentle Folk. Regardless of a decision, the Gentle Folk will have the support of the Alphatian people as their mortal protectors. (See Ei. 15, Ei. 18.)

**What This Means:** The Alphatian escorts have had a chance to analyze the visiting Gentle Folk, and none of them have been really impressed at what they have seen. The Shiye representative and Razud clerics are more vocal. For their part, the other clerics have also been unimpressed but remain silent.

Eriadna is sincere in her want to better the lives of the Gentle Folk. She is also sincere in her want to have the Empire act as their protector. However, she would rather have her people protect a people that can and will protect themselves. In truth, the extreme pacifist nature of the Gentle Folk sickens her.

Being that the Gentle Folk do have Immortal patrons, Eriadna will not authorize any interdictions on their society without approval from those Immortals. In fact, she would prefer to let the clerics intervene. She thinks that it

would be interesting if the Shiye were to intervene as well.

### **KALDMONT 15, AC 1015: Invasion of Western Rockhome.**

**Location:** Western Rockhome. OW

**Description:** A large group of goblinoids pour into western Rockhome and start pillaging and looting. The dwarves try to respond, but most forces are currently battling in the Klintest Lowlands, so the goblinoids here have free reign. (See Ka. 1, Ka. 10; Ka. 19, Ka. 24.)

**What This Means:** Alebane has brought his forces into Rockhome, viewing this as the perfect time to invade since most of the dwarven military are fighting the goblinoids in the Klintest Lowlands. This is strictly personal gain on Alebane's part - he has no connections with either Thar or Psa'gh in this invasion.

### **KALDMONT 15, AC 1015: A Pharaoh Falls.**

**Location:** Nithia. HW

**Description:** While on patrol in the hinterlands west of Tarthis, a small group of scouts come across a ragged caravan coming down out of the uplands. Not expecting anyone to be in the region, they order the travelers to stop, so that they may be questioned. Much to the surprise of the guards, one of the travelers is none other than the deposed pharaoh, Ramose! Quickly, the travelers are overpowered, and brought to Tarthis for judgement. (See Fe. 20, Am. 19; Ka. 18; Ka. 19.)

**What This Means:** For several months there has been a standing order for the arrest of Ramose on charges of being an impostor, as well as plotting to overthrow the established order of Nithia. Ramose and his party were sheltering in the highlands west of Tarthis, trying to commune with Rathanos for guidance. His requests for aid unanswered, Ramose was heading back to Nithia to find some other way to regain power when he and his trusted entourage were discovered.

### **KALDMONT 18, AC 1015: Death of Aw'ar.**

**Location:** Sumag, Suma'a. SC

**Description:** Aw'ar the chief priest of Sumag dies of natural causes today in Sumag. She has been growing progressively weaker over the preceding months but her death still comes as a bit of a shock to those close to her.

**What This Means:** Aw'ar was a very charismatic person, she was perhaps the front line in the retention of the faith of Sumag. A new chief priest must now be chosen but no one is eager to accept position in light of the current difficulties.

### **KALDMONT 18, AC 1015: Judgement.**

**Location:** Tarthis, Nithia. HW

**Description:** Pharaoh Senkha puts Ramose on trial publicly today, and reads to the bound man a long list of alleged crimes committed against Nithia. Although Senkha repeatedly orders Ramose to answer for these crimes, he does not, merely keeping a stony silence. Increasingly frustrated, Senkha threatens to destroy Ramose where he stands if he does not admit to his crimes. Still he remains silent, and dignified.

Finally, she orders her guards to kill Ramose, which they seem reluctant to do, knowing that Ramose was pharaoh. Disgusted at their slowness, Senkha screams, grabs a guard's sword, and, cursing Ramose for being a foul impostor, slices him across the abdomen. As Ramose falls silently to the ground, no one says a word. As everyone files out of the area, some figures stealthily melt into the crowd, bearing Ramose's body. (See Am. 19, Ka. 15; Ka. 19)

**What This Means:** Senkha lost a battle against the voices in her head today, as they ordered her to kill Ramose where he stood. Of late, she has found the voices to be louder, and more insistent, telling her to say and do things she would never have considered even a year ago. This is another sign that the influence of the Burrowers is becoming stronger.

