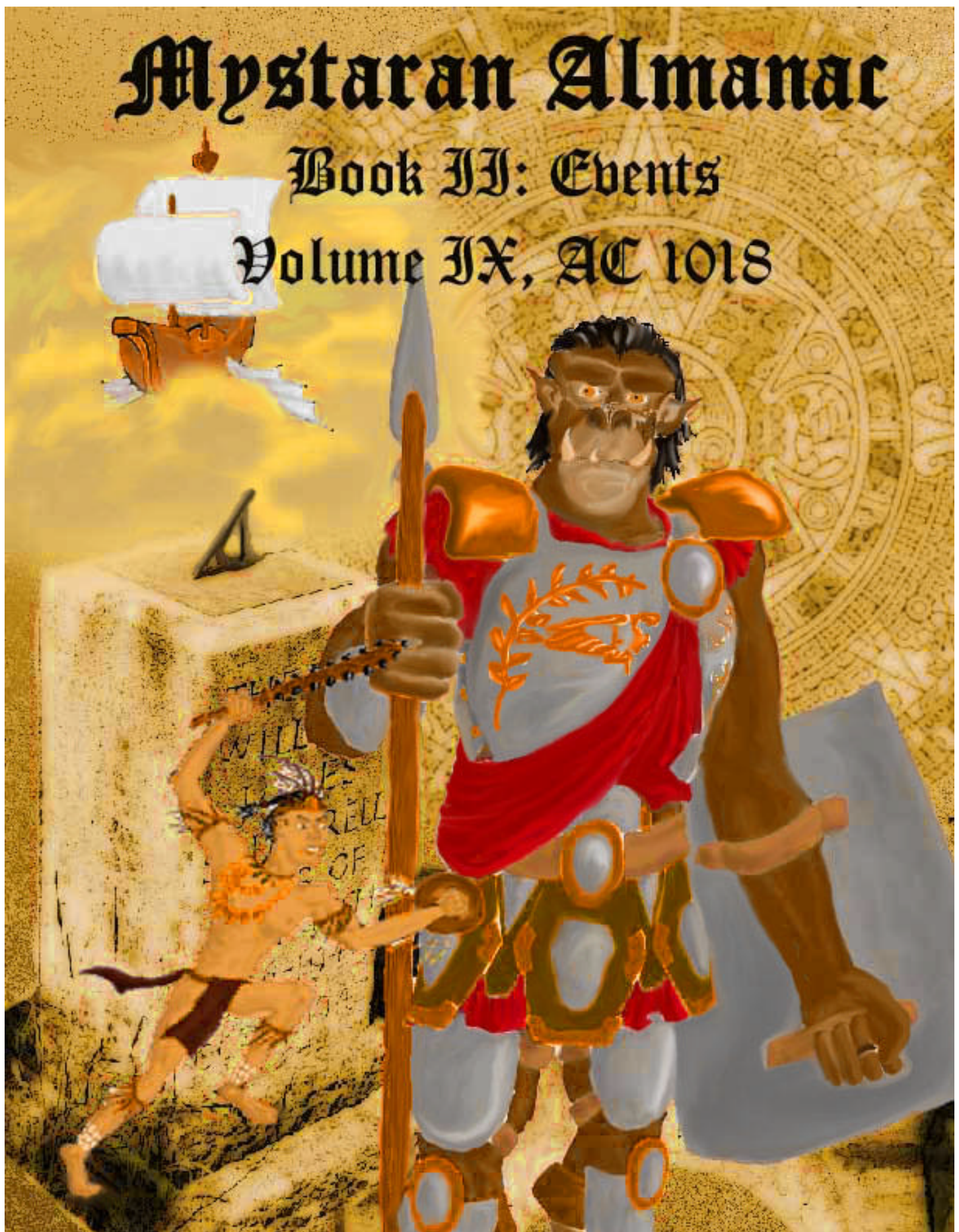


Mystaran Almanac

Book II: Events

Volume IX, AC 1018



MYSTARAN ALMANAC

AC 1018

BOOK III: Events

Volume IX, AC 1018

Published by Joshuan Gallidox
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within the City of Mirros
in the Kingdom of Karamaikos
in the Year After Crowning 1018

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Now comes the debate on "canon" or "net-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 *Mystara Mailing List* or other sites. So the names on the author list is by no means 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!).

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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 2nd Edition game stats were used, except in the Famous Folk section where we used both 2nd and 3rd Edition rules (with clear marks to identify one from the other and avoid confusion). 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 3rd Edition format.

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!

Version 1.0

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So, if you have any ideas or comments concerning this almanac or events for AC 1019, please, feel free to contact us. For AC 1019, expect more regions to be covered in the almanac, as well as whole new sections.

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

The Mystaran Almanac Team

INTRODUCTION	29
Preface.....	29
Dear Reader	29
To the reader	31
Almanac Format.....	32
Artists for the Events	33
Jalinoor Cerrulian	33
Anonymous.....	33
EVENTS: NUWMONT.....	34
First Week.....	34
Nuwmont 1, AC 1018: Doom's Aftermath.	34
Nuwmont 1, AC 1018: Escape from the Nameless Tower.....	35
Nuwmont 1, AC 1018: Mixed Fortunes for Nyx's Plot.	36
Nuwmont 1, AC 1018: Deltart's Fears Confirmed.....	36
Nuwmont 1, AC 1018: Elves Escape from Lothenar Forest.	37
Nuwmont 1, AC 1018: Citizens Take to the Streets.....	37
Nuwmont 1, AC 1018: Bensarian "Wakes Up."	37
Nuwmont 1, AC 1018: Start of the Thirteenth Year of Rule.....	38
Nuwmont 1, AC 1018: Aftermath of the Massacre.	39
Nuwmont 1, AC 1018: Trio.....	39
Nuwmont 1, AC 1018: A Call from Soth.	40
Nuwmont 2, AC 1018: Tax Woes.	40
Nuwmont 2, AC 1018: A Dungeon Full of Scapegoats.	41
Nuwmont 3 AC 1018: A Grand Call To Arms.....	42
Nuwmont 3, AC 1018: Conceptual Leap for Nyx's Agents.....	42
Nuwmont 3, AC 1018: Ill Winds Bring Ill News.....	43
Nuwmont 3, AC 1018: Stonewall Advances.	43
Nuwmont 4, AC 1018: Scandal in Alpha.	44
Nuwmont 4, AC 1018: I Fight When I Wish To.	44
Nuwmont 5, AC 1018: Gnomish Emigration.	45
Nuwmont 5, AC 1018: Council of Princes Reconvene.	45
Nuwmont 7, AC 1018: Death and Taxes.....	46

Nuwmont 7, AC 1018: High Priestess of Idris Learns of the Loss of the Children of Idris's Cave.....	47
Nuwmont 7, AC 1018: White Wolf Inn Destroyed.....	47
Second Week.....	48
Nuwmont 8, AC 1018: Capture of Deipan.....	48
Nuwmont 8, AC 1018: Ceafem Under Siege.....	48
Nuwmont 10, AC 1018: Thyatian Expedition to Norwold Sets Out.....	48
Nuwmont 10, AC 1018: Final Voyage for the Domes.....	49
Nuwmont 10, AC 1018: Captain Morgan Sets Sail.....	49
Nuwmont 11, AC 1018: A Fight on the Rooftops.....	50
Nuwmont 11, AC 1018: Damn Their Hides!.....	50
Nuwmont 11, AC 1018: Renewal of an Old Cooperation.....	50
Nuwmont 12, AC 1018: Council Spat.....	51
Nuwmont 12, AC 1018: New Unit Recruited.....	53
Nuwmont 13, AC 1018: Tax Measure Passes.....	54
Nuwmont 13, AC 1018: Østmark Retaken.....	55
Nuwmont 13, AC 1018: Mykonos Opened for Settlement.....	56
Nuwmont 13, AC 1018: The Iron Grip.....	57
Nuwmont 14, AC 1018: Royal Weddings.....	57
Nuwmont 14, AC 1018: Favian Vern Sends Negotiators.....	58
Third Week.....	59
Nuwmont 17, AC 1018: The <i>Torpin</i> Launched.....	59
Nuwmont 17, AC 1018: Gurrash Frenzy.....	59
Nuwmont 18, AC 1018: A Guarded Peace.....	60
Nuwmont 19, AC 1018: Who Would Have Thought?.....	61
Nuwmont 19, AC 1018: Halt in Zeaburg.....	61
Nuwmont 19, AC 1018: From Leehashire to the Five Shires.....	62
Nuwmont 19, AC 1018: Juliast Meets Tanalos.....	62
Nuwmont 19, AC 1018: Dragonslayers Resume Quest.....	63
Nuwmont 19, AC 1018: Leader of the Planning Staff Starts Talking.....	64
Nuwmont 19, AC 1018: Going Under.....	65
Nuwmont 19, AC 1018: Attack of the Gnolls.....	65
Nuwmont 20, AC 1018: A Renewal of Intentions.....	66
Nuwmont 20, AC 1018: Favian and Karszamon Meet.....	66
Nuwmont 20, AC 1018: Archpoint Siege Continues.....	68
Nuwmont 20, AC 1018: Milenian Merchants Sunk.....	68

Nuwmont 21, AC 1018: Construction Crew Joined.....	69
Fourth Week.....	70
Nuwmont 23, AC 1018: Tranquil Knightly Alliance.	70
Nuwmont 23, AC 1018: Stonewallers Arrested.	70
Nuwmont 25, AC 1018: Negotiators Ambushed.....	71
Nuwmont 26, AC 1018: Favian Vern Outraged.	71
Nuwmont 27, AC 1018: The <i>Torpin</i> Encounters Undead.	72
Nuwmont 27, AC 1018: The Horror Revealed?	72
Nuwmont 28, AC 1018: Zhucharnov Freed.	73
Nuwmont 28, AC 1018: Leehashire Celebrities.....	73
Nuwmont 28, AC 1018: Sonnenfeld Is Wary.....	74
EVENTS: VATERMONT	75
First Week.....	75
Vatermont 1, AC 1018: Zhucharnov Found.	75
Vatermont 1, AC 1018: Building and Rebuilding.	75
Vatermont 2, AC 1018: The Plotting Begins.....	76
Vatermont 2, AC 1018: The <i>Torpin</i> Reaches Torenal Site.....	76
Vatermont 3, AC 1018: Oxhill Under Siege.....	77
Vatermont 3, AC 1018: Anchors Away!	77
Vatermont 3, AC 1018: The Curse Unfolds.	78
Vatermont 3, AC 1018: Northern War in Dispute.....	78
Vatermont 4, AC 1018: Elf Skull Units Resume the Hunt.	79
Vatermont 4, AC 1018: Polakatsikes Restored Once More.	79
Vatermont 4, AC 1018: Bensarian Takes Stock.	79
Vatermont 4, AC 1018: Strangers Bring Ill Tidings.....	80
Vatermont 5, AC 1018: Four Kingdoms Ally.	80
Vatermont 5, AC 1018: Theran Dike.....	80
Vatermont 5, AC 1018: Reconstruction Work in the Harbor Finished.	81
Vatermont 6, AC 1018: Winter Chill.....	81
Vatermont 7, AC 1018: Refugees Allowed To Stay.	82
Second Week.....	83
Vatermont 8, AC 1018: Customary Customs.	83
Vatermont 8, AC 1018: Yes, Those Were the Days... ..	83
Vatermont 8, AC 1018: Beasthunter Honored.....	84

Vatermont 8, AC 1018: A Line in the Swamp.	84
Vatermont 8, AC 1018: First Spade Dug in Denwarf-Hurgon.	85
Vatermont 9, AC 1018: Long Live the New Baron!	85
Vatermont 9, AC 1018: Collateral Damage.....	86
Vatermont 10, AC 1018: First Spade Dug in Draco.....	86
Vatermont 10, AC 1018: The Shadow Lord's Frustration.	86
Vatermont 11, AC 1018: A Shadow on the Road.....	87
Vatermont 11, AC 1018: Into the Unknown.....	87
Vatermont 11, AC 1018: The Amburese Assault.	88
Vatermont 11, AC 1018: Colimans Are Pirated.	88
Vatermont 12, AC 1018: Thyatians Avoid Oceansend.	89
Vatermont 13, AC 1018: Refugees in Bluenose Ruins.	89
Vatermont 13, AC 1018: The Wolf Is Freeee.....	90
Third Week.....	91
Vatermont 16, AC 1018: Rushing Randel.	91
Vatermont 18, AC 1018: Monsters Escape Fair.	91
Vatermont 18, AC 1018: Audience at Ostland.	92
Vatermont 18, AC 1018: The Domes Arrive.....	92
Vatermont 18, AC 1018: River of Mystery.	92
Vatermont 18, AC 1018: The Isle of the Dogs.	93
Vatermont 19, AC 1018: A Rumor on the Streets.	93
Vatermont 20, AC 1018: A Shadowed Path.	94
Vatermont 20, AC 1018: Grauenberg Cut Off.	94
Vatermont 20, AC 1018: Juliast Reaches Bluenose Ruins.....	95
Vatermont 20, AC 1018: Arregghi Reinforced.	95
Vatermont 21, AC 1018: Oil under Troubled Waters.	96
Vatermont 21, AC 1018: A Happy Marriage?.....	96
Vatermont 21, AC 1018: Taking the Battle to the Enemy.....	97
Vatermont 21, AC 1018: Definitely Not the Welcoming Committee!.....	97
Fourth Week.....	99
Vatermont 22, AC 1018: I Am Greeah-Oog.....	99
Vatermont 24, AC 1018: A Campaign of Vengeance.	99
Vatermont 24, AC 1018: Two-Front War!	100
Vatermont 24, AC 1018: Clerics of Valerias Denounce the Principalities.	101
Vatermont 25, AC 1018: Ghouls, Ghouls, Ghouls.	101
Vatermont 25, AC 1018: An Unexpected Outcome of a Stalemate.	102

Vatermont 26, AC 1018: Pomp and Circumstance in Shireton.....	102
Vatermont 26, AC 1018: It's Much Worse Than We Expected.....	102
Vatermont 26, AC 1018: Stop By the Moon Land.....	103
Vatermont 26, AC 1018: Two Hands.....	103
Vatermont 27, AC 1018: My Dog Bit Me.....	104
Vatermont 27, AC 1018: Carytion Settled.....	104
Vatermont 27, AC 1018: New Growth in the Forest.....	105
Vatermont 27, AC 1018: First Skirmish.....	105
Vatermont 28, AC 1018: Incident at Dzibouti.....	105
Vatermont 28, AC 1018: The Crimson Avengers Join Favian's Cause.....	106
Vatermont 28, AC 1018: Tubak in Boldavia?	106

EVENTS: THAUMONT..... 108

First Week..... 108

Thaumont 1, AC 1018: A Dedicated Emperor.....	108
Thaumont 2, AC 1018: Another Stalemate.....	108
Thaumont 2, AC 1018: A Wizard Sighting.....	109
Thaumont 2, AC 1018: Wreck.....	110
Thaumont 3, AC 1018: The Siege Resumes.....	110
Thaumont 3, AC 1018: The Line Holds.....	111
Thaumont 3, AC 1018: Assassination Attempt Fails.....	111
Thaumont 3, AC 1018: Nordalfheim Is Laran Only.....	112
Thaumont 3, AC 1018: Another Harbor Reconstructed.....	112
Thaumont 4, AC 1018: Permission Granted.....	112
Thaumont 4, AC 1018: He Was a Friend of Mine.....	113
Thaumont 4, AC 1018: A Respite from the Sea.....	113
Thaumont 5, AC 1018: Caught!!	114
Thaumont 5, AC 1018: A Letter to You.....	114
Thaumont 6, AC 1018: The Dragon Awakes.....	114
Thaumont 6, AC 1018: Spooky Shadows.....	115
Thaumont 6, AC 1018: Once Bitten, Twice Shy.....	115
Thaumont 6, AC 1018: Tunnel Project Started.....	115
Thaumont 7, AC 1018: Angusburg Under Siege.....	116
Thaumont 7, AC 1018: Army Team Starts Survey.....	116
Thaumont 7, AC 1018: Gnomes Reach Rockhome.....	116

Second Week..... 118

Thaumont 8, AC 1018: Chasing a Shadow.....	118
Thaumont 8, AC 1018: The Road to Wealth.	118
Thaumont 9, AC 1018: Dove's Health Worsens.	119
Thaumont 9, AC 1018: Thyatian Ships Enter Great Bay.	119
Thaumont 9, AC 1018: Dissent in the Ranks.	120
Thaumont 9, AC 1018: I Am No Fool.....	120
Thaumont 10, AC 1018: The Leehashire Expedition Disperses.	121
Thaumont 10, AC 1018: Randel Supports Stonewall.....	121
Thaumont 11, AC 1018: A Most Terrible Beast.	122
Thaumont 11, AC 1018: Malachie Ends the Siege of Angsburg.....	122
Thaumont 11, AC 1018: The Battle for Freedom—May It Not Be in Vain.....	123
Thaumont 12, AC 1018: Protective Measures.....	124
Thaumont 12, AC 1018: Audience at Vestland.....	125
Thaumont 12, AC 1018: Another Wizard Sighting!.....	125
Thaumont 12, AC 1018: The Damsel's Revenge.	126
Thaumont 13, AC 1018: The Siege Intensifies.....	127
Thaumont 14, AC 1018: Coolhands Reinstated As Clanmistress of the Long Runners.	128
Thaumont 14, AC 1018: King Juliast Protests.	128
Thaumont 14, AC 1018: River Assault.	129
Third Week.....	131
Thaumont 15, AC 1018: Master, Where Art Thou?.....	131
Thaumont 15, AC 1018: Exhibition of Wonders.....	131
Thaumont 15, AC 1018: Burn Them Out!.....	132
Thaumont 15, AC 1018: Hard-Pressed Serenity.	132
Thaumont 15, AC 1018: Wedding at Krondahar.....	133
Thaumont 16, AC 1018: Political Priorities.	133
Thaumont 16, AC 1018: The Ant Is on My Trail.....	134
Thaumont 17, AC 1018: All's Not Quiet on the Home Front.	134
Thaumont 17, AC 1018: A Budgetary Dilemma.	135
Thaumont 19, AC 1018: Trading Post Latela.....	135
Thaumont 19, AC 1018: As Close to a Diamond as a Rabbit to a Carrot.	136
Fourth Week.....	137
Thaumont 22, AC 1018: Black and White.	137
Thaumont 22, AC 1018: Fire in Skyfyr.....	137
Thaumont 22, AC 1018: A Rising Tide of Darkness.	138
Thaumont 23, AC 1018: We Shall Watch... for Now.....	138

Thaumont 23, AC 1018: From Dike to Beach.....	139
Thaumont 24 AC 1018: Straßenburger Faction Takes Neuhafen.....	139
Thaumont 24, AC 1018: Elves Step Up Raids in Geffron.	140
Thaumont 24, AC 1018: Ersenbal Plans to Hunt the Dogs.	141
Thaumont 24, AC 1018: A Swift Strike.	141
Thaumont 25, AC 1018: The Forgotten Menace.....	142
Thaumont 25, AC 1018: Dragonslayers Head for Denagoth.....	142
Thaumont 26, AC 1018: The Crimson Avengers Unleashed.	142
Thaumont 27, AC 1018: There Is Much Anger in the Forest.....	143
Thaumont 27, AC 1018: Survey Finished.	144
Thaumont 28, AC 1018: Wet Feet.....	144

EVENTS: FLAURMONT 145

First Week..... 145

Flaurmont 1, AC 1018: Fair of Adunapolis Starts.....	145
Flaurmont 1, AC 1018: Dwarves Prove Their Worth.....	145
Flaurmont 1, AC 1018: A Cold War under the Ocean.	146
Flaurmont 1, AC 1018: Timely Intervention Gains a New Ally.	146
Flaurmont 1, AC 1018: Formalization of Ties with Panteria.	148
Flaurmont 1, AC 1018: Radiant Voices.....	149
Flaurmont 2, AC 1018: Showdown in Almisford.....	149
Flaurmont 2, AC 1018: Back from the Dead!	150
Flaurmont 2, AC 1018: First Skirmishes near Rock Harbor.	151
Flaurmont 2, AC 1018: Dragonslayers Learn More.....	151
Flaurmont 2, AC 1018: Yasukans To Receive Aid.	152
Flaurmont 2, AC 1018: Survey Team Retreats.....	152
Flaurmont 3, AC 1018: The Battle Continues.	152
Flaurmont 3, AC 1018: There Is a New Restaurant in Town.....	153
Flaurmont 3, AC 1018: We Have Ways of Making You Talk... ..	154
Flaurmont 4, AC 1018: Reaping What You Sow.	154
Flaurmont 4, AC 1018: Adunapolis's Day.	155
Flaurmont 4, AC 1018: Zhucharnov Returns to Norwold.....	155
Flaurmont 4, AC 1018: Tsar Catches On.	156
Flaurmont 4, AC 1018: The Siege Is Broken... Almost.....	156
Flaurmont 4, AC 1018: A Grand Hunt!.....	157
Flaurmont 4, AC 1018: Redbeard Strikes the Serpent.....	158

Flaurmont 6, AC 1018: All Brothers under the Skin?	158
Flaurmont 6, AC 1018: Desperate Times Call for Desperate Measures.	158
Flaurmont 6, AC 1018: What Price Victory?	159
Flaurmont 7, AC 1018: Ersenbal to the Dogs.....	160
Flaurmont 7, AC 1018: The Lord Regrets.	161
Second Week.....	162
Flaurmont 8, AC 1018: Further Reinforcements Arrive.....	162
Flaurmont 8, AC 1018: A Most Interesting Revelation.....	162
Flaurmont 8, AC 1018: Where Are My Subjects?.....	164
Flaurmont 9, AC 1018: Von Dreiburg Escapes His Captors.	165
Flaurmont 9, AC 1018: Construction Started.	165
Flaurmont 10, AC 1018: This Means War!	165
Flaurmont 10, AC 1018: Leehan Tolls.	166
Flaurmont 11, AC 1018: An Informal Suggestion.	166
Flaurmont 11, AC 1018: Most Unwelcome Visitors.	167
Flaurmont 12, AC 1018: Let There Be Roads!.....	168
Flaurmont 13, AC 1018: Wings over Eastshire.	168
Flaurmont 14, AC 1018: Irate Magist: 0; Imperial Bureaucracy: 1.....	169
Third Week.....	171
Flaurmont 15, AC 1018: Iceberg! Right Ahead!	171
Flaurmont 16, AC 1018: The Famine Menace.	171
Flaurmont 17, AC 1018: Gnomes Reach Soderfjord.....	172
Flaurmont 17, AC 1018: Meeting the Enemy.....	172
Flaurmont 17, AC 1018: Last Harbor Sealed.	173
Flaurmont 18, AC 1018: Out with the Mivosians!	173
Flaurmont 18, AC 1018: Church of Idris Active in Western Wendar.	173
Flaurmont 18, AC 1018: Dogs Bite Back.....	174
Flaurmont 19, AC 1018: Roses Against Amber.	174
Flaurmont 19, AC 1018: Coiger Is Enlisted.	175
Flaurmont 19, AC 1018: A Meeting in the Shadows.	176
Flaurmont 19, AC 1018: Flood Stabilizes.	176
Flaurmont 20, AC 1018: Dark Ceremonies.	177
Flaurmont 20, AC 1018: Peace Declared.	177
Flaurmont 20, AC 1018: On to Alpha.	178
Flaurmont 21, AC 1018: Talin Meets with Other Jennite Leaders.....	179
Flaurmont 21, AC 1018: Blood Thirst Needs Quenching.	179

Flaurmont 21, AC 1018: Stop the Thief! Stop the Thief!.....	179
Fourth Week.....	181
Flaurmont 22, AC 1018: Bounty for a Shadow.	181
Flaurmont 22, AC 1018: An Engineer Hires On.	181
Flaurmont 25, AC 1018: Neighborhood Dispute.....	182
Flaurmont 26, AC 1018: Vampiric Attacks in Heldland.	182
Flaurmont 26, AC 1018: The Cost of Misunderstandings.....	183
Flaurmont 26, AC 1018: The Grey Lady Strikes Again.....	183
Flaurmont 27, AC 1018: Eusebius Receives an Unexpected Guest.	184
Flaurmont 27, AC 1018: Survey Team Makes Report.	184
Flaurmont 27, AC 1018: I Am the Dark.	185
Flaurmont 27, AC 1018: Uncomfortable Suspicions.....	185
Flaurmont 27, AC 1018: Gnolls Band Together.....	186
Flaurmont 28, AC 1018: Engineers Wanted!	186
Flaurmont 28, AC 1018: Next Section Started.	186

EVENTS: YARTHMONT 188

First Week.....	188
Yarthmont 1, AC 1018: Anna Goes Home.....	188
Yarthmont 1, AC 1018: Foresthorne Withdraws!.....	188
Yarthmont 1, AC 1018: Jennites Clash with Mercenaries from Veroth.....	189
Yarthmont 1, AC 1018: A Challenge Is Renewed.....	189
Yarthmont 2, AC 1018: Revolt Fails in Syropolis.....	190
Yarthmont 2, AC 1018: Imperial Canal Started.	191
Yarthmont 2, AC 1018: The Burning of Moreus.....	191
Yarthmont 3, AC 1018: Tensions Still High.	192
Yarthmont 3, AC 1018: A Minor Bump on the Path to Progress.....	192
Yarthmont 3, AC 1018: Emilio Pursues the Damsel.	193
Yarthmont 4, AC 1018: The Battle of Finsterwald.	193
Yarthmont 4, AC 1018: Detteria Ponders.....	194
Yarthmont 4, AC 1018: Prisoners Reach Limn.	194
Yarthmont 5, AC 1018: New Foundations.	195
Yarthmont 5, AC 1018: Hounding the Bortaks.	195
Yarthmont 5, AC 1018: Genalleth Clan Council Held.....	196
Yarthmont 5, AC 1018: Shady Politics.	196
Yarthmont 5, AC 1018: The Stalkers of the Hills.	197

Yarthmont 5, AC 1018: Clogged Pole.....	197
Yarthmont 6, AC 1018: The Poison of Vengeance.	198
Yarthmont 6, AC 1018: Taking the Issue to the Top.....	199
Yarthmont 7, AC 1018: Walrus and Dogs Parlay.	200
Yarthmont 7, AC 1018: The Expedition Resumes.	201
Second Week.....	202
Yarthmont 8, AC 1018: The Gathering.	202
Yarthmont 8, AC 1018: Thyatian Delegation in Alpha.....	202
Yarthmont 9, AC 1018: Tyrnae Subdued.	203
Yarthmont 9, AC 1018: Interlude in the Shadows.....	204
Yarthmont 10, AC 1018: Sablestone Under Siege.	205
Yarthmont 10, AC 1018: The Wizard Is Not at Home.....	206
Yarthmont 10, AC 1018: Dragonslayers Captured.....	207
Yarthmont 11, AC 1018: Contact with Yarrvikson.....	207
Yarthmont 12, AC 1018: Landfall Under Siege.	208
Yarthmont 12, AC 1018: Morphail Leaves for the North.	209
Yarthmont 12, AC 1018: I Do Not Like It.	210
Yarthmont 12, AC 1018: The <i>Torpin</i> Limps Home.	210
Yarthmont 12, AC 1018: Debate Called on Account of Deadlock.	211
Yarthmont 13, AC 1018: Powerful Vampire Spellcaster Seeks Same.....	211
Yarthmont 13, AC 1018: Thyatians in Swordcoast.....	212
Yarthmont 13, AC 1018: Even Dwarves Smile.....	212
Yarthmont 13, AC 1018: The Rules for the Race Are Affirmed.....	213
Yarthmont 14, AC 1018: A Sudden Cancellation.	213
Yarthmont 14, AC 1018: Beastly Mutations.	213
Yarthmont 14, AC 1018: A Siege Intensifies.	214
Yarthmont 14, AC 1018: The Impasse Is Ended; the Canal May Continue.....	214
Yarthmont 14, AC 1018: The Race Is Postponed.....	215
Yarthmont 14, AC 1018: Fang It Out.	215
Third Week.....	216
Yarthmont 15, AC 1018: Unrest in Draeh.	216
Yarthmont 15, AC 1018: Fires on the Water.....	217
Yarthmont 15, AC 1018: An Audience with Detteria.	217
Yarthmont 16, AC 1018: Intruders against Morphail!	217
Yarthmont 16, AC 1018: Reavers in Yalu Bay.	218
Yarthmont 16, AC 1018: Messenger Returns.....	219

Yarthmont 17, AC 1018: Battle of Isar Falls.....	219
Yarthmont 17, AC 1018: Shadow Lord Contacts the Night Oracle.....	220
Yarthmont 17, AC 1018: Stonewallers Tried.....	220
Yarthmont 17, AC 1018: Milenian Navy Responds.....	220
Yarthmont 18, AC 1018: Raiders from the Hills.....	221
Yarthmont 18, AC 1018: Island of Mystery?	221
Yarthmont 18, AC 1018: Spreading the Forces.....	222
Yarthmont 18, AC 1018: Dog-Men Strike.....	222
Yarthmont 19, AC 1018: When Roads Cross.....	223
Yarthmont 19, AC 1018: We Don't Need Those Stinking Gnomes.....	223
Yarthmont 19, AC 1018: The Lass Gets Lucky.....	223
Yarthmont 20, AC 1018: Two for the Price of One!	224
Yarthmont 20, AC 1018: Trial Reopened.....	225
Fourth Week.....	226
Yarthmont 22, AC 1018: Trouble in the Falun Caverns.....	226
Yarthmont 23, AC 1018: The Thyatian Proposal.....	226
Yarthmont 23, AC 1018: Despair Rising.....	226
Yarthmont 24, AC 1018: Leaving Alpha.....	227
Yarthmont 24, AC 1018: A Dark Declaration.....	228
Yarthmont 25, AC 1018: Drax Tallen Reinforced.....	228
Yarthmont 26, AC 1018: Hiding in Empty Spaces.....	229
Yarthmont 27, AC 1018: The Siege of Thurgau.....	229
Yarthmont 27, AC 1018: The Tower of the Hermit.....	230
Yarthmont 27, AC 1018: Blood in the Wood.....	231
Yarthmont 27, AC 1018: Jennites Raid the Mines of Rock Harbor.....	231
Yarthmont 27, AC 1018: Questions Answered, but More Arise.....	232
Yarthmont 27, AC 1018: Southern Force Arrives from Arregghi.....	232
EVENTS: KLARMONT.....	234
First Week.....	234
Klarmont 1, AC 1018: Everything Counts.....	234
Klarmont 1, AC 1018: Waves of the Living Dead.....	234
Klarmont 1, AC 1018: The Amburese Agreement.....	235
Klarmont 3, AC 1018: The <i>Torpin</i> Leaves Aquas—Again.....	235
Klarmont 3, AC 1018: Expedition Resumes Once More.....	236
Klarmont 3, AC 1018: The Return of the Mad Countess.....	236

Klarmont 4, AC 1018: Brothers' Truce.	237
Klarmont 4, AC 1018: A Tactical Retreat.	237
Klarmont 5, AC 1018: Oracle of Honor Island?.....	238
Klarmont 6, AC 1018: An Offer You Cannot Refuse.	239
Klarmont 6, AC 1018: The Little Prince.	240
Klarmont 6, AC 1018: The Reer Attack.	240
Klarmont 6, AC 1018: Monsters Raids Hit Wendar.....	240
Klarmont 7, AC 1018: Eastshire Summer Fair.....	241
Klarmont 7, AC 1018: Landfall's Betrayal.	241
Klarmont 7, AC 1018: The Brothers' War.	241
Second Week.....	243
Klarmont 8, AC 1018: Assassination in Parthenaeum.	243
Klarmont 8, AC 1018: Return to the World <i>Yurt</i>	243
Klarmont 8, AC 1018: Fury Unbound.	244
Klarmont 8, AC 1018: Divisions Deepen in Qeodhar.	244
Klarmont 9, AC 1018: Shady Dealings on the <i>Torpin</i>	245
Klarmont 9, AC 1018: Trouble in Falun Caverns Intensifies.....	245
Klarmont 9, AC 1018: Thurgau Conquered.	246
Klarmont 10, AC 1018: Jennites Retreat from Verothian Advance.....	246
Klarmont 11, AC 1018: Political Repercussions.	247
Klarmont 12, AC 1018: Barbarians Attack.	247
Klarmont 12, AC 1018: News Reaches King Qinn.	248
Klarmont 13, AC 1018: Shrine of Enoreth Assaulted.	248
Klarmont 13, AC 1018: Barony of Magnis Established.....	248
Third Week.....	250
Klarmont 15, AC 1018: Raids Grow Violent.	250
Klarmont 15, AC 1018: Heirs for Aalban.....	250
Klarmont 15, AC 1018: Unpleasant Goings-On in Amalur Lowlands.....	250
Klarmont 16, AC 1018: Ragnar Aids Gnomes.	251
Klarmont 16, AC 1018: Clueless No Longer.	252
Klarmont 17, AC 1018: Musings of a Necromancer.	252
Klarmont 17, AC 1018: Where the Tides of Battle Turn.	253
Klarmont 17, AC 1018: A Royal Beating.....	253
Klarmont 19, AC 1018: Another Survey Finished.	254
Klarmont 21, AC 1018: Highshire Summer Fair.....	254
Klarmont 21, AC 1018: Messengers Intercepted.....	254

Klarmont 21, AC 1018: Visit Started.	255
Klarmont 21, AC 1018: Ceafem Negotiates with Stonewall.	255
Fourth Week.....	256
Klarmont 22, AC 1018: Ericall Pats the Dogs.	256
Klarmont 22, AC 1018: A Construction Scandal Is Revealed.	256
Klarmont 23, AC 1018: The <i>Torpin</i> Encounters a Kraken.	257
Klarmont 24, AC 1018: Negotiations Begin.	257
Klarmont 24, AC 1018: Test Successfully Finished.	258
Klarmont 25, AC 1018: Excuse Me, How Much?.....	258
Klarmont 25, AC 1018: Information Sharing.	259
Klarmont 25, AC 1018: The Rescue of an Admiral.	259
Klarmont 26, AC 1018: Rockhome Outraged.	260
Klarmont 26, AC 1018: The Fury Burns Itself Out.	260
Klarmont 27, AC 1018: A Meeting Between Rivals.	261
Klarmont 27, AC 1018: Eriadna's Fury.....	261
Klarmont 28, AC 1018: Relief of Serenity.	262
Klarmont 28, AC 1018: Unlucky Lass.	262
EVENTS: FELMONT.....	264
First Week.....	264
Felmont 1, AC 1018: <i>Reaver</i> Construction Begins.	264
Felmont 1, AC 1018: Enivaris's Elves Kill Former Comrades.	264
Felmont 1, AC 1018: Stalemate at the Front.	264
Felmont 3, AC 1018: Bergthor Haraldson Mediates.	265
Felmont 3, AC 1018: King Qinn Outraged.....	266
Felmont 3, AC 1018: Cloister of Clerics.	266
Felmont 4, AC 1018: The Bronze Warrior.	267
Felmont 4, AC 1018: End of Siege.....	267
Felmont 4, AC 1018: John Beaumarys-Moorkroft Shifts Sides Again.	268
Felmont 4, AC 1018: Deep Waters in Rock Harbor.....	268
Felmont 6, AC 1018: Aid for a Neighbor.	269
Felmont 7, AC 1018: Heartshire Summer Fair.....	269
Felmont 7, AC 1018: Strange Weather in Denagoth.	270
Felmont 7, AC 1018: Strange Weather in Wendar.	270
Felmont 7, AC 1018: Blades in the Dark.	270
Felmont 7, AC 1018: Ambur's Ambush.....	271

Felmont 7, AC 1018: An Oath to His Lass.....	271
Second Week.....	273
Felmont 8, AC 1018: A Mysterious Muffle.	273
Felmont 8, AC 1018: Evil's Apprentices.....	273
Felmont 8, AC 1018: Birth of the Daywalkers.....	274
Felmont 9, AC 1018: Ragnar Requests Aid.	274
Felmont 11, AC 1018: Crackle in the Bluenose Ruins.....	274
Felmont 11, AC 1018: We Need More Allies... ..	275
Felmont 12, AC 1018: Nature Abhors a Vacuum.	276
Felmont 12, AC 1018: How Easily the Fires Can Be Stoked.....	276
Felmont 13, AC 1018: No Help Expected from the South.....	278
Third Week.....	280
Felmont 15, AC 1018: Arath and Selcomad Reach Agreement.	280
Felmont 15, AC 1018: Carnelia Undeterred!.....	280
Felmont 15, AC 1018: The Great Conclave of Valerias Begins.	281
Felmont 16, AC 1018: The Ship of Woe.....	281
Felmont 17, AC 1018: The <i>Torpin</i> Encounters Alphadon and an Underocean Patrol.	282
Felmont 18, AC 1018: Gareth Speaks for Glantri.	283
Felmont 18, AC 1018: Fate of Surveyors Revealed.	284
Felmont 19, AC 1018: My Friend the Queen.	284
Felmont 19, AC 1018: Who's the Chef?	285
Felmont 20, AC 1018: The King's Fury.....	285
Felmont 21, AC 1018: Southshire Summer Fair.	286
Felmont 21, AC 1018: Fergus Intervenes.....	286
Felmont 21, AC 1018: The Evil of Allies.....	286
Fourth Week.....	288
Felmont 22, AC 1018: A Mage Makes a House Call.	288
Felmont 22, AC 1018: A Pleasant Discovery.....	288
Felmont 22, AC 1018: The Unconquerable City—Besieged!.....	289
Felmont 23, AC 1018: Unexpected Discoveries.	290
Felmont 25, AC 1018: Emissary under the White Flag.....	291
Felmont 26, AC 1018: The Return of Volospin Aendyr!	291
Felmont 27, AC 1018: Protection Improved.	293
Felmont 28, AC 1018: A Fateful Encounter.....	293
Felmont 28, AC 1018: Eadrin and Arogansa at Peace.	294

Topic of the Month: The Return of Volospin Aendyr 295

EVENTS: FYRMONT 297

First Week..... 297

Fyrmont 1, AC 1018: Juliana Disenchanted!.....	297
Fyrmont 1, AC 1018: Treachery Unmasked.....	297
Fyrmont 2, AC 1018: Disaster in the Landersfjord Tunnel.....	298
Fyrmont 2, AC 1018: The True Way to the Rescue.	298
Fyrmont 4, AC 1018: Counterstrikes.....	299
Fyrmont 4, AC 1018: Mysterious Dealings.....	300
Fyrmont 4, AC 1018: Master Terari Visits the University of Alchemos.	300
Fyrmont 5, AC 1018: Thyatians Encounter Meghaddara.....	301
Fyrmont 5, AC 1018: Breakdown of Internal Affairs.	302
Fyrmont 5, AC 1018: A Harsh Judgment.	302
Fyrmont 6, AC 1018: Raid on Garganin.....	303
Fyrmont 7, AC 1018: Scandal at the Seashire Summer Fair.	304
Fyrmont 7, AC 1018: Wendarians Question Bensarian's Leadership.....	304
Fyrmont 7, AC 1018: Rock Harbor Evacuated.....	304
Fyrmont 7, AC 1018: Expedition Heads East Once More.	305