### **KALDMONT 19, AC 1015: King Everast Calls for Help.**

**Location:** Dengar, Rockhome. OW

**Description:** King Everast XVI knows that his forces are hard pressed to deal with the goblinoids and giants in the Klintest Lowlands,



but he still believes that they can win. But now, with the added attack of goblinoids from the west, he realizes that Rockhome is in trouble.

The King sends out his representatives to contact the Western Defense League and ask them for help in dealing with the goblinoid problem. (See Ka. 10, Ka. 15; Ka. 24.)

**What This Means:** The dwarves need help, and their King isn't ashamed to ask for it - even if it means dealing with the untrustworthy humans that turned their backs on the dwarves a few years ago.

### **KALDMONT 19, AC 1015: A Miraculous Occurrence.**

**Location:** Tarthis, Nithia. HW

**Description:** In a half-forgotten corridor of the catacombs beneath the main Temple of Pflarr, the body of Ramose lies in state - in the only place where his body may lay undisturbed. A small circle of mourners gathers about the body to pay their last respects, as embalmers and priests of Rathanos and Pflarr wait to commence their own covert task of preparing the body for the next world. Suddenly, a loud voice, seemingly from nowhere, yet everywhere at once, booms, "I wish you back to life, Ramose, pharaoh of the Nithians, to lead your people to a new age as the chosen of the Immortals!"

With that, Ramose's body begins to glow with a golden light, and, much to the surprise and amazement of all present, he stirs! Realizing that their pharaoh is no longer dead, but alive once more, many of those present immediately kneel and loudly give thanks to the Immortals of Nithia, and to Rathanos, who has obviously shown his favor for his chosen follower. Almost instantly, hushed orders are given to those present, that all supporters of Ramose must know that their pharaoh is not dead, and that he has the support of the Immortals. (See Ka. 15, Ka. 18)

**What This Means:** Ramose was not resurrected by Immortal magic; he owes his continued existence to Zandor, who has been exploring the city of Tarthis for the past several weeks now, invisibly, in search of magical knowledge that might help him gain support

from his new Zargosian allies. The insane Alphatian wizard witnessed the death of Ramose, and thought it would be suitably entertaining to resurrect him, and see what sort of discord could be sown as a result. He also relishes the irony of restoring the deposed emperor back to the throne of Nithia.

### **KALDMONT 20, AC 1015: The Dead Place Is Closed.**

**Location:** The Dead Place, Ylaruam. OW

**Description:** The fabled Order of the Lance, led by Khalid himself, arrive at the Dead Place and begin an epic battle against the tanar'ri [D&D: fiends] present at the portal. The fiends, never believing that a mortal could possibly close the Dead Place, did not leave any major reinforcements here, therefore the forces are evenly matched.

During the height of the battle, Khalid 'Tale-Teller' sits beside the Dead Place and reads the passages of the Sacred Book of the Sea. He has successfully established communication with Protius, the Old Man of the Sea, and begs the Immortal to close the portal to the Pits (the Mystaran name for the Abyss) [Unless you play D&D; then, it's an specific Outer Plane].

His answer arrives in the form of a huge thunderstorm which appears over the area and creates a massive downpour. After a few moments, a huge fist of rain forms and collects the more rainwater in its palm. Everyone in the battlefield stops fighting to see what is going on. The palm then places the collected water over the Dead Place. Just as suddenly, it stops raining.

Lying above the Dead Place, is a dome of water, replacing the broken obsidian one. Unlike normal water, however, this dome is completely impenetrable and solid [Treat it as metal with the translucency and fluidity of water], something never seen before by mortals.

With the portal back to their home plane sealed off, the fiends panic and flee the battlefield. (See Ei. 7, Ka. 12.)

**What This Means:** As Saddam The Aged has foretold, The Dead Place is closed once more. However, the obsidian dome is no longer present among the ruins. This time, Protius

placed a “water” dome to remind mortals that He was the one who closed it. The tanar’ri [D&D: fiends] in the Alasiyan Desert can now be killed off as no more reinforcements will arrive from the Pits (Abyss). Still, this is a process that will take a long time. More than likely, there will be roaming bands of fiends on Mystara for the next couple of years.