Second Week..... 306

Fyrmont 8, AC 1018: All I Have To Do Is Dream.	306
Fyrmont 8, AC 1018: Responses to Possible Threat Received.	306
Fyrmont 8, AC 1018: Imperial Emissary at Work.....	307
Fyrmont 9, AC 1018: Red and Black.	307
Fyrmont 10, AC 1018: An Incessant Plea.	308
Fyrmont 10, AC 1018: Land Sighted!	308
Fyrmont 10, AC 1018: Lone Wolves.....	308
Fyrmont 11, AC 1018: Knights Return to Oceansend.....	309
Fyrmont 12, AC 1018: Withdrawal from Oceansend.....	310
Fyrmont 12, AC 1018: The False Avengers.....	311
Fyrmont 14, AC 1018: Black Eagle and Red Flaem.	311
Fyrmont 14, AC 1018: Confidence.....	312
Fyrmont 14, AC 1018: And the Search Goes On.	313

Third Week..... 314

Fyrmont 15, AC 1018: The Return of Daris.....	314
-----------------------------------------------	-----

Fyrmont 15, AC 1018: Pirate Ball.	314
Fyrmont 16, AC 1018: The Tunnels Are Sealed.	315
Fyrmont 16, AC 1018: Minaean Pirates Trouble Surshield.	315
Fyrmont 16, AC 1018: Jennites Enter Rock Harbor.....	315
Fyrmont 17, AC 1018: Attack of the Killer Goblins.	316
Fyrmont 17, AC 1018: Lake Deipan.	316
Fyrmont 19, AC 1018: Enoreth Shrine Besieged.	317
Fyrmont 19, AC 1018: Queen Kryndylya To End Haven's Havoc.....	317
Fyrmont 20, AC 1018: Nayce Told to Mind Its Own Business.	318
Fourth Week.....	319
Fyrmont 22, AC 1018: Bye, Bye Black Eagle.....	319
Fyrmont 22, AC 1018: Is There Anything in Them Thar Hills?	319
Fyrmont 22, AC 1018: Defense Spending	320
Fyrmont 22, AC 1018: Search for Krameos.....	320
Fyrmont 23, AC 1018: Kalin Meets the Champions of the True Way.....	321
Fyrmont 24, AC 1018: Bullfight.....	321
Fyrmont 26, AC 1018: Calling an Old Acquaintance.	322
Fyrmont 26, AC 1018: Master Terari in Skyreach.	322
Fyrmont 26, AC 1018: The Race Starts.....	322
Fyrmont 26, AC 1018: The Allies of Evil.	323
EVENTS: AMBYRMONT	324
First Week.....	324
Ambyrmont 1, AC 1018: It Came from Outer Space.	324
Ambyrmont 1, AC 1018: The Year of Going Out.	324
Ambyrmont 1, AC 1018: Good and Bad Arrivals in Port Marlin.	324
Ambyrmont 2, AC 1018: The Battle of Threshold.....	325
Ambyrmont 2, AC 1018: Giants Besiege Oakwall.....	326
Ambyrmont 2, AC 1018: Tranquil Resolution.	326
Ambyrmont 2, AC 1018: Expedition to Polakatsikes Mounted.	327
Ambyrmont 2, AC 1018: A Royal Note.	328
Ambyrmont 3, AC 1018: A Helping Hand.....	328
Ambyrmont 4, AC 1018: <i>Skyships</i> Fly in Darokin.....	328
Ambyrmont 4, AC 1018: Civil Tension in the Ailpon Region.....	329
Ambyrmont 5, AC 1018: The Horror of Hendry.....	330
Ambyrmont 5, AC 1018: Turmoil Has a Wizard Problem.....	330

Ambyrmont 5, AC 1018: An Intriguing Port of Call.....	331
Ambyrmont 5, AC 1018: First Stage Reached.	332
Ambyrmont 6, AC 1018: Beneath Wit's End.....	332
Ambyrmont 6, AC 1018: Death Cloud Reaches Denagoth.	332
Ambyrmont 6, AC 1018: Shazak Chef.....	333
Ambyrmont 6, AC 1018: Survey Mission Aborted.....	333
Ambyrmont 7, AC 1018: An Unkind Rejection.....	333
Second Week.....	335
Ambyrmont 8, AC 1018: Shifting Alliances Again!	335
Ambyrmont 8, AC 1018: We're Off To See the Wiz—uh, King.....	335
Ambyrmont 8, AC 1018: A Captain Falls Ill.	336
Ambyrmont 9, AC 1018: Stemming the Tides.....	336
Ambyrmont 9, AC 1018: Stonewall Enters Haven.....	337
Ambyrmont 9, AC 1018: Wild Men.....	337
Ambyrmont 9, AC 1018: Islands Opened for Mining.....	337
Ambyrmont 9, AC 1018: A Truthful Confrontation.	338
Ambyrmont 9, AC 1018: The Battle of the Horn.....	339
Ambyrmont 10, AC 1018: The Bitter Taste of Truth.....	339
Ambyrmont 10, AC 1018: Incident in Vestland.....	340
Ambyrmont 10, AC 1018: A Serious Plague Strikes.	340
Ambyrmont 11, AC 1018: A Landing Party Is Sent Out.	340
Ambyrmont 12, AC 1018: Jennites Revise Plans for Conquest of Marlin.....	341
Ambyrmont 12, AC 1018: Junna's New Residence.....	341
Ambyrmont 12, AC 1018: The Big Banquet Arrives in Puerto Morillos.	341
Ambyrmont 13, AC 1018: A Tour of the Kingdom.....	342
Ambyrmont 14, AC 1018: The Merciless Harshness of Truth.....	342
Ambyrmont 14, AC 1018: The Harvest of Fury.....	343
Third Week.....	345
Ambyrmont 15, AC 1018: The Games of Protius.....	345
Ambyrmont 15, AC 1018: Dwarves Demand Passage.....	345
Ambyrmont 16, AC 1018: An Interesting Discovery.....	345
Ambyrmont 17, AC 1018: Treasures of Our Past.	346
Ambyrmont 17, AC 1018: Arrival in Kota-Jayang.....	346
Ambyrmont 17, AC 1018: Cyclone Arrives in Puerto Morillos.....	347
Ambyrmont 18, AC 1018: Intruder Alert!.....	347
Ambyrmont 18, AC 1018: Terari's Charge.....	347

Ambyrmont 18, AC 1018: An Accident on The Big Banquet.....	348
Ambyrmont 19, AC 1018: Master Terari in Aquas.	348
Ambyrmont 20, AC 1018: Vision in the Ring.....	349
Ambyrmont 20, AC 1018: The Yezchamenid Conspiracy.....	349
Ambyrmont 21, AC 1018: Political Terari.	349
Ambyrmont 21, AC 1018: Cyclone Arrives in Kota-Jayang.....	350
Fourth Week.....	351
Ambyrmont 22, AC 1018: Talin and Maltaen Meet.....	351
Ambyrmont 22, AC 1018: Stonewall Takes Warzazath.....	351
Ambyrmont 23, AC 1018: “I Pledge My Allegiance...”.....	352
Ambyrmont 23, AC 1018: More Tranquil Resolution.	352
Ambyrmont 24, AC 1018: The Big Banquet Gone Astray.....	352
Ambyrmont 25, AC 1018: Bensarian Informed of Oakwall Siege.....	353
Ambyrmont 26, AC 1018: Final Clash before Baraga.	353
Ambyrmont 27, AC 1018: Metallic Dragon in Aalban!.....	354
Ambyrmont 27, AC 1018: The Enemy Within.....	354
Ambyrmont 28, AC 1018: A Bit of an International Incident.....	356
EVENTS: SVIFTMONT	357
First Week.....	357
Sviftmont 1, AC 1018: Lone Beastly Dove.....	357
Sviftmont 1, AC 1018: A Tangled Web of Diplomacy.	357
Sviftmont 1, AC 1018: Pa-Thon Snaps Again.....	358
Sviftmont 1, AC 1018: Winter Solstice.	358
Sviftmont 2, AC 1018: Diplomacy at Work!.....	359
Sviftmont 2, AC 1018: Dwarves Ambushed.	359
Sviftmont 2, AC 1018: Favian Finds the Crimson Avengers.	360
Sviftmont 2, AC 1018: The Great Council in Uproar.....	360
Sviftmont 2, AC 1018: A Marooned Man Is Found.	362
Sviftmont 3, AC 1018: Diplomatic Debate: Round Two!.....	362
Sviftmont 3, AC 1018: Devilfish Sightings in Underocean	363
Sviftmont 4, AC 1018: It Couldn't Happen Here... ..	363
Sviftmont 4, AC 1018: We'll Be Working Lake Tonight.	364
Sviftmont 5, AC 1018: Fort Evekarr Falls.....	365
Sviftmont 6, AC 1018: A Champion Rises, Another Falls.....	366
Sviftmont 6, AC 1018: Problems in the Yezchamenid Empire.....	367

Swiftmont 6, AC 1018: My Kingdom for the Elves!	367
Swiftmont 6, AC 1018: A Major Piece of the Puzzle Is Found... and Lost.	368
Swiftmont 6, AC 1018: What Desperate Times Demand.	369
Swiftmont 7, AC 1018: Preservation.....	369
Swiftmont 7, AC 1018: Through with the <i>Concordia</i>	370
Second Week.....	371
Swiftmont 9, AC 1018: Shadow Lord Replaces Grumman.	371
Swiftmont 9, AC 1018: Waiting Is Teaching.	371
Swiftmont 10, AC 1018: A Poor Harvest.	372
Swiftmont 11, AC 1018: Randel Line of Subjects.	372
Swiftmont 12, AC 1018: An Unlikely Call for Help.....	373
Swiftmont 13, AC 1018: A Surprising Invitation.....	373
Swiftmont 13, AC 1018: King Berghthor Demands Explanation.	374
Swiftmont 13, AC 1018: Thicker than Water, Stronger than War.	374
Third Week.....	376
Swiftmont 15, AC 1018: The Great Reckoning Begins.	376
Swiftmont 15, AC 1018: New Kolland Under Siege?.....	376
Swiftmont 15, AC 1018: Mission Accomplished.....	376
Swiftmont 15, AC 1018: Jennite Aggression on the Decline.....	377
Swiftmont 16, AC 1018: A Way Home?.....	377
Swiftmont 16, AC 1018: Butchers Pay a Visit.	378
Swiftmont 17, AC 1018: Conspiracies and Counterproposals.	378
Swiftmont 18, AC 1018: If You See Bargle on the Road, Kill Him.	379
Swiftmont 18, AC 1018: Livelihoods on the Line.	379
Swiftmont 19, AC 1018: King Berghthor Mobilizes Army.	380
Swiftmont 19, AC 1018: Political Pressure Against Favian on the Rise.....	380
Swiftmont 20, AC 1018: Howl of the Wolf King.	381
Swiftmont 20, AC 1018: Tel'Erond Meets Carlolina.....	381
Fourth Week.....	383
Swiftmont 22, AC 1018: Favian Responds to Critics.....	383
Swiftmont 22, AC 1018: The Wrath of Korotiku.....	383
Swiftmont 23, AC 1018: King Qinn Abducted.	384
Swiftmont 23, AC 1018: Heavy Repairs at Ionace.....	384
Swiftmont 23, AC 1018: Call for the Use of the <i>Elvenstar</i>	385
Swiftmont 24, AC 1018: A Very Special Cargo.	385

Swiftmont 24, AC 1018: Allies in the South.....	385
Swiftmont 25, AC 1018: First Ship Leaves Harbor.	386
Swiftmont 26, AC 1018: The Seagull Has Landed.	386
Swiftmont 27, AC 1018: Talin Escapes.	386
Swiftmont 27, AC 1018: A Stormy Day.	387
Swiftmont 28, AC 1018: Mass Desertion of the Shadow Army.	387
Swiftmont 28, AC 1018: The Rendezvous.....	388

EVENTS: EIRMONT 389

First Week..... 389

Eirmont 1, AC 1018: Tour of Honor.	389
Eirmont 1, AC 1018: A Call to Arms.	389
Eirmont 1, AC 1018: The Prodigal King Returns.	390
Eirmont 2, AC 1018: The Mouth of the Oracle.....	391
Eirmont 2, AC 1018: Abduction in Aalban!.....	392
Eirmont 3, AC 1018: Notrion Defaults on Payments.	393
Eirmont 3, AC 1018: Amnesia?.....	393
Eirmont 4, AC 1018: A King's Dilemma.	394
Eirmont 5, AC 1018: Second Volume of Thrainkeliad Published.	394
Eirmont 5, AC 1018: Dark Enlightenment.	395
Eirmont 5, AC 1018: Stonewall Invasion Feared.	395
Eirmont 5, AC 1018: Bravado in Baraga.....	396
Eirmont 6, AC 1018: King Ragnar Issues Call to Arms.....	397
Eirmont 6, AC 1018: The Infidels at Home.....	397
Eirmont 7, AC 1018: The Obsidian City.	397
Eirmont 7, AC 1018: Desperate Times Make for Unlikely Allies.	398

Second Week..... 400

Eirmont 8, AC 1018: A King in Amber.	400
Eirmont 8, AC 1018: <i>Chef Lézard</i>	400
Eirmont 9, AC 1018: Priests of Idris on the Attack.....	401
Eirmont 9, AC 1018: The Ejlker.....	401
Eirmont 10, AC 1018: A New Leader for Vanya's Chosen.	401
Eirmont 10, AC 1018: Ericall Ponders His Future.	402
Eirmont 10, AC 1018: Soth's Shopping List.	402
Eirmont 11, AC 1018: Winter's Revenge.....	402
Eirmont 12, AC 1018: Ground-Breaking in Caurenze.	403

Eirmont 14, AC 1018: A Matter of Consideration.	403
Eirmont 14, AC 1018: Did You Hear That?	404
Eirmont 14, AC 1018: Political Pressure against Stonewall on the Rise.	404
Eirmont 14, AC 1018: Docking Cave Is Ready.....	405
Third Week.....	406
Eirmont 15, AC 1018: City of Dead Children.	406
Eirmont 15, AC 1018: Exorcise Those Spirits.	406
Eirmont 15, AC 1018: Dwarves Are Reinforced.....	407
Eirmont 15, AC 1018: Royal Army Finally Arrives.	407
Eirmont 16, AC 1018: Dissension among the Ranks?.....	407
Eirmont 16, AC 1018: Theft at the House of Yuschiev.....	407
Eirmont 16, AC 1018: Free Jennites Take Draeh.	408
Eirmont 17, AC 1018: Homeward Bound.	409
Eirmont 17, AC 1018: Deal with Dracolish.	409
Eirmont 17, AC 1018: It's Big, It's Green!	410
Eirmont 17, AC 1018: Courses Are Charted.	410
Eirmont 17, AC 1018: Witch Burned.	411
Eirmont 18, AC 1018: <i>Skyship</i> Hijacked!.....	411
Eirmont 18, AC 1018: A Small Scandal.....	412
Eirmont 18, AC 1018: High Priestess Learns of the Shadow Lord's Activities.	412
Eirmont 18, AC 1018: Ambur to the Rescue.....	413
Eirmont 18, AC 1018: Dwarven Subjects.	413
Eirmont 19, AC 1018: Sir Grygory Looks Beyond Mirros.	414
Eirmont 20, AC 1018: A Chilling Experience.....	414
Eirmont 20, AC 1018: Dwarves Are Swamped.....	415
Eirmont 21, AC 1018: Demand for Ships Falls.....	415
Fourth Week.....	417
Eirmont 22, AC 1018: Sir Grygory Reaches Luln.....	417
Eirmont 22, AC 1018: Ragnar's Household Destroyed.	417
Eirmont 22, AC 1018: A Most Welcome Sight!	417
Eirmont 23, AC 1018: Thief's Pay.	418
Eirmont 24, AC 1018: Royal advice.....	418
Eirmont 24, AC 1018: Warm Welcome in Luln.....	418
Eirmont 24, AC 1018: The Perfect Home.	419
Eirmont 25, AC 1018: Emperor of Nayce.	419
Eirmont 25, AC 1018: Showdown in Draeh.....	419

Eirmont 25, AC 1018: Construction Started.....	421
Eirmont 26, AC 1018: Vestland Marches on the Modrigswerg.	421
Eirmont 26, AC 1018: Sir Grygory Returns Triumphant.	421
Eirmont 27, AC 1018: Avienites March against Thariss.....	422
Eirmont 27, AC 1018: New Road Opened.	422
Eirmont 28, AC 1018: Gremlish Raid Again.	422
Eirmont 28, AC 1018: The Darkened Lair of the Serpent.....	423

EVENTS: KALDMONT..... 425

First Week..... 425

Kaldmont 1, AC 1018: Black Where He Belongs.	425
Kaldmont 1, AC 1018: Economy Hurts the <i>Reaver</i>	425
Kaldmont 2, AC 1018: The Return of Sigmund von Drachenfels.....	426
Kaldmont 2, AC 1018: Surveyors Released.	426
Kaldmont 3, AC 1018: A Night of Terror.	427
Kaldmont 3, AC 1018: Prelude to Going Out.	427
Kaldmont 3, AC 1018: Invitation Declined.....	427
Kaldmont 3, AC 1018: The Jennites Consider the Future.	428
Kaldmont 5, AC 1018: Harsh Winter.	428
Kaldmont 5, AC 1018: In Search of the Ultimate Weapon.....	428
Kaldmont 5, AC 1018: Canal Section Opened.	429
Kaldmont 6, AC 1018: King Qinn Addresses the Grand Council.....	429
Kaldmont 6, AC 1018: Winter Arrives.....	430
Kaldmont 6, AC 1018: Return of the Master.....	430
Kaldmont 7, AC 1018: Terari's Leave.	431

Second Week..... 432

Kaldmont 8, AC 1018: Ostland Raids Vestland.	432
Kaldmont 10, AC 1018: The Day of Going Out.....	433
Kaldmont 10, AC 1018: Kalin and Favian Discuss Plans for Blackrock.....	433
Kaldmont 10, AC 1018: The Work Continues.	433
Kaldmont 11, AC 1018: An Exile Returns.....	434
Kaldmont 12, AC 1018: King Bergthor Retreats.	434
Kaldmont 12, AC 1018: The Work Continues.	435
Kaldmont 13, AC 1018: Grappling for the Glory.....	435
Kaldmont 14, AC 1018: Sir Leonid Falls.	437
Kaldmont 14, AC 1018: Every Cloud Has a Silver Lining.	438

Kaldmont 14, AC 1018: New Hope, New Paths.	438
Third Week.....	440
Kaldmont 16, AC 1018: Talks Begin.	440
Kaldmont 17, AC 1018: An Attempt to Cheat.	440
Kaldmont 17, AC 1018: <i>Concordia</i> Home.	441
Kaldmont 17, AC 1018: The Madness of Prince Harald.	441
Kaldmont 18, AC 1018: Ejlker Dauw.	442
Kaldmont 20, AC 1018: Dark King of Limn.	442
Fourth Week.....	444
Kaldmont 22, AC 1018: Shell Game.	444
Kaldmont 22, AC 1018: <i>Frau</i> Hildegarde Prepares for a Duel.	444
Kaldmont 26, AC 1018: The Dragon Rests.	445
Kaldmont 26, AC 1018: Canals Are Sold!	445
Kaldmont 26, AC 1018: The Justice of Ares.	446
Kaldmont 27, AC 1018: The Amulet Returns.	446
Kaldmont 27, AC 1018: Shadow Lord Remains Quiet.	446
Kaldmont 28, AC 1018: Ragnar Is Free.	447
Kaldmont 28, AC 1018: An Unhappy Populace.	447
Kaldmont 28, AC 1018: The King Counts His Allies.	448
Kaldmont 28, AC 1018: Dove Finds Safety?	448
Kaldmont 28, AC 1018: Day of Renewal.	448
PREDICTIONS AND PRONOSTICATIONS.....	450
Seers and Diviners.....	450
Rumor Mill, <i>Skalds</i> and Minstrels	450
Predictions	450
“In the south the metal rises”	450
“A box that once was filled with dark”	450
“Dragons wander in and out”	450
“The mighty Orient”	451
“ <i>Les Enfants du Soleil au pays de retour</i> ” / “Children of the Sun King for the homeland fightin’”	451
“The Known World is ever-expanding”	452
“All that is dead”	453

INTRODUCTION



Preface

Dear Reader

The wonderful book you now hold in your hands is the ninth 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 previous almanacs. I am Belzamith Fingertackles, an illusionist of Highforge in the wonderful Kingdom of Karamaikos. Oh yes, before I forget: I'm also a gnome. I have several fascinating hobbies including 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.

We wanted to make this issue of the almanac as thorough as possible. Those who own previous almanacs will notice that this year's edition is not significantly bigger—we have tried to stabilize the weight of the almanac you are holding in your hands. We have, however, tried to make it easier and more agreeable to read, by using a new font and spacing, and by adding even more awesome illustrations, portraits, and maps. The Mystaran Almanac has been divided into three volumes for easier reading: Book I is the Atlas, Book II is the Events, and Book III is the Adventures.

The volume you are now holding is Book II: the Events.

Now, of course you must all be wondering what changes have been made to this year's Mystaran Almanac, that we brag about it. Well, we still have our famous on-site 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—some of our correspondents have actually disappeared, and I don't buy the theory that they had unfortunate accidents—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.

As for changes, there is one I'm sure you'll notice. This year, the almanac does not introduce new and previously unknown portions of our world; although several new nations of the far fringes of the world, that were introduced in previous almanacs, are described in greater detail in this edition. In some cases, various portions of the better known parts of the world are described in greater detail, too. I

hope you'll enjoy reading about them as much as we enjoyed chasing for the best information to provide you, the reader.

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, and yet more thanks to those who, after getting their hands on an almanac, decided to volunteer as reporters and correspondents to bring us more news from every known corner of Mystara! We are always eager to reproduce fresh takes on well-known countries, or to hear about new ones!

Therefore, it is with great pleasure that I present to you the new and improved Mystaran Almanac, AC 1018 edition. It would also be my pleasure to hear from you, gentle readers, on your opinions of our presentation and content.

Belzamith Fingertackles, Co-Editor

Mystaran Almanac

Mirros, Karameikos

Nuwmont, AC 1018

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. That information is as concise as possible, and I hope accurate, for quick reference.

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 though we gathered a lot of data we knew some of it was inaccurate. I still hope such information, and others I'd like to include as well, will one day find its place in the almanac—it almost did this year, but we haven't finished sorting the truth from misleading information that was fed to us. I wish I could blame the gnome for the almanac's bulk, but I fear I must share responsibility on this, though at least I was able to keep things to a reasonable length this year.

Anyway, I've said the important stuff, so it's time to start reading the Mystaran Almanac. If you have anything important to tell us, let us know. Make sure it's important, because with all our correspondents, we don't have time for useless letters. Also, speaking from the previous years' experience, most of you should learn to write in proper Thyatian before sending us any letters!

Dorrik Stonecleaver, Co-Editor

Mystaran Almanac

Mirros, Karameikos

Nuwmont, AC 1018

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, etc.) can be read by both players and DMs of Mystara. The information given is general, usually common knowledge, and more than often slightly—or not so 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? It already happened (and we're sorry for that). DMs may also 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 judgment as to whether or not his players know this information. As such, merchant PCs should have access to the Economica section, while superstitious PCs will probably know their horoscope, for example.

The timeline section, dealing with events for the year of AC 1018, 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 that will give a brief summary of location, size, population, languages, coins, taxes, industries, and flora and fauna.

There is also a section that lists the names of important people at any given entry.

Finally, a 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. Some of them are available through Joshuan Gallidox Publishing.

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 that 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. Often, though, those sections are original, as a new correspondent has joined the almanac and gives us his or her own perspective on a place.

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

Artists for the Events

Here is our list of artists whose creations you can see in the almanac:

Jalinoor Cerrulian

Jalinoor Cerrulian is an Alphatian artist who dabbles in chronomancy... or perhaps he's a chronomancer who dabbles in paint and canvas. Either way it boggles the mind. Cerrulian's powers are at the disposal of Gallidox Publishing, and he is quite capable (and most enthusiastic) of being able to illustrate any event that is worth illustrating. "Any place, any time."—his motto.

Anonymous

Various artists, like some correspondents, prefer to remain anonymous. Rumors have it at Joshuan Gallidox that one artist would be an imp that has a special skill of painting little pictures really fast, but this might be a joke that we dare not pass onto you, revered readers.

EVENTS: NUWMONT

First Week

Nuwmont 1, AC 1018: Doom's Aftermath.

Location: Diplomatic camp near Stonewall camp in the Arkan Flatlands, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **WW**

Description: Yesterday, the last day of AC 1017, the peace-talks between the Stonewall invaders and the alliance between Arkan and Foresthome ended in catastrophe when someone tried to assassinate Stonewall's leader and chief negotiator, General Selcomad, by firing a crossbow bolt at him that struck him in the chest. This caused a confusing battle as all sides seemed confused.

However, most of the important participants, among them General Lotaran, Wolf-Hunter, and Etesse from Arkan, Commander Trallans of Foresthome, and Amagast of Stonewall escaped without any particular wounds.

General Selcomad is obviously hurt, but he is not dead yet. However, because magic still hasn't returned, his condition is precarious at best. Still, once magic returns and one of Stonewall's priests hurries to cast a heal spell on him, it is clear that he will survive, but because he was so long subjected to the wound, he remains unfit and retires to recover from his wounds.

It is obvious, though, that the peace talks have failed completely, and the battles begin again. It does not amount to much in the beginning, however, because Stonewall currently has the upper hand in the war, and Selcomad is their leader, so most of their forces are uncertain what their overall effort should be now. There are numerous skirmishes as Arkan and Foresthome forces harass the Stonewall lines, though. (See Nu. 3, Nu. 8.)

What This Means: Nobody seems to know which side sabotaged the peace talks or if Selcomad was the intended victim. For the moment it doesn't matter since the outcome is clear, and the war continues. Once Stonewall recovers from the shock, that will be a big problem for Arkan because the Stonewall invaders are already uncomfortably close to Ceafem, the capital of Arkan.

What the PCs Can Do: If the PCs are here, and assuming they survived the peace talks, there should be plenty of skirmishes for them to participate in, whichever side they favor.

Nubmont 1, AC 1018: Escape from the Nameless Tower.

Location: Nameless Tower, Great Forest of Gelfron, Kingdom of Denagoth. *NW*

Description: The battle inside and outside the Nameless Tower has ended, and the remaining Genalleth elves, along with Professor Dove, manage to escape the building before the break of dawn, avoiding its deadly magical traps, which now return to full power once the Day of Dread has passed. They retreat south through the snow-covered forest, licking their wounds, and prepare to return to the crusaders' camp at Enoreth Shrine. Of the 100 that set off, only about 75 escape. Two of four black dragons sent by the high priestess also manage to escape the fierce battle.

The Shadow Lord, also there to find his phylactery, manages to recover it and to flee before it's too late, teleporting to Two Lakes Vale once magic returns. There he hides from prying eyes the best he can, and proceeds to complete his ceremony of ascension to full lichdom.

Idris is informed of the intruders who have visited Her sanctuary and She is mortified to discover that despicable elves were among the intruders. Infuriated, She leaves it to Her high priestess to impart Her wrath on the infidels. (See Nu. 2, Nu. 7.)

What This Means: A serious blow has been dealt to Idris's plans and She is not amused. Her archenemies have penetrated Her most sacred bastion and the traitorous Shadow Lord has escaped Her clutches. For the moment, the high priestess is suffering Idris's full wrath and She needs to find alternate targets quickly.

What the PCs Can Do: PCs involved in the elven mission to the Nameless Tower will be called upon to negotiate deadly traps, fight or avoid various constructs, and battle black dragons outside the tower.

Nuwmont 1, AC 1018: Mixed Fortunes for Nyx's Plot.

Location: Barony of Two Lakes Vale, Icereach Range. NW

Description: Sylarion was worried because of the Day of Dread's possible influence over the Death Stone and the gate to the Sphere of Entropy. However, the day has passed and the gate has remained stable.

Unfortunately, in areas of Norwold outside Two Lakes Vale, the death leeches sent to infiltrate the dominions reverted back to their normal form during the Day of Dread, and many of them were discovered and killed helplessly. (See Nu. 3, Va. 12.)

What This Means: The gate to the Sphere of Entropy remained open as the Death Stone is an artifact and therefore immune to the effects of the Day of Dread. On the other hand, the death leeches being magical creatures were forced back to their natural form once magical failed. However, the death leeches retained their adopted forms in Two Lakes Vale due to the Death Stone and the Death Cloud.

What the PCs Can Do: Slaughter as many death leeches as possible, then discover where they have come from.

Nuwmont 1, AC 1018: Deltart's Fears Confirmed.

Location: Torenal Site, Sunken Arogansa, Nayce. AS

Description: Last year, Commander Deltart made an appeal to the Naycese Council for Torenal Site to be reinforced, as he feared the ghouls might take advantage of the Day of Dread to attack Torenal again as they did last year. Those concerns were justified, because that is exactly what the ghouls did, and in greater numbers than the year before! However, Torenal Site was ready this time. Deltart pleaded to King Juliast of Underocean strongly for help from the tritons, and a number of soldiers did arrive to defend Torenal Site, though Deltart was much dismayed to learn that their leader, Tanalos, and in fact many of the soldiers, were non-spellcasting merrow, and so commoners. Still, even Deltart had to admit that they were effective in their defense when the ghouls attacked, and with Torenal Site sealed off, the damage was relatively minor, although eleven merrow were killed. Today when magic returns, however, Deltart tells Tanalos that the "real leaders" have no further use for his soldiers now that magic has returned. The commander merely looks at him, then orders his soldiers back to Underocean, and they depart. (See Nu. 19, Va. 2.)

What This Means: Once again the arrogance of Alphatian aristocracy rears its ugly head—Torenal Site would have been doomed had it not been for the Underocean soldiers, yet in the end Deltart is more concerned with Tanalos, a mere commoner in his eyes, stealing his thunder. Tanalos is bitterly disappointed by Deltart's condescending tone, but decides to bite his tongue after the business between the wizard Allanas of Aquas and Underocean's Baron Torin last year. However, Tanalos will go back and tell King Juliast exactly what he thinks of these Alphatians. The consequence of that is that Deltart has burned a bridge in his blind dismissal of commoners, as King Juliast will be unlikely to commit troops to Torenal's defense again.

What the PCs Can Do: If the PCs are involved, they might be able to smooth things over a little. They might be able to convince Tanalos that Deltart is a representative of all Alphatians, though they will be unable to convince him that most Alphatian leaders are different from Deltart. Similarly, they might convince Deltart that it is not too wise to dismiss the Underocean soldiers so rudely, though they have to be careful about how they choose to articulate their concerns—Alphatian aristocrats don't take kindly to what they perceive as criticism! Obviously the PCs can also help repel the remaining ghouls once magic returns. If they are tritons or merrow, they can be part of Tanalos's force and help repel the undead on the Day of Dread itself.

Ruwmont 1, AC 1018: Elbes Escape from Lothenar Forest.

Location: Dragon Knights' Cave, Lothenar Forest, Kingdom of Denagoth. **NW**

Description: The Long Runner survivors of the assault on the Dragon Knights' cave in the heart of Lothenar Forest make a hasty retreat from the newly-formed tomb of their brave leader, Beasthunter. They head back to Enoreth Shrine intent on informing their brethren of the sacrifice of their late leader. (See Ru. 7, Va. 8.)

What This Means: Word will eventually spread throughout the elven clans of Beasthunter's final act, which will restore his lost honor after being fooled into assassinating King Sylharen of Wendar.

What the PCs Can Do: Lead and protect the survivors through the deadly Lothenar Forest to the sanctuary of Enoreth Shrine.

Ruwmont 1, AC 1018: Citizens Take to the Streets.

Location: City of Corisa, Milenian Empire. **HW**

Description: With the return of the Red Sun, scores of protestors take to the streets, calling for the removal of Emperor Adronius. They claim that the second disappearance of the sun within ten circles, both during Adronius's reign, are an ill portent, and a sign that he should be removed before further evil befalls the empire. They cite his original failure to eliminate the Zargosians, the scandal involving the Midwives, and other troubles throughout the empire as evidence of Adronius's poor leadership. (See Va. 17, Ka. 13.)

What This Means: This a natural course of action in response to the uncertainty brought on by the disappearance of the sun. Political protest and democratic freedoms are a mainstay of Milenian society, and there is a percentage of citizens who would like to see a new emperor, for various reasons.

What the PCs Can Do: Join in the protests, if they are so disposed, or attempt to debate the protesters, if they favor the emperor. It is possible that the protest grows violent, in which case the PCs can be called upon to restore order.

Ruwmont 1, AC 1018: Bensarian "Wakes Up."

Location: Royal Citadel, City of Wendar, Kingdom of Wendar. **OW**

Description: The entire King's Guard have been guarding the royal citadel against any attempts to interfere with Bensarian as he undergoes his annual day-long sleep. The group of good elves of the guard make their move as magic returns. Using invisibility and sleep spells, they manage to overcome

the guards between their station and Bensarian's chambers. Upon entering the chambers they notice Bensarian is beginning to awaken, but first they must attack the Idris cultists stationed there to "protect" the sage. It is a desperate battle. Those elves not in melee cast dispel magic on Bensarian, but their magic seems to have no success. The battle is not going well for the elves and they are driven away before they are able to intervene effectively.

Once Bensarian has regained his bearings, the Idris cultists welcome him back and inform him how they just saved him from the elves' attempt on his life. Bensarian gruffly thanks them, then asks them to arrange for meeting today with Idris's master spy in Wendar to discuss plans for the new year.

That evening, in a private house in Wendar City, Bensarian meets Idris's master spy. During the meeting they are ambushed and captured by Genalleth elves. (See Va. 4, Th. 3.)

What This Means: In truth, the real Bensarian awoke in his body this year and immediately realized what was happening. He pretended to still be the Onyx Wizard impersonating him and headed directly for the master spy (using Idris's network of spies and couriers to his advantage) to catch him. He sent the elves a series of secret messages telling them where and when they should intervene, and they trusted him. Once the spy was captured, the elves began to interrogate him to extract information about Idris's plans and Her network of spies in Wendar, but he took his own life without giving anything away.

What the PCs Can Do: If they are part of the group trying to rescue Bensarian they will have to plan the attacks well. The normal guards between where they are stationed and the royal chamber are not Idris cultists and should not be killed. The PCs cannot afford to be captured and must execute a good escape plan.

Nuwmont 1, AC 1018: Start of the Thirteenth Year of Rule.

Location: City of Mirros, Kingdom of Karamaikos. **OW**

Description: An aging but still strong Stefan Karamaikos appears before his court to celebrate his thirteenth full year of rule. This time he is, for the first time, clad in royal regalia sent to him by the Thyatian Empire—a splendid crown and brocaded silk robes both studded with jewels. He speaks briefly on the growing prosperity of the kingdom and peace with their neighbors. Most applaud enthusiastically but a few seem more subdued, almost discontented. (See Va. 3, Sb. 7.)

What This Means: The people of Karamaikos are happy with Stefan, but some wonder about his decision last year to cede some land to Thyatis, and are even more troubled by his appearing in regalia sent by the empire, believing that it might signify his submission to Thyatis. Eusebius did send the crown and robes as a form of symbolism, not only signifying the empire's acknowledgement of Stefan's royal rank but also to signify the superior authority of the emperor. But this is nothing more than a symbolic assertion of authority, and Karamaikos remains independent. A few are angered by Stefan's cession of land and are still more enraged seeing him garbed in gifts from Eusebius, but they hide their anger and bide their time.

On the other hand, many Karamaikans who follow the Cult of Halab are beginning to doubt their faith. Stefan is a very old man now, and the crisis they thought Stefan, as Halab incarnate, would overcome has yet to materialize. For a while they thought the threat would come from Thyatis, but now

that has dissipated and they're getting more desperate. Some are even considering precipitating a crisis that "Halab" can overcome, probing his divinity and spreading his faith.

Nubmont 1, AC 1018: Aftermath of the Massacre.

Location: City of Glantri, Principalities of Glantri. *OW*

Description: In the light of the tragic Alexander's Day massacre, the princes of Glantri convene in an impromptu session of the council, with the primary concern being the potentially disastrous political and diplomatic ramifications of the event. Finger-pointing and blame-shifting quickly ensues—Princess Dolores Hillsbury, for excessive force against the pilgrims at Belcadiz Manor; Princessa Carnelia de Belcadiz, for alleged complicity in the miracle of Los Amantes—but Princess Isidore d'Ambreville, as chamberlain of the land, announces that she has already taken steps to secure road blocks on Glantri's borders, for the security of the clerics and pilgrims, and solicited the assistance of her family to aid the victims of the massacre. In the meantime, all the princes, especially the chancellor of the princes in charge of foreign relations of Glantri, Prince Urmahid Krinagar, are left to devise some definitive course of action.

That night, Lady Esmeralda Crewan hosts a small reception at the Hall of Diplomats, and Sir Boris Gorevitch-Woszlany is seen dining with Sergei Corenescu, Lord Ambassador of Karamaikos. (See Nu. 5., Va. 3.)

What This Means: Ever pragmatic, Princess Isidore d'Ambreville leads the way in finding solutions to the clerical dilemma. One such way is asking her brother-in-law, the cleric Père Simon d'Ambreville, to resurrect the victims of the massacre, if possible. She also employs her nephew and his wife, Sire Jean-Louis and Lady Tatiana d'Ambreville—long-time allies of clerics in Glantri—to help assuage the situation with the clerics and pilgrims. On the other hand, she has her militant cousins, Sire Guillaume and Dame Jeanette d'Ambreville, cultural censors of Nouvelle Aberoigne, to deal with the more belligerent factions of the Valerian worshippers—and there are many of them!

Taking their cue from Isidore, both Princess Carnelia and Prince Morphail Gorevitch-Woszlany order their retainers—Lady Esmeralda and Sir Boris, respectively, both skilled in charms mundane and magical—to meet the various ambassadors in Glantri and deal with potential problems on the diplomatic front.

What the PCs Can Do: Allies of clerics may be helping them escape Glantri, or assisting them in organizing a reprisal for the Alexander's Day massacre. Alternatively, PCs may be attempting to capture and detain the pilgrims, as well as preventing injustice and wrongful treatment by the more rabid cleric-hating Glantrians. With the volatile situation in Glantri these days, PCs with any clerical connections will surely be kept busy!

Nubmont 1, AC 1018: Trio.

Location: Trio Fighting Grounds, border between the City-States of Serenia and Adunapolis, Confederated Kingdom of Minaea. *SK*

Description: As every New Year's Day, at the Trio Fighting Grounds where athletic competitions are held between representatives of the cities of Serenia and Adunapolis, the bloodiest sport event of the land is held. The Trio is a fight between three citizens of Serenia and three of Adunapolis. The

tradition is that every fourth year the fight is to be to the death; otherwise, the fight goes on until one party is completely unconscious (so there are often fatalities anyway). This year it is a Death Trio, and a rabid audience from both cities, on opposite sides of the arena, is in attendance. This year, it is Serenia that wins the match, with only one surviving man, an experienced fighter known as Zulda, who has already taken part to the last three Trios. This is his third victory in four years. (See Nu. 4, Ka. 17.)