Ylaruam will now also begin the slow process of picking itself up and healing the damage caused by the army of fiends.

And, after today, the Ylari are now convinced without a doubt that Khalid is indeed none other than Al-Kalim.

### **KALDMONT 21, AC 1015: Hule under Fire.**

**Location:** Former city-state of Nova Svoga. SC

**Description:** Joint forces of Zagora, Nova Svoga exiles and Dark Fangs orcs attack the Hulean forces in what once was Nova Svoga. Surprised by the attack, the Hulean forces - mostly goblinoids - pull back into the fortified city of Nova Svoga. (See Ya. 15)

**What This Means:** Regent Stephan Karvich decided this was the right time to attack.

In the past year Thurgg taught his orcs, and the ten-year-old heir to the throne Anya, about the philosophies of Gareth. He also taught a few orcs how to fight with bare hands. Now it’s time to show what they’ve learned.

Huleans are surprised to see that there are orcs that don’t work for them. In the following days word of the Immortal Gareth will spread in the area and the Master will certainly be interested in knowing more about this new philosophy.

Meanwhile the war in Nova Svoga goes on. As rumors about the return of Stephan Karvich spread through Nova Svoga, more and more commoners will join the rebels. Regardless, Karvich and his allies won’t be able to hold ground for long if Hule sends reinforcements.

**What The PCs Can Do:** PCs can join Stephan’s army either as soldiers, officers or spies (performing crucial actions behind enemy lines).

### **KALDMONT 23, AC 1015: Skyship Repaired.**

**Location:** Beastmen Wastes, limit of the anti-magic area. HW

**Description:** The polar expedition has finally repaired the Karameikan skyship, after they pulled it out of the anti-magic zone with techniques learned from the Beastmen. They set sail for Alphatia. The crew of the Alphanian skyship greatly helped in the repairs. (See Ei. 27, Ka. 6; Ka. 26.)

### **KALDMONT 24, AC 1015: Free Town of KrujŹ Joins Slagovich.**

**Location:** KrujŹ, Island of Vl-r, Gulf of Hule. SC

**Description:** Fearing an attack from Hojah, the free town of KrujŹ asks Slagovich for help. Margave Miosz II agrees and sends Zuberi, the “hero” from Yavdlom, to the Island of Vl-r with a small fleet and some troops (including a few Knights of Halav). (See Fe. 9, Sv. 12)

**What This Means:** This is Slagovich’s answer to the conquest of Berat Island by Hojahns.

Zuberi has quickly risen to an important status in the area, but he also increased the envy of some of the nobles in Slagovich. Margrave Miosz II decided to give Zuberi the control of KrujŹ both to test his skills and to send him as far as possible from his cousin Tatyana.

The Master of Hule looks interestingly at the military movements in the area.

**What The PCs Can Do:** PCs may join Zuberi’s garrison in KrujŹ. They may either be friends or spies working for Hojah, Zvornik or Hule.

### **KALDMONT 24, AC 1015: Western Defense League Meets.**

**Location:** Darokin City, Darokin. OW

**Description:** At a meeting of representatives of the Western Defense League, dwarven diplomats clearly state the peril Rockhome is in and ask that the Western Defense League come to its aid.

The Council deliberates, but the representatives of both Darokin and Karameikos agree to send

their forces to Rockhome. The Five Shires aren't sure if they wanted to help the dwarves, but do not vote against it. Representatives of Vestland - which, although not a member of the Western Defense League, has been permitted to assist meetings until the council decides on its membership - also agree to send help. (See Ka. 15, Ka. 19.)

**What This Means:** The dwarves will be receiving reinforcements, but probably not until next year. With winter fast approaching, they might even have to wait until spring.

The Five Shires were hesitant in their decision simply because they remember the time when the Five Shires were under the occupation of dwarves, and weren't so sure if they want to send armies into the dwarven lands. Still, they will accept the decision of the Western Defense League Council and will send their troops in with the other nations.

#### **KALDMONT 26, AC 1015: Diplomatic Talks With Empress Eriadna.**

**Location:** Andaire, Jafilia, Alphatia. HW

**Description:** Empress Eriadna receives the Joint Polar Expedition in the new imperial palace. She greets them and accepts to open up diplomatic relations with Karameikos, the first inter-world diplomatic relations ever - relations with the NACE being of a somewhat different nature. The NACE diplomat stays in Alphatia but is replaced by an Alphatian diplomat who brings along copies of the partial maps of the Hollow World gathered so far by Alphatian exploration missions and by Haldemar of Haaken.

The crew are invited to stay for as long as they wish before continuing their mission around the Hollow World, while the ship is docked for complete repairs.

Alphatian crewmen will replace those that died in the crash-landing; Tellalila, an Alphatian female elf who has recently joined the ranks of the Lighthouse, also manages to embark on the ship. (See Ka. 6, Ka. 23.)

**What This Means:** The NACE diplomat is told in private that there already are other diplomats from the Confederacy in Alphatia, and that they can communicate through the

Sundsvall Maelstrom. Empress Eriadna lets the Karameikans contact other nations of the Hollow World, but keeps them under watch by the Alphatian diplomat.

#### **KALDMONT 27, AC 1015: Schattenalfen Close to Victory**

**Location:** City of the Stars, Great Cavern, Shadow Elves' Territories. OW

**Description:** After two weeks of fierce battles, Schattenalfen troops finally manage to break into the Royal Sector. Tomorrow, profiting from the lack of magic, they'll storm into Temple Square and crush the remaining opposition. (See Ka. 14; Ka. 28)

**What This Means:** Obviously Schattenalfen didn't take control of the whole city in such a short time, but they managed to secure the main streets, while the shadow elves retreated into the stronger buildings. King Telemon himself left his palace and took shelter into the Temple of Rafiel, where shamans can protect him better.

Schattenalfen suffered heavy losses from Shadow Elves' constant counterstrikes and they were forced to recall several troops from the Great Cavern's floor, thus weakening the Gates while the shadow elf reinforcements get closer. Regardless, General Risheteri knows that tomorrow Atzanteotl's sons will win, because, without magic, the Shadow Elves will be easily overwhelmed.

**What The PCs Can Do:** Shadow elf PCs may set up resistance groups and lead sudden strikes against the invaders. Schattenalfen PCs may organize "strike groups" to enter and "clear" selected buildings in the City of the Stars.

#### **Kaldmont 27, AC 1015: Eriadna Learns of Lighthouse.**

**Location:** Andaire, Jafilia, Alphatia. HW

**Description:** Eriadna learns of the existence of the Lighthouse, a secret group dedicated to accumulate knowledge about everything, especially the Hollow World itself. She also learns that some Alphatian sages and scholars have been contacted to become members of the Lighthouse. Going on with her new policy of cooperation, and seeing how merging the

millennia-old resources of both Alphatia and the Lighthouse could only enlighten the Alphanian people, she decides to allow the Lighthouse to recruit Alphanians into their ranks and grant them access to the public libraries of the country. In return, Alphatia should eventually get copies of the works stored at the Lighthouse. (See Ka. 26, Sv. 17.)

**What This Means:** This should eventually result in the most extensive concentration of knowledge ever, as the two put their huge collections together. The Lighthouse brings more specifically knowledge of the Hollow World and various cultures, while Alphatia brings information on the Outer World, Old Alphania, Wizardry, and to a lesser extent Myoshima and other planes.

### **KALDMONT 28, AC 1015: The Day of Dread.**

**Location:** Entire World of Mystara.

**Description:** On this day, from Midnight to Midnight, Glantri time, mortal magic ceases to work.

**What This Means:** All mortal spells and spell-like effects fail today. This includes spells cast from magical items (rings and scrolls), as well as natural spell effects from monsters (beholder eyestalks and breath weapons). Permanent magical items have a 50% chance of not working.

**What The PCs Can Do:** Non-spellcasters will be in high demand today. They will more than likely be hired to protect the defenseless/helpless wizards who can no longer rely on their spells to protect themselves.

Thieves will also have a fun time as most magical traps and alarms will not be working today. Many will try for the normally impossible to steal items.