What This Means: Serenians and Adunapolites hate each other with passion, but the hatred remains confined to the arena. During the year there are several competitions, all held at the Trio Fighting Grounds, located at the border between the two city-states, on the road from Serenia to Adunapolis. The two cities' citizens take the competitions very seriously, and no accidents or brawls ever take place during the match or the preparation of the events. The Trio Fighting Grounds host an arena, inns and a small village. Apart from the few days around the events, the village's main activity is to sustain the local monastery of Ares, Bringer of War, one of the Olympian Immortals worshipped by the Minaeans. The clergy of Ares is responsible for the organization and act as referees for all the competitions, the most important being the Trio, held each New Year's Day.

What the PCs Can Do: Either attend the match, or take part in it. Be warned that resurrection is not tolerated for characters that die in a Death Trio (though it is allowed for those that die during a normal Trio). Those who die in a Death Trio are considered sacrificed to Ares, Bringer of War, so a resurrected contender will have the clergy on his tracks, with the help of some of the two cities' best fighters, enraged by the sacrilege. If the DM is really evil, this is a good idea. Otherwise, you can decide that the Death Trio was held last year (or will be held next year).

Nuwmont 1, AC 1018: A Call from Soth.

Location: Tower of Soth, Delta Kingdom, Nithian Empire. **WW**

Description: El-Daman Khu arrives at the twisted and fell Tower of Soth. The cleric falls to his knees at the sight of the grotesque structure. After some time, he rises, walks toward the thing, and enters. (See Va. 22, Fl. 27.)

What This Means: El-Daman Khu is a powerful cleric of Kaniborus who was called by the Tower of Soth for some terrible purpose. The tower, which is actually a paralyzed burrower, gained in strength during the darkening of the Hollow World's red sun at the end of last circle. Using its increased power, the tower called out to suitable candidates, persuading them to come and learn its dark secrets. El-Daman Khu traveled across the darkened land of Nithia, until finally arriving this sleep. The whispers in his head then beckoned for him to enter, and he obeyed.

Nuwmont 2, AC 1018: Tax Woes.

Location: City of Thyatis, Duchy of Thyatis, Thyatian Empire. **OW**

Description: In the imperial senate a number of senators begin to discuss the complaints of their constituents. They are upset over the emperor's recent trade policies that have made it more difficult to buy goods from foreign merchants (especially from Darokin), raising prices and causing some Thyatian merchants to not worry about quality because their foreign rivals have been restricted.

Beyond this, though, they raise bitter complaints over the property tax, claiming it is so onerous that people are having trouble paying it and that some are even getting close to having to sell their homes and other properties. They propose that it be eliminated, and debate begins in the senate on a law rescinding the property tax.

What This Means: The complaints are largely legitimate, though many senators are worried more about the higher cost they and their wealthy friends have to pay for imported luxuries and the impact of the property taxes on their estates than on the welfare of humbler Thyatians. Agents of the Darokinian Diplomatic Corps “helped” many senators make the connection between the higher price of some of the goods they desire and the actions of Thyatian customs agents in restricting the activities of foreign merchants. They hope to influence the senate to get the empire to change its policies, to the benefit of Darokin.

Eusebius learns of these discussions almost immediately. Though the emperor formally has no role in the senate, as Duke of Thyatis he appoints two senators who are, in effect, his mouthpieces. He knows the tax on property is bringing in a lot of revenue for the treasury but did not know that it was set so high that many people would find it hard to pay it, over time. He’s interested not in beggaring Thyatis but in making it more prosperous, so that revenues will continue. He doesn’t want the tax eliminated but after discussing it with his fiscal advisors understands the need to lower it. He soon has his supporters in the senate propose a measure that would reduce, rather than repeal, the tax.

As for the dispute over the impact of his policies on the price of foreign goods, Eusebius is less agreeable here. But he knows he has done a lot to upset many prominent Thyatians, whose continued support he needs. He decides not to push this, because he feels he can achieve his goals with respect to trade and the like by other means. (See Ru. 7, Ru. 13.)

What the PCs Can Do: If they own property in Thyatis, they might try to influence the course of debate by engaging in some political adventures and attempts to persuade the senators and other officials.

Ruwmont 2, AC 1018: A Dungeon Full of Scapegoats.

Location: Idris Tower, Lothenar Forest, Kingdom of Denagoth. *NW*

Description: The High Priestess of Idris, overcome with rage after learning that the elves had breached the Nameless Tower, orders the wholesale execution of many elven prisoners held in the dungeons below the tower. As many as 100 elves are mercilessly slaughtered before the high priestess’s anger subsides and she reminds herself of the value of the elves for producing the Children of Idris. The high priestess then draws upon the power of the elven slaughter and bestows a terrible secret curse upon the Nameless Tower trespassers. (See Ru. 1; Ru. 7, Va. 3.)

What This Means: The high priestess has been beaten by the elves in this round and is far from a gracious loser. At the expense of stock for the Children of Idris creation project, she took her fury out on elves held captive as a result of Wendarian deportation and warring in the Great Forest of Geffron. So evil and violent an act committed by the high priestess it was, that she was granted the power to lay a special and ancient Denagothian curse upon the elves and Christopher Dove who entered the Nameless Tower. The recipients of this curse will not notice its effects for some time. One trespasser unnoticed by the high priestess was her unruly vassal, the Shadow Lord, who escaped curse-free.

What the PCs Can Do: If PCs are unlucky enough to be held in Idris Tower, they may be presented with an opportunity to escape. If they do escape they have the tough choice of either running for their lives or trying to save the doomed elves.

For the Nameless Tower warband, there is little the PCs can do to prevent the curse. If they are amongst this group, they are allowed a saving throw vs. spells at -4 to avoid the effects of the curse (via a secret DM roll).

Nuwmont 3 AC 1018: A Grand Call To Arms.

Location: City of Freiburg, Territory of Heldann, Heldannic Empire. *OW*

Description: A decree is issued from the Star Chamber in Freiburg: All able-bodied men between the ages of 16 and 25 are to report to the nearest temple of Vanya, and present themselves to the senior cleric. If they are pronounced fit for military service, they will receive food and lodging at the temple until passage can be arranged to the cities of Freiburg, Landfall, Grauenberg, or Oceansend. Thereafter, they will assume active service in Her Most Valiant Lady's Order. (See Va. 20, Th. 24.)

What This Means: The declaration last year of Ordensgeneral Heinrich Straßburger, a high-ranking member of the Heldannic Order, that the current Oberherr, Wulf von Klagendorf, was no longer fit to rule, shook the Heldannic Territories. While there have always been differences of opinion in terms of interpreting the doctrines of Vanya, never has the leader of the order been openly questioned in such a manner. By the end of AC 1017, Straßburger was reportedly calling up troops in the regions that had declared allegiance to him. Facing an open rebellion, and possibly a civil war if things get out of hand, Herr Wulf has declared a call to arms of his own. He has decided to develop four power centers—those larger cities that declared allegiance to him—where troops could gather and train, and from which his armies could regain control of the country if necessary.

What the PCs Can Do: New PCs could start their adventuring careers by being among those young men who are called into active service. Women will be turned away at first, but those who show promise (i.e.: female PCs) will be allowed to train.

Nuwmont 3, AC 1018: Conceptual Leap for Nyx's Agents.

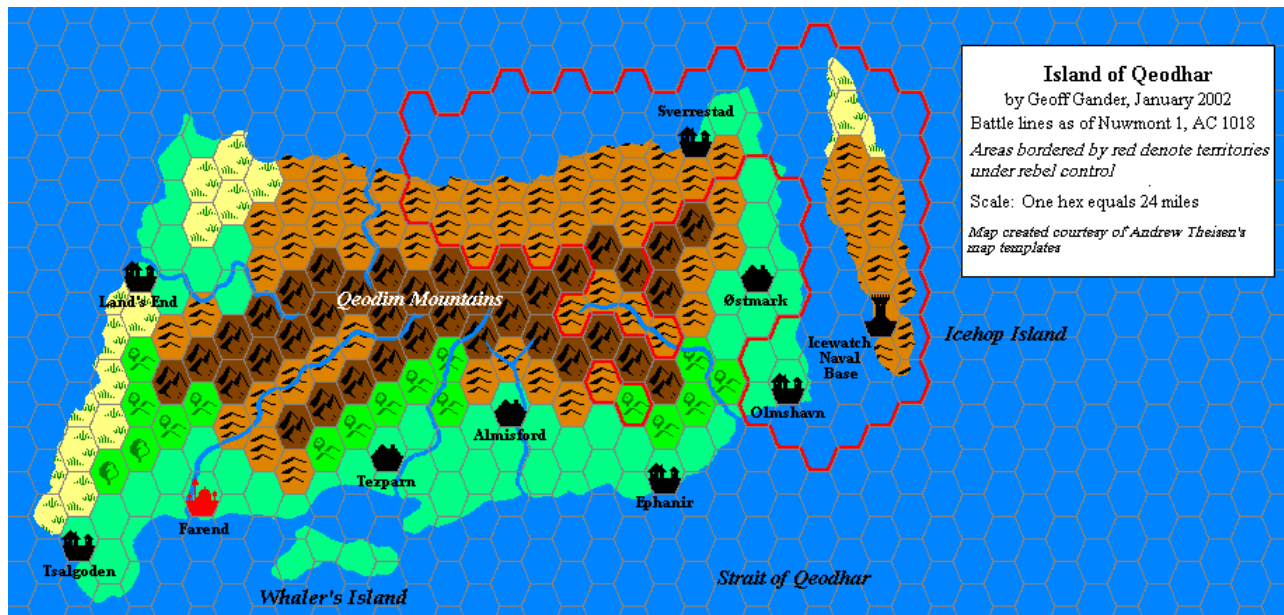
Location: Barony of Two Lakes Vale, Icereach Range. *NW*

Description: Sylarion and Ulsline receive reports that their death leech infiltrators outside Two Lakes Vale reverted to their natural form on the Day of Dread, unlike the local death leeches. They begin to understand what kept the death leeches in Two Lakes Vale from experiencing the same occurrence: the Death Stone and the Death Cloud which covers the whole vale. They eagerly commence plans to accelerate the expansion of the Death Cloud. (See Nu. 1; Va. 12, Va. 13.)

What This Means: The Day of Dread has presented an obstacle to Nyx's plan of undead world conquest. It is now obvious that the death leeches' role of infiltrating ruler's courts around Norwold to prepare for an undead invasion first requires the expansion of the cover of the Death Cloud to be carried out successfully.

What the PCs Can Do: After the unmasking of the death leeches on the Day of Dread, heroes all over Norwold are questing to find the source of this new menace.

Nuwmont 3, AC 1018: Ill Winds Bring Ill News.



Location: City of Farend, Kingdom of Qeodhar, Nayce. AS

Description: Norlan, Kjabik [King. Cd.] of Qeodhar, receives news of the surrender of his garrison on Icehop Island late last year. Accompanying the report is a note from the Østmarhabner rebels, who state that most of Norlan's men are still alive, and could be returned to him in exchange for the freedom of an equal number of rebel prisoners.

Disappointed at the news, but still resolute, Norlan orders his messengers to pass the word on to his generals: The assaults will continue regardless of the loss of Icehop Island, and effort will be made to bargain with the rebels. (See Nu. 13, Va. 24.)

What This Means: With the loss of Icehop Island, Norlan's forces no longer have a strongpoint from which to maintain an effective eastern front against the rebels. This, and the capture of the soldiers themselves (some of whom had official orders in their possession), has not only relieved the pressure on the rebels; they now have more information about Norlan's tactics and plans. They will be better able to anticipate his attacks now, which will make Norlan's goals harder to fulfill.

What the PCs Can Do: PCs in Norlan's employ may be sent to eastern Qeodhar to determine the actual situation on the field, and possibly to recommend courses of action. Such a mission, taking the PCs behind enemy lines, would be highly dangerous, of course.

Nuwmont 3, AC 1018: Stonewall Advances.

Location: Stonewall camp in the Arkan Flatlands, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. HW

Description: Initially a little surprised by the outcome of the peace talks, the Stonewallers clearly press forward once they put their minds to it. Selcomad is still wounded, but Stonewall has plenty of

other warlords. Currently command falls to Colonel Sorentas, who pushes the Stonewall forces forward with fury and vengeance.

The Arkan and Foresthome forces are steadily pushed back toward Ceafem. (See Nu. 1; Nu. 8, Nu. 13.)

What This Means: This war could be over shortly. Stonewall is almost certain to lay siege to Ceafem soon, and although the capital has the advantage of the sea to resupply it, their chances don't look good against Stonewall's war machine. Colonel Sorentas is using the disgust many soldiers in Stonewall's ranks feel over what happened to Selcomad to push his forces forward—their leader was attacked by cowardly means and this is their opportunity to vent their rage and seek vengeance. And the fact that it puts Sorentas in command isn't exactly something he objects to, either.

What the PCs Can Do: PCs on the Arkan and Foresthome side will have their hands full trying to slow Stonewall down, whereas PCs with Stonewall may enjoy seeing and helping their side pushing the opposition back.

Nuwmont 4, AC 1018: Scandal in Alpha.

Location: City of Alpha, Kingdom of Alpha, Nayce, Southern Great Bay. NW

Description: Boyar Viktor Zhucharnob, King Ericall's minister of finance, is seized by the royal guards and charged with embezzlement. He is taken to the dungeon in Ericall's castle, where the door to his cell is wizard locked by Madiera the Counselor. Word of the scandal quickly spreads throughout Alpha. (See Nu. 28, Va. 1.)

What This Means: Zhucharnob is a greedy and grasping noble in King Ericall's court. The charges brought against him are true; he has been stealing from the royal treasury for several years, and has managed to secure a sizable fortune for himself. Madiera became suspicious of Viktor and launched an investigation. Although he covered his tracks well, Madiera's magic was able to reveal the truth. Zhucharnob will remain jailed until his formal trial before King Ericall.

What the PCs Can Do: Help Madiera with the investigation and the apprehension of Viktor. Madiera may even hire the PCs to conduct the entire investigation on her behalf.

Nuwmont 4, AC 1018: I Fight When I Wish To.

Location: City-State of Adunapolis, Confederated Kingdom of Minaea. SK

Description: This evening, the warrior and adventurer Aristogenes, Trio winner in AC 1017, is insulted by a group of drunken citizens at the Blue Boar's Inn. He is accused of cowardice and betrayal because he refused to represent the city at the annual Trio, where Adunapolis lost to Serenia. The drunken men go as far as to attack him, but he quickly avoids the offense, and leaves the tavern as soon as possible. (See Nu. 1; Ka. 17, Ka. 26.)

What This Means: Aristogenes refused to take part in this year's Trio because he didn't want to risk death in the fight—especially because he knows Zulda, the Serenian fighter who won this year's competition, and who he had defeated last year, very well. The oracle revealed to him that he could lose his life if he fought this year, which made him doubt that he could best Zulda, so he declined the

invitation to be one of Adunapolis's representatives. This has generated bitterness in the population, given the outcome of the Trio.

What the PCs Can Do: If the PCs are nationalist Adunapolites, they may not only be the ones to attack Aristogenes, but even go as far as trying to kill him.

Nummont 5, AC 1018: Gnomish Emigration.

Location: City of Corkyn Fall, Wendarian Ranges. *OW*

Description: An expedition of almost 2000 gnomes, who have long been living at Corkyn Fall, set out on a journey to Rockhome. The political climate of neighboring nations has long been deteriorating, and the gnomes foresee great trouble on the horizon. They choose to journey to Rockhome, since they are related to the dwarves, expecting a warm welcome there, and a safer place to stay. (See Ch. 7, Fl. 17.)

What This Means: The city of Corkyn Fall was generally considered the last of the great gnomish cities of the Wendarian Ranges. It was presumably destroyed by dragons in the times when the Flaemish ruled Glantri [See the novel *Dragonlord of Mystara*. Ed]. When gnomish scouts returned to the city after the assault of the dragons, they found that the damage was largely superficial, and that it could be rebuilt. Several members of the various gnomish clans that had lived in the Wendarian Ranges returned to the area of Corkyn Fall. They kept the rebuilt city a secret from their neighbors, more wary than ever after the trouble with the dragons.

Their city could not be kept secret forever, and as both Glantrian wizards (some looking for subjects for experiments) and Ethengar raiders learned of the city, life became increasingly troubled for the gnomes. That, and the fact that the meteor that struck Glantri in AC 1005 had wreaked havoc in certain areas of the city, that was largely built of brittle lava rock, has caused the Corkyn Clan to finally give up on their last great city in the Wendarian Ranges. The gnomes, looking for allies in safer lands, have decided that their distant cousins, the dwarves, are most likely to welcome them. They have sent no emissaries, knowing that the dwarves are less likely to turn them away if the entire clan shows up with no place else to go.

What the PCs Can Do: The gnomes have a dangerous journey before them. They might be inclined to hire bodyguards or people well-versed in foreign cultures to increase their chances of a successful journey.

Nummont 5, AC 1018: Council of Princes Reconvenes.

Location: City of Glantri, Principalities of Glantri. *OW*

Description: With cooler and clearer heads, the Council of Princes convenes again to deal with the aftermath of the Alexander's Day massacre.

Chamberlain of the Land Isidore d'Ambreville reports to the Council of Princes that the roadblocks at the Glantrian borders have been successful in dissuading clerics and pilgrims of the Immortal Valerias from entering the principalities, while those with any involvement with the massacre (mainly survivors and witnesses) have been tactfully safeguarded for reasons of security. She however reports that there was little success in raising the fallen pilgrims and clerics of the massacre.

Chancellor of the Princes Armahid Krinagar reports that the ambassadors of Darokin, Karamaikos, and Thyatis were surprisingly receptive to the much-understated official reports of the Alexander's Day massacre, and that those ambassadors would eagerly relay their assurances to their respective nations—particularly to the religious orders of the Immortal Valerias.

Supreme Judge of the Council Dolores Hillsbury facetiously suggests that, for all of Glantri's magic, why couldn't they just cast a charm powerful enough to mentally block the memories of the massacre from the minds of all who enter Glantri? Without warning, Princess Juliana Vlaardoen pipes up in assent, innocently recalling that the Flaems in the past were once able to perform such a spell to protect Braejr from mental domination of otherworldly dragons!

Prinz Jaggat von Drachenfels is quick to dismiss such ideas as folklore, but not quick enough to prevent Princess Dolores from catching meaningful all-too-knowing looks from Prince Angus McGregor and Princess Carlolina Crewan—as if some ultimate secret was suddenly exposed! Chancellor Armahid and Chamberlain Isidore agree on the practicality and feasibility of such a massive mind block spell, and request of a distracted Prince Harald Haaskin—who was conspiratorially whispering to his protégé Prince Kalindi Virayana—that he use the resources of the Great School of Magic to produce such a dweomer. (See Ru. 1; Va. 3, Va. 18.)

What This Means: It is the Glantrian nature to solve everything with magic. The princes of Glantri tacitly understood that the ambassadors to Glantri were all magically charmed and ensorcelled.

Princess Dolores, in her alternate persona as Synn the queen of the night dragons, had only vague recollections of a powerful mind block spell, cast by the Dragonlord of Mystara over the Flaemish capital of Braejr (later known as Glantri City) during an invasion of the gemstone dragons from another world. She did not expect Princess Juliana to confirm it! But what surprised her more were the reactions of Prince Angus, Princess Carlolina, and possibly even Prince Harald and Prince Kalindi—all of whom have some inkling that such a spell employed the power of the Radiance. Princess Dolores decides that after all the hullabaloo with the clerics is over, she will focus her attention on uncovering the shared secret of her four unlikely rivals.