### **KALDMONT 28, AC 1015: The Dream.**

**Location:** Chitlacan, Azca. HW

**Description:** Papalotl receives a dream-vision from Atruatzin, in which he sees himself standing atop a huge stepped pyramid. He recognizes the surroundings as the city of Chitlacan, but the pyramid he stands on, the

Great Pyramid, is not the one he knows. It is decorated with emblems of the sun-god Otzitiotl. At the other end of the great plaza he sees another stepped pyramid dedicated to Kalaktatla.

Suddenly a man appears beside him - a young man, but with eyes which betray a great age. He gestures, and darkness descends upon the pyramids, putting the city in twilight. As Papalotl watches the pyramids are desecrated with evil imagery - the imagery of Atzanteotl - and blood begins to flow down the steps of the pyramids. He watches in horror as the man beside him disappears, replaced by a grotesque black feathered serpent with an evil human face. The blood flows faster, and the evil serpent laughs. Another man appears - a high priest of Atzanteotl. And suddenly he is standing over Papalotl, and Papalotl realizes he is on the altar.

Papalotl shouts "No! It cannot be!" But the priest just cackles and raises his knife. As he is about to plunge the knife downwards, the first man appears again - but then he too transforms, into a beautiful multi-colored feathered serpent. "Quetzalcoatl!" cries Papalotl, as the knife plunges downwards into his breast. But he feels no pain. He looks down on his broken body, as if from above, and suddenly he realizes that he is the serpent, flying above.

He awakes with a jolt, drenched with blood that is not his own. He knows what he must do. Calmly and with his head held high, he gets up and walks out of the house, into the city streets. He starts walking, and continues until he has reached the bottom steps of the great pyramid in the very center of Chitlacan. He mounts the first few steps, turns to the bustling plaza, and calmly but loudly says, "The steps flow with our blood. The streets flow with our blood. The temples resound with the clink of coin and the screams of innocent children." He begins to openly preach the way of Atruatzin, on the very steps of the temple of Atzanteotl.

Within a few minutes, a huge, stunned crowd gathers in front of him. At first they listen, but soon they begin to jeer and taunt him, and Papalotl is seized bodily by some soldiers, who take him away to await trial and sacrifice.

He is taken before the Emperor and found to be guilty of the worst of crimes - treason against

the Azcan people and blasphemy against Atzanteotl. Sacrifice is set at noon of the same day (28<sup>th</sup>), a mere few hours from the trial. (See Ei. 14, Ka. 1; Ka. 28.)

**What This Means:** Papalotl is not afraid since it has been revealed to him in a dream that it was his fate, and that his death would bring a new era for the Azcan people.

#### **KALDMONT 28, AC 1015: Bensarian Falls into Coma**

**Location:** Kevar, Kingdom of Wendar. OW

**Description:** Besarian suddenly falls into comatose state during the first hours of the day while sleeping. When his friends and assistants come looking for him after dawn, they find the old sage in his bed incapable of speaking or moving. Since no magic work today, they decide to remain at his side trying to concoct various natural potions and helixirs to revive him, but to no avail. They watch over him for the whole day, hoping he will regain consciousness after the Day of Dread has passed.

**What This Means:** Bensarian is not Bensarian. When the minions of Idris captured him earlier this year (see Fy. 8, Fy. 15) a wizard serving Idris Magic Jarred himself in Bensarian's body. However, this spell was somewhat different from the common one: in fact, Bensarian's soul is now stored in the magic jar (an onyx) but the wizard is telepathically linked with it, so that he can use any information the sage knows. The magic onyx and the wizard's own body are guarded in a secret place and magically protected. However, during the Day of Dread the spell failed and, unable to return inside the gem or inside his body, the false Bensarian was trapped inside the sage's body but unable to use any of its senses and capacities.

#### **KALDMONT 28, AC 1015: Attack on Temple of Sumag.**

**Location:** Odom, Suma'a. SC

**Description:** The temple of Sumag in Odom is vandalized today by a group of ogrekin. The ogrekin escape capture.

**What This Means:** The group who caused the desecration are part of a fringe group of

Gombarians who are not content with the peaceful teachings of the faith of Gombar. They've patiently waited until the Day Without Magic so that the priests would be defenseless.

**What the PCs Can Do:** If the PCs are Suma'an they may be on hand to stop the desecration of the temple.

#### **KALDMONT 28, AC 1015: Araneas Chased Away.**

**Location:** City of the Stars, Great Cavern, Shadow Elves' Territories. OW

**Description:** Early this morning General Risheteri orders his troops to chase away their araneas allies. (See Ka. 27)

**What This Means:** Confident in a certain victory the Schattentalen drive away their former allies, guilty of being useless without their spells and, mainly, of not worshipping Atzanteotl.

The araneas quietly run away, knowing that they can't fight the elves without spells, but they'll certainly seek revenge in future.

#### **KALDMONT 28, AC 1015: Alphatian Artifacts Talk.**

**Location:** Throughout the Alphatian Sea. AS

**Description:** Although most magical items cease to function today, not one of the Alphatian Artifacts fail on the Day of Dread. Not only are they still completely magical, but many of the Alphatian Artifact owners hear voices in their heads today; voices coming from the magical items.

**What This Means:** No one is exactly sure yet, but it's guaranteed that many sages and wizards will start looking into it once their magic returns.

#### **KALDMONT 28, AC 1015: The Sacrifice.**

**Location:** Chitlacan, Azca. HW

**Description:** At noon, on the Day of No Magic, Papalotl is taken atop the great pyramid of Atzanteotl in the city of Chitlacan, and in a ceremony conducted by the Emperor himself he is to be ritually sliced open, in order to remove his living heart from his body.

The crowd comes in droves at they expect some event happening at Papalotl's own sacrifice, since he disrupted other sacrifices before. Some pull for him, some come out of respect, some just wonder how he is going to tactfully disrupt his own sacrifice. Whatever their reason, whatever their support or lack thereof, most anticipate something is going to happen.

Papalotl is taken to the main temple of Atzanteotl in Chitlacan, where he will be sacrificed to Atzanteotl by the Emperor himself. His sacrifice should put and end to the recent series of defeats the Azcans have suffered. Emperor Azcotica raises the sacrificial knife, and plunges it into Papalotl's heart. The crowd watches in anticipation, surprised that nothing unusual has happened yet.

But as the Emperor cuts into Papalotl, a huge, glowing form emerges from his chest - bright, clear as crystal but with amazing colors - and unfurls into the form of a beautiful, translucent feathered serpent. At the same instant the dying breath of Papalotl is cried, somehow clear enough to carry throughout the great plaza and beyond "Quetzalcoatl!"

The gloriously-colored serpent flies up into the sky, where it is met by a second, similar serpent, and together they fly up towards the sun, seemingly disappearing into it.

The surprised Azcotica steps back in surprise and awe, when he is hit by a poisonous dart. The priests of Atzanteotl, who have no spells on that day, retreat inside the temple.

After a moment the silence is broken in the great plaza by a sudden flurry of conversation, as the people excitedly debate what they have seen. Fights erupt around the temple between followers of the New Way and loyalists to Atzanteotl. Soon after, the two Flying Serpents reach the Sun, and transform into a growing ball of light. The new Sun then sets in orbit around the red sun. The followers of the New Way claim that Papalotl's chalchiuatl has finally quenched the Red Sun's thirst and brought back the Moving Sun, as foretold in the legend of Quetzalcoatl.

The talking quickly turns into a riot, as followers of Atzanteotl clash with people who believe the last sacrifice has been made and the sun is

satiated. Soon the riots spread, and within a few hours the entire city is in utter chaos. The clerics and guards try in vain to protect themselves and the city, but the great pyramid is overwhelmed with a mass of people and Papalotl's body disappears among the crowds. Chitlacan and soon the whole Empire fall into civil war. (See Ka. 1, Ka. 28)

**What This Means:** The serpent rising represents Papalotl's ascension to Immortality. Atruatzin, his sponsor, told him to do this in a cryptic dream-vision, and he accepted it as his duty to the Azcan people without knowing it was his final step to Immortality.

The poisonous dart was sent by an Atruatolco scout, who reasoned that the man who killed the great king Atruatzin should not live to witness His Return from Mictlan.