In an attempt to undo the loss of life during the Alexander's Day massacre, Père Simon and his cleric allies have been attempting to raise the dead. While his Patron Immortal Razud has granted the power to raise the innocent victims and even several of the Glantrian constabulary killed in the massacre, Razud has not raised any of the followers of the Immortal Valerias as “their passionate sacrifice of martyrdom pleases the Lady of the Rose.”

The true workings of the Immortals are as always inscrutable.

Nubmont 7, AC 1018: Death and Taxes.

Location: City of Thyatis, Duchy of Thyatis, Thyatian Empire. *OW*

Description: After a week of furious debate the imperial senate votes down three proposals intended to reduce land and property taxes in the empire. Two measures, one to eliminate the tax entirely and one to reduce it by three quarters, both receive the support of fewer than half the senators. The third measure, to cut the tax by half, only narrowly fails to win the two-thirds majority required to pass.

A fourth plan is immediately submitted by several senators, one that would reduce the tax by two thirds. Debate on this bill begins the next day. (See Ru. 2; Ru. 13, Va. 8.)

What This Means: Eusebius made sure that the proposals that would have eliminated or quartered the tax failed, but hoped that the measure cutting it in half would pass as a compromise that would take the issue off the table. He was disappointed by the failure, but several of his advisors believe that this latest proposal, combined with a more ruthlessly efficient collection of taxes owed and efforts to eliminate embezzlement, will be more sustainable in the long run anyhow and produce sufficient revenue. Eusebius therefore announces his support for the tax-cutting plan, hoping to get credit for it (and increase his popularity).

Nummont 7, AC 1018: High Priestess of Idris Learns of the Loss of the Children of Idris's Cave.

Location: Idris Tower, Lothenar Forest, Kingdom of Denagoth. *NW*

Description: The High Priestess of Idris learns of the destruction of the Children of Idris's cave at the hands of the elves on the Day of Dread. Although deeply angered, she resists the urge to execute more elves. She immediately summons a secret meeting of the Onyx Ring to take stock and try to salvage the Children of Idris project. (See Nu. 1, Nu. 2; Va. 8, Va. 25.)

What This Means: No Onyx Ring wizards survived the Day of Dread attack of Beasthunter's elves. Those members that will appear before the high priestess will be greatly reduced in number. With the main center for producing Children of Idris destroyed, a lot of time and effort will be required to resume the project.

Nummont 7, AC 1018: White Wolf Inn Destroyed.

Location: City of Kronstadt, Kingdom of Brasob. *WB*

Description: The White Wolf Inn, one of the most renowned taverns of Kronstadt, is destroyed by a sudden fire. The first investigations suggest arson. (See Nu. 11, Nu. 19.)

What This Means: The arson was provoked through the use of magic, and there are really few magic-users in Brasob that could accomplish such a task. The few competent wizards in the whole Klagorst region are either rulers or lone wolves that study by themselves, not meddling at all with the common population.

What the PCs Can Do: The captain of the crown's guard of Kronstadt, Gyula Hunyadi, may employ adventurers to investigate the matter, instead of acting directly, because, considering that a magic-user seems to be involved, the task could be dangerous and he doesn't want to risk his own men.

Second Week

Nummont 8, AC 1018: Capture of Deipan.

Location: Town of Deipan, Kingdom of Eadrim, Floating Continent of Alphatia, Alphetian Empire. **HW**

Description: The Arogansan troops marching on Deipan reach the town, and immediately attack it. There is some resistance, but nothing like what was put up at the capital of Archpoint, and the town soon falls to the invaders. (See Nu. 20, Va. 5.)

What This Means: Arogansa had divided its troops entering Eadrim into three groups: one to Archpoint, one to Deipan, and one in reserve in between. While they have encountered great resistance at Archpoint, here in Deipan the defenses are inadequate, probably the result of an effort, quite successful, to reinforce the capital.

Nummont 8, AC 1018: Ceafem Under Siege.

Location: Town of Ceafem, Kingdom of Arkan, Floating Continent of Alphatia, Alphetian Empire. **HW**

Description: The Arkan and Foresthome defenders outside Ceafem cannot hold against the Stonewall army any more. They retreat to the capital and barricade themselves, while Stonewall sets up a siege. (See Nu. 1, Nu. 3; Nu. 13, Va. 3.)

What This Means: This is exactly what King Qinn of Arkan has dreaded. Arkan has the advantage of ships, but even so, its defenses are unlikely to be strong enough to keep Stonewall out. The situation seems even worse when Arath, the town commander of Ceafem, informs King Qinn and General Lotaran about the limited resources in Ceafem. Stonewall is very close to victory now.

What the PCs Can Do: PCs with the Arkan and Foresthome allies should hurry to organize the capital's defenses, because Stonewall is not going to wait for that to happen. And obviously PCs on either side can participate in the inevitable siege.

Nummont 10, AC 1018: Thyatian Expedition to Norwold Sets Out.

Location: City of Thyatis, Duchy of Thyatis, Thyatian Empire. **OW**

Description: A flotilla of a score of merchant ships, accompanied by a dozen warships, leaves the port of Thyatis, heading north. Their ultimate destination is Norwold, where they are to set up a new Thyatian colony that will become the step stone of Thyatian commerce in the Norwold region. The ships carry settlers with construction materials, and Thyatian and Minrothaddan merchants. They are escorted by warships to protect them against possible hostile reactions from the Haldannic Knights or Alphetians, who already have a presence in the area, as well as from pirates. (See Nu. 19, Va. 12.)

What This Means: Emperor Eusebius is pursuing a policy of economic expansion, which requires the presence of ports friendly to Thyatian traders along the major sea lanes. Beyond Zeaburg and Helskir, the various ports of call are not particularly welcoming to Thyatian shipping (though generally not outright hostile either), as they are controlled by the Haldannic Order, or by Nayce, or by

petty (and rather unreliable) independent lords. Oceansend used to be a friendly port with historical ties to the empire, but the conquest of the city by the Haldannic Empire has ended this privileged relationship. The small Marquisate of Panteria welcomes ships hailing from Minrothad, but it is located far to the north, beyond Alpha, as is the Jarldom of Nordenhafen. The emperor wishes to have a friendly port situated about halfway between Zeaburg or Helskir and Alpha, not far from Oceansend. Since there is no existing dominion that would accept a closing of ties with Thyatis, the emperor has granted a charter to establish a new colony in unclaimed land, on the islands off Oceansend, south of Ersenbal.

What the PCs Can Do: The PCs can be part of the expedition, either as colonists, diplomats, or escort. Thyatian PCs of high level may be in charge of the whole mission, mandated by the emperor; though it is not a large colonization effort and is accompanied with only a title of baron, it represents the same challenge and excitement as any dominion building.

Nuwmont 10, AC 1018: Final Voyage for the Domes.

Location: City of Aaslin, Kingdom of Notrion, Bellissaria, Nayce. AS

Description: The final four domes intended for Torenal Site finally leave port. They have been sitting here for over a month because the Day of Dread had to pass before they left Notrion. King Corydon is much relieved to see them go. (See Pa. 18, Th. 17.)

What This Means: Corydon has constantly been worrying that someone might cause damage to the domes or steal something vital from the ships—Notrion's economy is delicate at best, and he cannot afford anything to go wrong. Today he can sigh in relief, though, as the domes are no longer his problem—if anything goes wrong now, it is the responsibility of the escort fleet Nayce sent to protect the domes, not his.

What the PCs Can Do: The PCs could be sailors or guards for the domes, or they could be guards on the escort fleet.

Nuwmont 10, AC 1018: Captain Morgan Sets Sail.

Location: Town of Floresque, Merry Pirate Seas. HW

Description: Captain R. Morgan, of the barquentine *Lucky Lass*, and his crew have voted to set sail in search of the legendary treasure of Captain Blake. The ship is fully repaired and the crew is well rested and eager to search for this prize. They decide to take to the seas to look for the lost map, and to do a little plundering along the way, as well. Morgan is confident that they will be successful in their quest. (See Pa. 19, Kl. 16.)

What This Means: At the end of last circle, rumors spread that the map to the treasure of Captain Blake, an infamous pirate of over one hundred fifty circles past, would soon be found. The message was brought by clerics of Korotiku, who has a sizable following in the Merry Pirate Seas. Since then, ship captains have been setting sail with an eye toward finding the lost map, which is rumored to lead to a prize of immense wealth and magical treasures, including the fabled Eye of Protius. Captain Morgan's oversized ego has convinced him that Blake's riches will soon belong to him; after all, what other pirate could best him in this endeavor?

What the PCs Can Do: Join in the search for the lost map. PCs can be recruited to Morgan's crew or to the crews of other pirates. PCs who captain their own ships can launch their own expeditions. However, at the moment, no one really knows just where to look. The PCs can be sent anywhere and everywhere to look for clues leading to the map.

Nuwmont 11, AC 1018: A Fight on the Rooftops.

Location: City of Kronstadt, Kingdom of Brasob. **WB**

Description: During an exceptionally cold night, some guards in Kronstadt witness the fight between a man and a humanoid creature similar to a werewolf on the roof of a small house in the Stranger's District of the city. Before they manage to call for reinforcements, the bloody fight ends. The guards get on the roof and find the body of a man, apparently a Zuyeban. (See Nu. 7; Nu. 19, Va. 13.)

What This Means: The presence of Zuyebans in Brasob is not common, but some Zuyebans live in the city and some come to Brasob and Klagorst as adventurers. However, this time the circumstances reveal that there must be more behind this than a normal adventurer, or exile. The man cannot be identified, but some investigation will reveal that he had bought a small abode in the city three weeks before.

What the PCs Can Do: Again, the captain of the crown's guard may want to use adventurers, especially since there could be a connection with the assassination two days ago.

Nuwmont 11, AC 1018: Damn Their Hides!

Location: Bortak Tribe Territories, Ethengar Khanates. **OW**

Description: Batu, Khan of the Bortaks, has assembled his entire tribal horde for a war session. His presence reassures his subjects that he and his wife survived the treacherous attack of the Murkits in Eirmont of last year. They send out word to prepare for attack by Manghai Khan and his allies, the Taijits. (See Va. 5, Kl. 8.)

What This Means: Manghai Khan (secretly possessed by the evil spirit Jaku the Render) broke a temporary cease-fire with the Bortaks enacted during the funeral of the Golden Khan Moglai. His Murkit Tribe joined with the Taijit Tribe of Ghazan Khan to attack Batu and his Bortaks, scattering them and leaving hundreds dead. Batu and his wife, Manghai's sister Bakai, only escaped due to the intervention of the Plari sorcerer Akmad ibn Dussel (an advisor to Moglai Khan). Batu has managed to reassemble his scattered hordes and now they must prepare for the inevitable strikes of Manghai Khan.

What the PCs Can Do: Now that Manghai has turned his attentions towards the Bortaks, Batu Khan will be in need of allies since his forces are outnumbered. The PCs can be sent as emissaries to the camps of any of the other tribal khans—most notably those of the Kaerut or Uighur Tribes—and request alliance against the Murkits and Taijits.

Nuwmont 11, AC 1018: Renewal of an Old Cooperation.

Location: City of Starpoint, Kingdom of Ambur, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: Admiral Halzunthram, Rear Admiral Pragen and Commodore Orlob from the Navy of the Lakes [these titles are self-appointed by the Navy of the Lake, not by official Alphatian authorities. Ed.], and High Admiral Zentgraf and Vice Admiral Doran from the Royal Amburese Fleet convene to discuss renewed cooperation. The meeting is being held in a quite relaxed atmosphere, as all officers involved have known each other for years now. The admirals come to an agreement on enlarging the number of ships the Navy of the Lakes will have to put under the command of Ambur. Two light ships are to be ready in the upcoming year [AY 2018, which starts in less than two months. Ed.] Another light and two heavy vessels must be ready by AY 2019 [AC 1019. Ed.]. The admirals agree to a five-year cooperative relationship, with an option to renew for another year, useable by either side. (See Nu. 12, Va. 11.)

What This Means: Ambur has been relying on the service of the Navy of the Lakes for a long time. The waters of Ambur, i.e. the Ambur River and the former Amburese ocean coast, have been guarded by forces from this mercenary organization for many years. But after the sinking the number of ships was much reduced because of the losses in the war and the missing ocean coast.

Another area of operations has always been Crystal Lake, which is a field of primary interest for the Amburese government—no wonder since Starpoint is located on that lake. Of course Crystal Lake was nominally part of the Kingdom of Floating Ar, but the rulers of this country have always been satisfied to control the waters from the air. The smugglers and sometimes even pirates from Crystal Lake were not really impressed as they had developed methods to conceal themselves as harmless traders. The lake naval commanders from Floating Ar knew of this situation, of course, but, since they were usually commoners—these were not very prestigious positions for the noble officers—, they were never able to wrest away enough funds from the royal coffers to do their work properly. So Ambur has used the Navy of the Lakes with the same strategy of concealment to keep smugglers and pirates at bay.

As it is to be expected, chasing smugglers and pirates has to be done with small ships that do not look like warships. So the decision to hire on greater warships to be used on the lake is a new one for Ambur. Obviously the Kingdom of Ambur has more plans for the Crystal Lake.

The three mercenary officers are here because of their tasks. Halzunthram as the commander is here to sign the treaty, Pragen is responsible for acquiring, equipping and manning the ships, and Orlob is the designated commanding officer. Zentgraf is the leader of the Amburese navy—which consists mainly of mercenaries—who can negotiate that kind of agreement for the kingdom, and Doran is the designated Amburese commander.

What the PCs Can Do: The naval rearmament is interesting to Ambur's neighbors—especially for the beleaguered Arkan and the attacking Stonewall. The PCs can be sent as spies to get information about the plans of the kingdom. Naval-oriented PCs can be part of the new flotilla—either as mercenaries or as their Amburese officers.

Nuwmont 12, AC 1018: Council Spat.

Location: City of Jonace, Jonace Island, Nayce. AS

Description: Facing the same recurrent political crises, the assembled members of the Naycese Council again show their incapacity to resolve anything through political discussion. Everywhere

around Nayce, trouble arises, but the councilors at their conclave cannot discuss this civilly, let alone resolve the predicaments that their assemblage of nations is facing.

The calls of Ericall of Alpha, whose territory is threatened by the advancing Heldannic Knights, of Norlan of Qeodhar, whose nation is partially controlled by Ostmarhabner rebels, and of Fabian Vern of Esterhold, whose republic is being overrun by Jennites, are totally ignored by the other rulers of Nayce.

There is much reprobating of the unilateral, aggressive move of Thothia against the city-states of Ekto and Trikelios, fellow members of Nayce that have been purely and simply annexed by their more powerful neighbor, as well as the unjustified occupation of Eagret Island. Likewise, Underocean's attitude is largely criticized, as the sea folks have started hostilities with barely known sea races that some hoped to woo in—notably those that are Alphatian, in some fashion, while the folks of Underocean are not.

Nothing is done to solve these problems, however; accusations flare, and arguments come close to involving fists—magic is, fortunately, restricted within the council hall. The only area of consensus is on settling the various islands in the Alphatian Sea, though it does not go to the point where they could decide on the when and how.

After several hours of that pointless bickering, Master Terari rises from his seat and taps his staff on the ground. Voices gradually stop as the various councilors, engaged in their heated arguments, notice it and interrupt their discussions, until the whole room becomes silent, and expectant of Terari's words of wisdom. The wizard, however, does not speak, but turns heel, and without a word for the council leaves the room. (See Nu. 20, Th. 15.)

What This Means: The Naycese Council is continually losing power, and more and more its constituent nations are acting on their own. The council itself, since Thothia lost its grip upon it, has been stalled as each councilor acts only in the interest of his or her kingdom, without concern for the others or for the Alphatian Empire as a whole—and more often than not even acting against others even when their interests were not concerned, just to keep them from gaining any advantage. The revolts in various kingdoms have not been addressed, and even aggressions from barbaric nations have been let do; and nothing is being done to stifle the growing social discontent and the economic breakdown.

The Alphatians have forgotten the role Thothia played in keeping the Alphatian remnants out of Thyatian grasp, and the aura that the Thothians had gained has faded to the point that it has lost its grip on the council. Facing trouble at home, Pharaoh Ramenhotep dramatically altered his policy, which included using what power Thothia still has in the council to prevent it from interfering on the Isle of Dawn.

The faction, led by Fabian Vern, that militantly urges for reforms within Nayce (of an order similar to what Emperor Eusebius is doing in Thyatis), has suffered several setbacks that are only augmented by the difficulties Vern faces in his own republic. These reformists tend to stick together, but they remain in the minority and are unable to get anything of importance done, and too often they disagree among themselves about the course that would improve things.

The Bellissarian kingdoms are a series of contradictions. Bellissaria represents, both in terms of land mass and population, the center of Nayce, and they want to be treated as such; but at the same time the very conservative and isolationist aristocracy of Bellissaria refuses to be thus put forward.

Besides, the various Bellissarian kings and queens do not trust each other, and even when they share common interests they are unable to cooperate.

The more conservative Alphatian kingdoms, led by Arkan and with the support of Commander Karszamon, wish to stick with the old Alphatian ways. They are quite influential at the council, but they tend to also oppose each other as each one wants to be the core of the new Alphatia; in addition, they do not like the idea of the council in the first place (they would rather have an emperor or empress), and as a result do not use the tool they despise to its fullest.

As for Terari, nobody knows for sure what he wants, nor why he has returned to Nayce. He came back three months ago without telling anyone in advance, before even the end of the academic year in the puny nation of Karamaikos, and he has not returned there since. Several kings and queens or councilors and other aristocrats, especially those few who know his true identity, have been trying to find out his intentions, and whether he was definitively settling in Nayce, but so far they haven't been able to find out. It is clear that he is discontented with the council, but that does not amount to much. While they wonder what his intentions are, nobody wonders why he left Karamaikos (it is too irrelevant a place to cross their minds, probably), nor why he has been showing up at every council session for the past three months although he is not a councilor (and thus has no right to attend).

What the PCs Can Do: If the PCs are high-level characters privy to that sphere of influence, they have probably already been swimming in that kind of intrigue for some time, of which they are main actors. If not, they might be hired by various characters to investigate Terari's return, or to spy on any other councilor that their employer orders them to; they should be careful though because they are certainly judged expandable.

Nuwmont 12, AC 1018: New Unit Recruited.

Location: Marine Training Camp of Lakim, Lakim Island, Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: The new ground force the Navy of the Lakes had announced some months ago, the 1st Marines of the Lakes, has now finished its first training phase. The marines are given the task of protecting the construction crews building the planned Alphatian canals. The commander, Major Sarond, can now send some units into engagement. Of course there will be more recruitment and training nevertheless. (See Fl. 9, Pa. 2.)

What This Means: The navy has formed this contingent to protect the construction in the wilderness of central Alphatia. It is not quite a part of the navy but a separate mercenary force owned and paid by the navy. It is debated whether the unit will be demobilized afterwards or given the task of patrolling the finished canals.

Sarond is a capable cavalry officer from the Arogansan army. Despite being a rough battle cleric who treats his troops harshly, he is fair, and like quite a number of noble officers in the empire he understands his elevated position as one of responsibility for the simple commoners. This trait, which is rare in his home kingdom of Arogansa, has brought him into big trouble as he has protected one of his men against the whim of a general when he was still a member of the Arogansan army. The general had tried to refuse the soldier his rights, and without the help of another noble the poor man would have been doomed. Sarond was successful, but there were no more promotions for him, and

when parts of the army were demobilized he was thrown out. This soldier he protected, Sergeant Block, is still his second-in-command, and his assistant today.

What the PCs Can Do: The marines are still looking for capable people of all useful professions.