Papalotl, actually a reincarnation of Atruaghin, has achieved Immortality and fulfilled the old prophecies of his people. At the same time in Pandius, Atruaghin, seeing His peoples, both Sons of Azca and Children of Atruaghin, now freed from the tyranny of evil Atzanteotl, agrees to Ka and Ixion's proposal to give up His immortality and be reincarnated as a simple mortal, as He believes is His fate. Only a fraction of time later, when His consciousness merges with that of Papalotl and He regains His whole memory, does He realize that He in fact had been reincarnated as Papalotl in the past and thus has become an Immortal for the second time.

The new Sun is a creation of the Immortals Atruaghin, Ixion, Ka, Ordana, and Alphatia. Ordana is pleased to help in the making of any new means of measuring time, while Alphatia's goal remains undisclosed.

The reason why Ka stepped down from the position of Reigning Hierarch of the Sphere of Matter for a brief moment just before reincarnating Atruaghin remains a mystery to the Immortal, though in classic Azcan fashion He believes it is His destiny, and part of the greater scheme of the universe where everything is governed by circles, that it should happened so.

**Note to DMs:** This is an opportunity to play at master level with a PC on the path to Immortality. In that case, obviously, the PC

should not know that he is Atruaghin until he reaches Immortality, as stated above. This logically further leads to the opportunity of immortal level play with a well-known Immortal. Also remember that this event may have put Atruaghin on the path to becoming an Old One, if Ka and Ixion's theory proves true. It should not be revealed to the PC, though, that Atruaghin has been groomed for millennia by the two Hierarchs just to prove or disprove that theory - it is up to him to discover it out, or not.

### **KALDMONT 28, AC 1015: Surprise!**

**Location:** City of the Stars, Great Cavern, Shadow Elves' Territories. OW

**Description:** After chasing the araneas, the Schattentalfen storm into Temple Square defeating the magic-less shadow elves, that heroically try to defend the Temple of Rafiel. Thyrfynn falls defending General Garafaele. The Radiant General himself dies a few minutes later on the steps of the Temple trying to stop the invaders.

Suddenly Shamans step up from the Refuge of Stone and start casting deadly spells on the frightened Schattentalfen. Astonished, scared, tired and heavily demoralized, the Schattentalfen troops start retreating, while shadow elves reinforcements manage to break into the Great Cavern. (See Ka. 27.)

**What This Means:** The Chamber of the Spheres has finally been completed!

High level shamans worked tirelessly on it in the last few weeks, as Rafiel Himself told Porphyriel that this was the only way to stop the Schattentalfen. Only the Radiant Shaman knew about it and even King Telemon is astonished by such a display of magic on the Day of Dread.

This is the first time since AC 1009 that mortals are able to use magic on the Day of Dread, what else will the Chamber of the Spheres do? How will Immortals react to its construction? Atzanteotl, who was already enjoying His victory on Rafiel and preparing a new party in His palace on Pandius, suffered instead a major stroke. No doubt He'll seek revenge soon.

### ***Topic Of The Month: Rockhome Pleas For Help***

*This documents is a copy of the one a scribe of the Darokin Diplomatic Corps made while recording the meeting that took place on Kaldmont 24, the year 1015 After Crowning of the First Emperor of Thyatis.*

**Kerdan Buhrodar** (representative of Rockhome): To the members of the Western Defense League, I am here at the behest of King Everast XVI of Rockhome to ask for your aid in defending our nation against a horde of rampaging goblinoids. These vile creatures have overrun the Klintest Lowlands, and even now march their way to our capital.

Normally, we would not have any troubles with the vicious goblinoids, but this time they are well organized, have weapons and armor to match our own, and even have several forces of giants under their command. While our forces are busy fighting this new army, the local goblinoids have joined in the raiding and are taking advantage of our weakness.

We need your help - the help of the Western Defense League - to get these... monsters back under control.»

**John Sternbush** (representative of the Five Shires): The Western Defense League has formed for the specific purpose to help each other defend their nations against a foreign invasion. Yet Rockhome is no longer a part of the League. Why should we help?

**Deidra Longreach** (representative of Darokin): Is Rockhome seeking readmission into the Western Defense League?

**K.B.:** We are doing no such thing! You left us defenseless against the Shadow Elves; we could never trust you again!

**Rurik Sveamark** (representative of Vestland): But Rockhome was invading the lands of the Shadow Elves, not vice-versa. The Western Defense League serves only to defend our lands, not invade other nations.

**K.B.:** Why is this northman here? His nation is not even a part of the League!

**D.L.:** The representative of Vestland has been permitted to join council meetings while we

discuss the admittance of his nation to the Western Defense League. And Rurik did adequately state our reasons for not helping you in the war for Aengmor.

**Lorensa Dialitus** (representative of Karameikos): If you do not trust us, why ask for our help?

**K.B.:** Because we have no choice. Our forces are losing to the goblins! Our tacticians do not understand it. It seems that they know all of our maneuvers, and they've definitely learned how to avoid and even use all of our traps. Worse, they've well organized, more so than any previous band of goblinoids that have tried to invade the homeland of the dwarves. If we do not get help soon, Rockhome may soon be gone forever. And that makes it worth coming to you for help, regardless of our feelings toward you.

**L.D.:** Your honesty is appreciated. I have no further questions.

**D.L.:** Do any of the other representatives have any comments they wish to make?

<no one speaks up.>

**D.L.:** Does Rockhome have anything else to add?

**K.B.:** Only that we need more troops now! If you deliberate too long, it may be too late!

**D.L.:** Then I will take the votes. All those in favor of helping Rockhome, raise your arms.

<Karameikos, Darokin, and Vestland raise their arms>

**D.L.:** All those against.

<no one>

**D.L.:** Then the Five Shires abstain?

**J.S.:** That is correct. We have no desire to help Rockhome, but no intentions of causing them harm either. The Five Shires will go along with the decision of the Western Defense League Council.

**D.L.:** Then the motion is passed. We will contact our military leaders and have them coordinate events with the troops of Rockhome.

*The rest of the meeting discussed just who was going to be in charge of what, when forces shall be deployed, and*

*what military tactics will be used. It has been edited out of the Almanac at the request of the D.D.C.*



## *Predictions And Prognostications*

These are predictions that came to the editors' knowledge, sometimes by fortune tellers, sometimes as hearsay rumors in taverns and other places, or in some cases that were sent by the various correspondents along with their reports without any reference. As before, the editors of this Almanac make no claim as to their accuracy, nor as to the best way to interpret these prognostications.

*More light will shine upon those who  
project darkness,  
Unheard of magical power they will  
harness.  
Sun fire an' rebirth bring empires to war  
Yet as light returns shadow prospers even  
more.*

*The black lion rears, battering all before  
him as straw in the wind,  
But there stands before him a great plains  
cat to the south, and a mighty castle to the  
north.  
From the castle swarms a plague of locusts,  
sweeping all before it,  
Until it seeks to engulf the lion, engaged in  
battle against the cat.  
  
Through it all there comes change,  
And with change begins a cycle.  
That which once was, shall be again.  
In the North shall rise anew a land of old.  
Much shall be shared.*

*Ages lost to time,  
came the Northman  
to this frosty isle,  
Where sun doth shine,  
And chill winds blow,  
And the snow,  
Be it ever wondrous  
To behold.*

*There he carv'd a realm  
casting wonder and fright.  
Yea, was he brought under  
As the masters did plunder  
his home, his children, and his way.*

*Sooth, did he say,  
Unto friend and foe:  
Shalt thou ever know  
My wrath unto he  
Who robbeth me  
of all that is dear?*

*Ere fires of the West  
Do die in chill,  
Shall Northman's children show  
Their will  
To break asunder  
The chains that hold them  
To the plunderer.*

*Blood,  
Fire,  
All shall spill anew.*

*Dead, asleep, the ancient empire lay,  
'Til new dawn's calling brings it forth to  
the fray.*

*The desert king, his crown sundered  
Is restored to the throne,  
As the slumbering giant of the sea becomes  
known.*

*From deep below it will arise  
The other side of Alphatia  
To kill people an' terrorize  
Called by the son of Antalia*

*Out of Aeons they will come  
When the Dragons will miss One.  
On Mystara they will rise  
Time and Spheres to terrorize.*

*And when the Seas shall break again  
To show what Horrors lurk in pain,  
You will know that Time is near  
To meet the auld unending Fear*