Nummont 13, AC 1018: Tax Measure Passes.

Location: City of Thyatis, Duchy of Thyatis, Thyatian Empire. **OW**

Description: The measure reducing land and property taxes in Thyatis from 6% per year to 2% per year passes overwhelmingly. The taxes will be collected quarterly, along with income taxes, with a half percent of the property's value due each quarter.

Eusebius also, more quietly, appoints several new officials. The first is Anastasius Tauromenium, a highly respected priest of Tarastia who is appointed as sacelarius, a position as general controller over the chancery officials in the treasury, responsible for supervising them and the logothetes. Simeon Ornogopolus is appointed as general logothete, supervising the tax collectors. Officials known as chartularies are appointed to administer the treasuries themselves (one for cash and one for other goods) and supervise expenditures. In addition, a number of logothetes serving as auditors are appointed with the responsibility of uncovering corruption and receiving a tenth of whatever embezzled funds they are able to reclaim.

Several superfluous offices and officials are eliminated in this reorganization, so the size of the bureaucracy doesn't change much. Eusebius also orders the pay of a number of lower ranking officials increased. (See Nu. 2, Nu. 7; Va. 8, Kl. 1.)

What This Means: The land and property taxes have reached their definitive form, set at a level that the empire's citizens can sustain, especially with the general lowering of income taxes over the last several years. Over time, the property taxes will prove harder to evade since it is more difficult to hide property than income, and the lower income taxes will reduce the incentive to evade them as well.

This is also the purpose behind Eusebius's raising of the salaries of officials and the new ones he has appointed. Poorly paid officials are more open to bribes than better paid and better supervised ones. The new appointments also create a division between officials responsible for collecting revenues and the ones responsible for spending, making it more difficult for embezzlement to occur since a discrepancy between receipts, expenditures, and the amount in the treasury will be easier to notice. The new logothetes, appointed as auditors, almost all come not from the upper classes (as most Thyatian officials do) but from more humble origins, especially those who have benefited personally from Eusebius's regime so far. Many are well educated freedmen, while others are the superfluous sons and daughters of the mercantile class, the ones not in line to inherit the family business but well educated, especially in keeping financial records. All these are well supervised by the respected but severe Anastasius Tauromenium, who is absolutely intransigent in opposing corruption, and the scions of the trading families bring with them a knowledge of advanced accounting procedures which are soon adapted for government use.

These measures make the imperial government more efficient and help it generate significant revenue while lowering the tax burden on most citizens (only those who had managed to evade much of the taxes they were due to pay in the past are likely to pay more).

Nubmont 13, AC 1018: Ostmark Retaken.

Location: Town of Ostmark, Kingdom of Qeodhar, Nayce. **AS**

Description: A sizeable force of Northmen, led by the now-renowned warrior woman named Olvi, surrounds the town of Ostmark and informs the Qeodharan garrison stationed there of the fall of Icehop Island, and that, should they surrender now, they will be treated mercifully. The commander of the garrison, seeing that the Antalian force slightly outnumbers his own, nevertheless refuses, knowing that Ostmark is the symbolic “capital” of the rebels, and that surrendering it would boost their morale.

The resulting battle is fierce, and within moments some Northmen are able to scale the palisade and begin hacking away at their enemies. Arrows rain down on both sides, in many cases finding their targets. With so many points of ingress, the rebels are able to secure various outlying buildings within the town, from which they can pin down the Qeodharans with arrows and stones while more of their number can enter the town. The battle becomes all the more violent when the Antalian warriors, many of whom were prisoners on Icehop Island, learn that the bulk of the village’s populace was expelled to Qeodharan-controlled territories—some become consumed in a berserker-like frenzy, slashing wildly at their enemies regardless of the danger to themselves. Though many such men fall in battle, they take a considerable number of Qeodharans with them.

Within an hour, Ostmark is once more in Antalian hands, and the surviving Qeodharans are disarmed and put in chains. (See Nu. 3; Va. 24, Th. 17.)

What This Means: The Qeodharan conquest of Ostmark last year was a major victory for them, not least because of its significance to the Ostmarhabners as their “capital,” where many of the jarls conferred and discussed their plans against Norlan’s men. In the aftermath of its fall last year, the vast majority of the population (mainly women and children) were forcibly relocated to mines and farms further west, where they were to be worked as slave labor. The town was turned into a local command center for the forces stationed in the area.

The battle was a costly one—of the original 120 Qeodharan soldiers, fewer than 30 remain alive; the Ostmarhabners and their Ostlander allies lost over 50 men, themselves. Now that Ostmark is once again in rebel hands, it will serve once more as a command center. The Qeodharan prisoners will be thoroughly interrogated in the coming days, in order to determine where the prisoners were sent, and where other large troop concentrations are located. Afterwards, the prisoners will be sent to Icehop Island, to join their comrades.

What the PCs Can Do: PCs on Norlan’s side will have an extremely tough fight on their hands, and should they be captured, they will be interrogated harshly—there is a chance they might not survive the experience, depending on how injured they are. Afterwards, they will be sent to Icehop Island, where they will have to contend with poor living conditions, disease, and meager rations. PCs will probably try to escape, and that would make for a tense, but exciting scenario. PCs on the rebel side will also have a tough fight, but should they be among the victors, there will be much work to do in terms of scouting the surrounding countryside, and acting on the information gained through the interrogations.

Nubmont 13, AC 1018: Mykonos Opened for Settlement.

Location: City-State of Kastelios, Serpent Coast. **DV**

Description: The Kastelian colony of Mykonos, established last year [AC 1017. Ed.], is officially declared open for settlement. All citizens of Kastelios are eligible to apply for a limited number of land grants on the island, which have been set aside for farming; tradesmen of selected professions will be welcome, as well. Those who manage to obtain a farming grant will have two years to make their land productive, or their claim will be forfeited. Applicants are invited to apply to the offices of Adonai Stephanos, the city councilor acknowledged as the colony's overseer. (See Th. 23.)

What This Means: Much of the ground work for establishing Mykonos (such as surveying, clearing land for a village, and so on) as a colony has already been accomplished, and a small number of Milenian refugees from the Meghala Kimata Plains have already been living there for a couple of months. Work has already been started on the fortress that will guard the village of Mykonos, and some soldiers have already been posted there, in advance of the future colonists. Adonai and his men were careful to downplay the number of deaths caused by the volcano's venting of poisonous gases last Ambyrmont, reducing the publicly-stated figure considerably. This was not hard to do, as there are a number of dangers in the Sea of Dread capable of taking a life.

In the weeks to come, a number of Kastelians will apply for the land grants, but as there are only 150 available, not everyone will get one—neither Adonai nor the assembly wants the colony to grow too quickly. All grants are located around the village of Mykonos; the remainder of the island will be unavailable until such time as the council decides new settlements should be established. Given his level of influence in establishing Mykonos, it is not surprising that Adonai will have a hand in the selection of colonists—a considerable number of his personal friends and cronies will find their applications for grants have been approved.

What the PCs Can Do: PCs interested in establishing a home for themselves could file an application for land, or they could find work as guards for one or more of the colonists. The land granted is wilderness; colonists must clear it and build their homes before anything else can be done, during which time some protection might be needed (although Mykonos lacks dangerous animals, the inhabitants of neighboring islands, other colonists, or amphibious monsters, could always pose a threat). Also, if they are investigating Adonai's activities for any reason, they may learn over the coming weeks that his friends seem to have all won themselves land—and often the best plots at that.

Nubmont 13, AC 1018: The Iron Grip.

Location: Town of Ceafem, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: The army of Stonewall, still under the command of Colonel Sorentas, sets up siege engines all around the city of Ceafem. They particularly set up catapults and ballistae close to the sea so they can attack any ships moving to or from Ceafem. In the coreward lands of Arkan, now conquered by Stonewall, the invaders assign troops to oversee farming of the land, so that grain can be sent back to Stonewall. A good portion of the occupation force is dedicated to the latter effort. (See Nu. 3, Nu. 8; Va. 3, Va. 9.)

What This Means: Naturally, this makes sea travel very dangerous near Ceafem. Stonewall is tightening its grip and plans to use this tactic to starve Arkan into submission. With the danger these siege engines represent, few ships will be willing to sail to or from Ceafem to resupply the besieged town or bring refugees to safety. And those few willing to risk it will do so at great risk. Because of the Hollow World's constant sunlight, ships cannot hope to sneak past this threat at night. This looks like another nail in Arkan's coffin.

Colonel Sorentas recently received orders to begin sending food back to Stonewall where a famine is still threatening the population. Because occupation forces must be reassigned to that end, this limits the amount of troops Sorentas can dedicate to actually fighting Arkan and its Foresthome allies. This makes the siege of Ceafem less overwhelming than it might otherwise have been, though it's still more aggressive than what Ceafem can be expected to withstand for any real length of time.

What the PCs Can Do: There will be constant fighting on the town walls, so the PCs can fight on either side. If they are on the side of the defenders, they can also attempt to sneak into the enemy camp or sail past the Stonewall offensive. The latter will be very dangerous, though. PCs on Stonewall's side can also try to sneak into town and perform acts of sabotage or even attempt to open the town gates, though that too will be dangerous, since the large amount of soldiers currently in town means security is very high.

Nubmont 14, AC 1018: Royal Weddings.

Location: Modrigswerg kingdoms, Kingdom of Vestland. **OW**

Description: In the two major Modrigswerg kingdoms of Vestland, Makkres and Thrabol, the two Modrigswerg kings, King Hukres of Makkres and King Buhrest of Thrabol, are both married to daughters of King Throfar of Gråbjerg in Ostland. The Modrigswerg hold feasts, consume way too much food and alcohol, and honor their kings with rich gifts. (See Va. 5, Va. 18.)

What This Means: King Throfar of Gråbjerg has long been planning to dabble in affairs of the world, but has been worried that his small kingdom would be eradicated by hostile forces. By allying closely with the other Modrigswerg kingdoms of the Northern Reaches, he not only appears stronger, but it's much more likely that his allies will be the first to be attacked, if any attacks are forthcoming, since they are closer to potential enemies.

Nubmont 14, AC 1018: Fabian Vern Sends Negotiators.

Location: Town of Rock Harbor, Province of Southrock, Republic of Esterhold, Nayce. SK

Description: After Faraway and Verdan fell to the Jennites last year and the town of Anchorage was then subsequently burned down, Fabian Vern has been sending adventurers to Esterhold in an attempt to resolve the situation. However, their efforts haven't amounted to much, although they've helped some Alphatians escape to safety, slowed Jennite advances at times, and had the occasional skirmish with the Jennites.

Not content with this, Fabian has recruited several skilled diplomats to be sent to negotiate with the Jennite leaders. Since Skyfyr is under siege, Fabian has brought these negotiators to Rock Harbor, which is now the Alphatian settlement closest to the lands the Jennites have conquered. Today Fabian sends these negotiators into the Esterhold wilderness so they may have a chance to meet the Jennites in a less hostile arena than an active siege. (See Nu. 12; Nu. 20, Nu. 25.)

What This Means: Fabian could have joined the negotiators himself, but that could be taken as a sign of weakness on his part, both by his opponents in Nayce and among the Jennites. Fabian is very much aware that if he were to go himself, some of his opponents in Nayce, Karszamon among others, could use this to hurt him politically, by saying he is now crawling to the Jennites, begging them to give him his nation back. The Jennites would likely also see such a move as a sign of weakness and so try to strengthen their advance, whereas sending negotiators could suggest that Fabian is not worried about the situation and thus make them rethink their position.

Fabian doesn't stop sending adventurers against the Jennites in Esterhold, though. He doesn't really want to escalate the situation by further antagonizing the Jennites, but rather wants to defuse the situation and reach a compromise. But he will not let the Jennites continue to kill his own people and burn their towns, such as they did in Anchorage last year.

Fabian is also in Rock Harbor for the secondary purpose of talking to Southrock's Governor, Darik Rockroll. Fabian suspects that Southrock will be the next Alphatian settlement to be attacked by the rebel and free Jennites, so he has been trying to convince Darik to use the profit from the mines in Southrock to hire mercenaries that would protect the area. This hasn't been easy because Darik is a very typical dwarf who doesn't spend his hard-earned profit easily, so convincing him has taken time. Darik has come to see the wisdom of Fabian's advice, though.

What the PCs Can Do: The PCs could be among the negotiators, possibly as guards or advisors, but due to the further events, it is not advised. The DM may, of course, do as he pleases, but should be aware how this plot unfolds and what impact the fate of the negotiators have on it before he decides to put the PCs in his campaign in the position of Fabian's negotiators. It is more likely and appropriate they are among the adventurers Fabian sends to Esterhold, in which case they should help escaping Alphatians and Jennites loyal to Fabian and have skirmishes with the forces of the free and rebel Jennites.

The PCs are more likely to be among the mercenaries Darik Rockroll will begin to hire to protect Southrock from expected Jennite attacks, though it will be some time before those attacks become serious.

Third Week

Nummont 17, AC 1018: The Torpin Launched.

Location: Torpin Construction Site, Kingdom of Aquas, Nayce. AS

Description: Amid much fanfare, the Torpin is launched under the command of Dhallaq Crest. It is the first submersible of its class, and will, for now, be the only one. Among the honored guests of this ceremony are Xerathis, Credrigon, and Dlanor, the creators of the new submersible and all apprentices of the renowned Bordicar. They enjoy the luxurious treatment of the Naycese officials here to witness the launch of the Torpin as well as the praise they get for their achievement. In the end Dlanor teleports to the Torpin to sail off with it as its chief engineer. (See Nu. 27, Va. 2.)

What This Means: Though the Torpin isn't exactly everything the three mages hoped for, this launch is still a major success for them. With the doubtful Naycese economy, it has been a battle just to get the Torpin launched at all, and one that might not have been won if the project hadn't already advanced as far as it had before the Torpin became an imperial project. In truth, Nayce has pushed for the launch of the Torpin while the three mages have tried to stop it because they still wanted to make more additions to it and test it more. Eventually Dlanor argued that the Day of Dread would cause a problem and that it should not be launched until after it had passed and they had run some tests on it afterwards. Nayce eventually bowed to that argument and set this date for its launch. Dlanor is now the chief engineer of the Torpin, while Xerathis and Credrigon will continue to build more submersibles, although those will be of the more simple Reaver class. Xerathis will fully dedicate himself to that project while Credrigon will assist him and try to develop new submersible designs and maintain repair facilities ready for the Torpin, should it be necessary.

What the PCs Can Do: The Torpin has an extensive crew already, but the PCs can certainly be among them as some of the more "lowly" positions. If one of them is a wizard or cleric with the ability to cast the water breathing spell and they generally have underwater experience, they will be ideal candidates for away teams, should the Torpin need them. They are unlikely to be considered unless they are Alphatians, though.

Nummont 17, AC 1018: Gurrash Frenzy.

Location: Colonie de la Nouvelle-Renardie. SC

Description: Several war parties and lone gurrash hunters of Ator conduct raids upon Nouveaux Renardois, with the most daring attacks made on even the best fortified of the lupins' settlements. The town of Le Vieux Carré, built on the ruins of the gurrash village of Omsh, is notably targeted by the gurrash warriors, while the more peripheral towns of La Nouvelle Daens and Les Centes-sur-Bancs receive fewer gurrash visitors. Everywhere, fights are brutally savage and bloody, in a way that the lupins have not seen since the earlier battles with the gator men that ended with the gurrash being driven out of the southern half of the Bayou. Many lupins are torn to death (and often devoured), though many gurrash fall to the more organized lupins notably in the better-defended places. (See Fl. 3, Fe. 19.)

What This Means: The shamans of Goron have spurred the gurrash to go to war against the Nouveaux Renardois. When the gurrash population reaches critical levels, the shamans provoke a war supposedly designed to acquire food, but which is actually mainly aimed at reducing the population to more reasonable levels. They generally attack the Shazak, but this time their target was easy to decide upon: the lupins that inhabit the southern Bayou, a territory taken from the gurrash. The shamans have been feeding to the gurrash stories about the lupins being sent by Goron to test the gurrash warriors, and that only by defeating them will they gain Her renewed favors and gifts—by settling in the southwest of the Bayou the lupins have cut gurrash access to their traditional exchanges of gifts with the Mallara, which the gurrash think of as gifts from Goron. This religious backdrop has helped, if that was needed, to increase the gurrash frenzy to an all-time high. Many isolated settlements are ravaged, but the fortified towns cannot be forced.

What the PCs Can Do: The PCs can take part in the violent fights.

Nuwmont 18, AC 1018: A Guarded Peace.

Location: Dominion of Vanya's Rest, Agyptian Savannah, Heldannic Empire. DV

Description: Efforts to repair the damage done to the mighty fortress of Vanya, begun late last year, are well underway. The number of troops manning the main walls has been doubled for the time being, and the roads connecting the main fortress to the ring of satellite fortifications to the north and south are now patrolled regularly. Despite the increased security precautions, no Meghaddara raiders have been spotted in Heldannic territory, although roving bands of the plainsfolk have been spotted by farther-ranging scouts.

Thomas von Wettingen, Castellan of Vanya's Rest, considers this information, and orders his troops to maintain their state of vigilance. (See Va. 4, Va. 21.)

What This Means: The daring assault mounted by the Meghaddara and their rakasta allies last year [Fyrmont, AC 1017. Ed.] managed not only to weaken the Heldannic Knights' sense of security in the region; it also resulted in the damaging of the Star of Vanya, the artifact that, among other things, provided the Heldannic Order's warbirds with their means of flying. Since that time, the Meghaddara and rakasta have retreated to their own lands, both to watch their common foe, and to resume their own internal conflicts, now that the latest bout of Heldannic expansionism appears to have been halted, and great honor has been gained by the various clans who mounted the attacks.

Over the coming months, sporadic raiding will take place on the fringes of the territory claimed by the Heldannic Knights, but no major offensives will be undertaken. The garrisons of the border forts will also mount small punitive raids in response to these attacks, but nothing will come of these efforts for now. In other words, the situation around Vanya's Rest has returned to normal.

What the PCs Can Do: If they are serving with the Heldannic Knights, the PCs could be sent on scouting missions to explore Meghaddara territory, in order to determine where the raiding parties are based. Naturally, the DM can use this as an opportunity to stage a few wilderness encounters, both with the Meghaddara (by no means easy opponents) and the various forms of animal life that can be encountered on the Agyptian Savannah. Meghaddara PCs could stage small raids on Heldannic outposts, or ambush scouting parties that venture too far into clan territory. Alternatively, the PCs could take part in the various inter-clan feuds that will arise over the course of the year, in which they

can gain honor through valorous combat, and through stealing the treasures and livestock of opposing clans.

Rubmont 19, AC 1018: Who Would Have Thought?

Location: City of Kronstadt, Kingdom of Brasov. **WB**

Description: During the night, four adventurers, hired a few days prior by Gyula Hunyadi, captain of the crown's guard, come out of the house of Mattias Debreceen, renowned advisor of King Szabo II, bringing with them the man in chains, and proof of his connection with Rhorg, former Duke of Francea. Debreceen is brought to court, and after a few days he is executed as a traitor. (See Ru. 7, Ru. 11; Va. 13, Th. 9.)

What This Means: Debreceen was among the ones that suggested to King Szabo to avoid involvement in the war in Klagorst last year. Although he did not cause any major problem in the land, Szabo has decided to have him executed because there was strong proof of his connections with Rhorg, and, worried by the presence of spies in his closest entourage, he wanted to make a display of power. The adventurers have also discovered the identity of the Zuyeban: he was Piotr Skrjabin, one of the lieutenants of Rhorg. There could be a connection between Debreceen and Skrjabin's death, although that hasn't been proved yet.

What the PCs Can Do: Apart from finding the proofs after having investigated in the past days, and arrest the counselor? Be secret agents of Rhorg and save Debreceen from the investigators sent by Hunyadi, of course!

Rubmont 19, AC 1018: Halt in Zeaburg.

Location: City of Zeaburg, Kingdom of Ostland. **OW**

Description: The Thyatian expedition stops in Zeaburg on its way to Norwold. The Thyatians explain their intention to build a small, new colony off Oceansend, and check with the king that he has no views toward the chosen site. They assure the king that Ostlander ships will be welcome to stop by at the future harbor, as long as they do not pirate the Thyatian ships that will be increasingly plying the northern sea lanes. When the Thyatian expedition leaves Zeaburg, it is joined by a couple of longships that will travel with it before continuing their journey to reach their ultimate destination, Nordenhafen. (See Ru. 10; Va. 12, Va. 18.)

What This Means: Ostland has long considered the islands off Oceansend a possible site for new settlements, but no move has been made in that direction as settlers were welcomed into Haldun recently, and other places in Norwold have been the subject of the attention of the kingdom (notably the association with Bardeen of Nordenhafen). If the Thyatians secure a port on the Isle of the Dogs, it does not prevent Ostlander settlers from moving in later near the Thyatian area, if they want to. Having an additional friendly port is convenient for Ostland as well, as Ostlander longships are less than welcome in most Norwold dominions.

What the PCs Can Do: PCs may join the expedition as mercenaries, either boarding the Thyatian galleys or the Ostlander longships. High-level Ostlander PCs may also petition the king to create their own settlement near the intended Thyatian port.

Nubmont 19, AC 1018: From Leehashire to the Five Shires.

Location: Village of Mereskalot, Shire of Eastshire, Five Shires. *OW*

Description: An expedition of more than 20 hin from Leehashire, Norwold, arrives in the Five Shires, successfully concluding a months-long expedition from their nation to the homeland of the hin on Brun. (See Nu. 28, Va. 11.)

What This Means: The arrival of the Leehashire hin is destined to shake up the comfortable status quo of the Five Shires, and this effect is visible immediately, as they become a sensation wherever they go.

Nubmont 19, AC 1018: Juliast Meets Canalos.

Location: North of Bluenose Ruins, Sunken Arogansa, Nayce. *AS*

Description: King Juliast and his forces are still hunting undead as they march on Bluenose to destroy both the ghouls and the zombies. He meets Canalos who tells him of the losses he suffered defending Torenal Site on the Day of Dread and, in no uncertain terms, how Commander Deltart subsequently treated him. King Juliast's opinion of the Alphetians doesn't exactly improve as a result. (See Nu. 1; Va. 2, Va. 13.)

What This Means: Last year, Juliast and others detected a magical surge they concluded as coming from the Bluenose Ruins and subsequently noticed an alarming rise in the number of undead attacks. To Juliast this was proof that the lightning zombies were just as malevolent as the ghouls in spite of what Nayce claimed, and he decided to eradicate the problem once and for all. For months his men have been killing both zombies and ghouls on their march toward Bluenose, the small force sent to protect Torenal Site under Canalos's command being the only exception.

Unknown to Juliast, the magical surge was actually created by the necromancer Pidimigd who attempted a spell to control the Alphadon, and it has caused trouble all over the Alphetian Sea. However, Juliast is now convinced that there is no distinction between the various brands of undead, and the report of Canalos makes him even less willing to listen to the Alphetians.

What the PCs Can Do: PC tritons can participate in the battles Juliast fights against the undead on his way to the Bluenose Ruins.

Nubmont 19, AC 1018: Dragonslayers Resume Quest.

Location: City of Wendar, Kingdom of Wendar. **OW**

Description: After failing to recover the Orb of the Great One and capture Siren the Sorceress in Eirmont AC 1016, the Dragonslayers' leader Kelter Zerben underwent a crisis of faith. Finally the

group's priest, Ceowulf Bjorgensen, was able to convince Kelter that all was not lost if they could capture Siren the Sorceress. Through the use of many commune spells, Ceowulf was able to determine that Siren was somewhere in Denagoth. Once again, the Dragonslayers set off to catch their former comrade who betrayed them.

Today they meet a familiar face at the Gold & Gray Inn. They are astonished to see Sir Ernest Day, former Baron of Hopeland. They eagerly swap tales and agree to join forces once again. (See Th. 25, Fl. 2.)

What This Means: Kelter Zerben seems cursed. Throughout his life he has attempted many heroic deeds, only to precipitate tragedies of global proportions. Somewhat of an unwitting pawn of Entropic Immortals' plots, Kelter has been tricked into collapsing the Aegos Pit to the Hollow World, killing many innocents, murdering the leader of lawful dragons in Norwold, and was holding the Orb of the Great One when it was destroyed. With the Orb of the Great One destroyed, the Dragonslayers are now searching for Siren to discover who she really is and why she betrayed them.

Sir Ernest Day sheltered the Dragonslayers in his castle in Hopeland, Norwold, from the dragon attacks. However, as part of the peace treaty with the dragons, Sir Ernest was forced to abandon his dominion to the dragons. While preparing to return to his Darokinian homeland, Sir Ernest was intercepted by Adik de Chevas, who offered the good knight an opportunity to work with others who shared his goals. Sir Ernest agreed and was teleported to Mendar City. Adik informed Sir Ernest that there were a great number of rogue black dragons in the northern land of Denagoth waiting for a worthy knight to vanquish them. Over the past year, Sir Ernest has spent many a night at Mendar's famous School of Material Shadows gathering information on Denagoth in preparation for his quest.

Now he has been reunited with the Dragonslayers and all four are intent on journeying to Denagoth to restore lost honor.

What the PCs Can Do: High-level PCs could meet Sir Ernest or the Dragonslayers and agree to join forces on this deadly quest.

Rubmont 19, AC 1018: Leader of the Planning Staff Starts Talking.

Location: City of Errolyn, Kingdom of Theranderol, Floating Continent of Alphatia, Alphatian Empire. **WW**

Description: General-Major Quoos from the Royal Army of Theranderol and Rear-Admiral Clarendon from the Navy of the Lakes convene to discuss the future canal connecting the Greenlake River and the Thera River. Both officers get along without a problem. Clarendon must admit that Quoos is on the right track concerning the planning of the canal, and the Thera general is grateful for some useful advice. They agree to meet every one or two months. Otherwise the army of Theranderol will be in charge of building this canal. Quoos hopes that he will be able to begin work next circle. (See Th. 7, Fl. 7.)

What This Means: This was the first meeting of the two senior officers. Quoos had to replace the former project leader Lady Tyrona, as she could not stand to work with a simple commoner like Clarendon. Anyway, the royal army prefers to have a general in charge, as it was its idea in the first place. Of course, both men share a lot of things: both are commoners with long military careers and both are responsible for logistics in their organizations. On the other hand Quoos is a sturdy fighter

with a past as an infantry officer in a royal army, while Clarendon is a slender seaman in a mercenary navy with a past as a thief. Those differences have little relevance for both men, though.

Technically the planned canal is the perhaps the simplest which will be built in the next circles. The distance between Bigos and Sasdil is only approximately 100 miles of rather level terrain. The Thera is navigable until Bigos, so this town is the logical choice to start the canal, and Sasdil on the eastern bank of the Greenlake River is the nearest point. Of course both towns feature harbors that can be used by ships passing along the canal.

Nuwmont 19, AC 1018: Going Under.

Location: Under Town of Dmireton, under Kingdom of Randel, Underside, Floating Continent of Alphatia, Alphatian Empire. *HWA*

Description: The Randel military establishes a small outpost in the Alphatian Underside. The outpost is located straight below the town of Dmireton, at the border with Bettelwyn. The personnel consist in a small garrison of 20 battle wizards, 20 archers and 20 heavy infantry tasked with transforming a natural cavern into a Randel-quality fortress. That cave is also open to the Underside, allowing passage for the small squadron of 30 marines plus 15 crew manning a skysloop. The skyship brought the garrison in, and is tasked with exploring the Underside from the air while 20 scouts explore it from the ground in units of five. (See Sb. 11.)

What This Means: Although the war with Bettelwyn is over, Randel has established a base in the Underside beneath its border with that nation. Randel wishes to investigate the military potential of the Alphatian Underside. It will soon become apparent that the Underside is impractical for extensive military usage, but Randel has to investigate it anyway—due to the reversed gravity armies can't walk the Underside so troops can't march across it, and the mist that covers the Underside makes it a hazard for skynavies.

What the PCs Can Do: The PCs may garrison that new outpost, in which case they will certainly have to flush monsters out of the cavern. The most interesting part, however, is to act as scouts in the Underside, either from above (well, below, actually) aboard the skysloop, or as one of the party of ground scouts in which case they don't necessarily have to be part of the Randel army.

Nuwmont 19, AC 1018: Attack of the Gnolls.

Location: Kingdom of Limn, Floating Continent of Alphatia, Alphatian Empire. *HWA*

Description: A company of soldiers from Stonewall, on their way as reinforcements for the Arkan campaign, come across a small band of elves under attack from a large party of gnolls in central Limn. They charge into the fray, trying to save the elves from the gnollish attackers. When the gnolls are slaughtered, with only a few escaping, the elves do not seem very grateful. In fact, they quickly disappear into the surrounding forest.

What This Means: Although Stonewall is considered philosophically different from the rest of Alphatia, they still have pretty much the same racial biases as do most humans. This bias led the soldiers to automatically assume the gnolls were the evil aggressors. In this case, however, the gnolls were a war party from the respected gnoll Chief Sthool, a Limnese lord, there to arrest the hunted elven criminal Levanthander. (See Nu. 13; Nu. 23, Pa. 4.)

What the PCs Can Do: If the PCs are Stonewallers, they could be part of the Stonewall unit, or they could be mercenaries hired by King Koblan. The PCs could also, if they are gnolls or similar humanoids, be part of the gnollish force. If the PCs fit into the category “hunted criminals” they could even replace Levanthander and his companions in this encounter.

Nuwmont 20, AC 1018: A Renewal of Intentions.

Location: City of Darokin, Republic of Darokin. *OW*

Description: Bastian Rodens, a prominent member of the Magic-User’s Guild, calls for a renewal of the failing guild. He states that over the years, Darokin has neglected the resources of magic and had better follow the example of nations like Karamaikos and establish their own tradition of arcane magic if Darokin is to remain a competitive force in that field and the guild remain powerful. His presentation at the guild is well received among all who are present, and they ask him to head up the project of renewing the guild.

Bastian immediately proceeds to make a few suggestions. The guild is to be renamed the Mage’s Guild and a college dedicated to the study of magic be formed. Toward the latter goal, they will need good wizards, and wizards in Darokin is a confusing affair, so Bastian suggests they announce the Gathering of wizards later this year. His suggestions are well met and quickly accepted. The Gathering is set for Darthmont 8. (See Da. 8, Da. 19.)

What This Means: Bastian’s suggestions are just what they seem—a renewal of Darokin’s effort toward an important resource. In effect his comments demonstrate that Darokin’s plutocracy is working, as this call for a renewal has come about in time to avoid problems Darokin might otherwise face later. Since Glantri and Darokin have grown more apart in recent years, Darokin can no longer depend on Glantri either as a market for importing magic from or to export more mundane goods to. Although Darokin is allied with Karamaikos in the Western Defense League, the Karamaikan School of Magecraft may still be a competitor to the old Magic-User’s Guild.

What the PCs Can Do: PCs might attend the Gathering if a wizard in the group is from Darokin. Since Bastian wants the new guild to contain all the best wizards in Darokin, he will need to contact them; only contacting wizards can be a little risky. Wizards are usually reclusive and secretive folk, and they are no different in Darokin, so Bastian might hire PCs to go and talk to the more suspicious ones. He might even hire them to find all the reclusive wizards they can find and bring them the invitation to appear at the Gathering he is planning. That might send the PCs on a mission to search the farthest corners of Darokin for rumors of wizards hiding from the attention of the world.

Nuwmont 20, AC 1018: Fabian and Karszamon Meet.

Location: City of Ionace, Ionace Island, Nayce. *AS*

Description: Fabian Vern, President of the Esterhold Republic, meets with Karszamon, commander of the Naycese forces, and asks for military assistance in Esterhold, both to end the conflict with the Jennites, save the lives of the fleeing Alphatians, and protect the settlements still under Alphatian control. Karszamon responds by saying that he will certainly send forces there, but only if Fabian makes the request officially. After all, as commander he is permitted only to interfere if the Naycese Council gives him authority to do so, and, besides, his forces are spread rather thin at the moment due to

Thothian expansionist tendencies and the potential threat of the strange undead on the sunken Alphonian continent. However, Karszamon also points out that if he goes to war, Fabian will have to commit to it as well and accept the consequences, which means taking back all the territory conquered by the rebels as well as killing them all and their sympathizers so that they will serve as examples to any further potential insurgents against the Alphonian superiority. Fabian tells him that he will consider the matter further and leaves. (See Nu. 12, Nu. 14; Nu. 25, Nu. 26.)

What This Means: Fabian is hesitant to officially ask for intervention because it would be the same as admitting that he cannot control the situation in Esterhold. It is clear that Karszamon blames Fabian for having caused this situation with his absurd ideas of democracy and equality between Alphonians and Jennites, and though Karszamon didn't say so, it is obvious to Fabian that if he demands a military intervention, his political enemies will very quickly use that to have him deposed. Karszamon would without a doubt be one of those himself, both because he is clearly opposed to Fabian's ideals, thus making him a political enemy, but also because Fabian is a close friend of Broderick's, whose body Karszamon's spirit currently controls. If that happens, Fabian has no doubt that the Naycese Council will either abandon Esterhold altogether or else send armed forces to destroy any Jennite resistance, thus ending the conflict in a bloodbath. Fabian is actually willing to accept being deposed if it will save lives, but it doesn't seem to him that stepping down will accomplish the goal of saving lives, particularly not when Karszamon tells him that the Jennites must be killed to make an example of what happens to insurgents, and he also wants to give his negotiators time to settle the matter.

Karszamon absolutely blames Fabian for what has happened in Esterhold. After all, Alphonians were able to hold the area for many years, so it can't be a coincidence that this is all happening now that Fabian is in control of it. No, Fabian has only managed to stir up thoughts of rebellion among the Jennites and convinced them that Nayce is weak and can be overthrown with his crazy ideas. Because of this, Karszamon thinks that Fabian is, in many ways, far more dangerous to the empire than the Jennites ever could be. Nayce can certainly survive even if it does lose the Esterhold Peninsula, but Fabian Vern is an Alphonian aristocrat himself! What would happen if his insane notions were to spread to other rulers of Nayce who would then begin showing the same sort of weakness he has? It could be the end of Nayce. In fact, this process has already begun, as Karszamon sees Fabian's influence on more and more Naycese rulers, and it looks like it will only continue in the future. Karszamon is determined not to let that happen, and he is dedicated to both stopping and reversing this process in Nayce. So if Fabian is unwilling to commit to the true ways of Alphonatia because he believes his ideals need to have a chance of survival, then Karszamon is content to let Fabian die along with those ideals. Nayce might lose Esterhold, but at least Fabian's naive ideals will be exposed for the nonsense they really are. And after the matter is settled, Nayce can reclaim Esterhold without Fabian's interference. Certainly, Alphonian forces can easily defeat the Jennites, after which Karszamon will have all rebel Jennites put to death since rebellion against Alphonian aristocrats is treason.

What the PCs Can Do: This is an encounter with political consequences, not a confrontation. The PCs should not be involved as there is little for them to do.

Nummont 20, AC 1018: Archpoint Siege Continues.

Location: City of Archpoint, Kingdom of Cadrin, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: The siege of Archpoint continues. For the past month the defenders have been bolstering their defenses and preparing for an attack that still has to come, as the Arogansans have been entrenching themselves around the city, only attacking ships and skyships that have been trying to move into or out of the besieged city. Neither side seems willing to precipitate the events. Combat occasionally takes place, sometimes with the Arogansans probing the Cadrin defenses and sometimes with the Cadrin trying to shake the Arogansan resolve, but such skirmishes remain probing attacks that are not the trigger for larger battles. (See Nu. 8; Va. 5, Va. 4.)

What This Means: Actually neither side wants to drag it on, but none want to take the initiative either.

The Arogansan officers fear a possible Randel intervention, made even more likely now that its war with Bettellyn is over, and the occasional sightings of Randel men makes them nervous. Hence their desire to end this campaign as quickly as possible, before Cadrin has the chance to gather outside support; but at the same time they realize that they are not strong enough to just rush at Archpoint and get past the city's defenses, so they are stuck with that undesirable strategy of besieging the capital of Cadrin. They fear this default strategy is ultimately self-defeating, as they are convinced that it will only give time for Cadrin to garner outside support.

The Cadrin realize that they are not as strong as the besieging army from Arogansa, so they cannot leave their city walls and go engage them. Thus, they are stuck with enduring the siege, even though the city does not seem to be poised to fall either. For Cadrin it means that their country will continue to be occupied by Arogansa for an indefinite period of time, with no end in sight, and during that time no work can be done in the kingdom.

What the PCs Can Do: With the ongoing stalemate, each side should rely on brave adventurers willing to go behind the enemy lines to perform acts of sabotage or spying—anything that can turn the tide in their favor.

Nummont 20, AC 1018: Milenian Merchants Sunk.

Location: Shipping lanes north of City of Tyrnus, Southern Atlass Ocean. *HW*

Description: The Grey Lady, a three-masted warship captained by Alexis the Lawless, strikes at a pair of Milenian merchant galleys. The superior maneuverability and firepower of Alexis's frigate allows the pirates to quickly disable the merchants. The pirates capture the merchants' cargo, and Alexis gives the subdued Milenians the option to join him or die. Some Milenians, especially slave rowers, cross over to join the pirates. Alexis burns the captured ships and bombards them with artillery fire before sailing away. Both merchant ships soon sink into the Atlass Ocean. (See Fl. 26, Va. 2.)

What This Means: Alexis is a follower of Vanya, and has recently been inspired by his patron to scale up his attacks on the Milenians. Vanya is still seething from the setback suffered by Her Cult of

Alatera last circle. She must bide Her time in moving that group to action again, so She is using other means to express Her dislike for the Milenians.

What the PCs Can Do: If they are sailing with the Merry Pirates, the PCs can help capture the merchant ships and split up the booty. If they are Milenian, the PCs can help to defend the merchants, or this can be staged as an opportunity for slave PCs to join the ranks of the pirates.

Nubmont 21, AC 1018: Construction Crew Joined.

Location: City of Andaire, Kingdom of Alphas'ar, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: Eriadna, as Queen of Alphas'ar, hires a construction team of high-ranking spellcasters who came up with an interesting plan to dig the canal between Andaire and the Lyn River by the extensive use of earth-moving, charming and polymorphing spells. Speaker for the team is Lord Frandar, a distant cousin of the empress, who is a renowned expert in charm magics. Lady Kalara comes as the earth-moving expert, Lord Venderun as a polymorpher, while Lady Kitra as a follower of Razud is responsible for all clerical needs. Some lesser nobles complete the team. The only member who is not a noble is Durgan, a young construction engineer. His task is to do all the tedious, mundane planning work that the nobles are not willing to do. (See Nu. 19; Th. 4, Pa. 2.)

What This Means: The project has started. Eriadna is determined to connect her realm to the future waterways, and now she has found her construction team. The charming idea is that an experienced mage can polymorph himself into a digging monster or he can charm a digging monster to do the heavy work. The team is thinking about purple worms whose use in big earth-moving construction projects has not been very common until today.

What the PCs Can Do: Noble PCs can be part of the team. Commoners will be unwelcome (except for common servants of the team's spellcasters, that is).

Fourth Week

Nummont 23, AC 1018: Tranquil Knightly Alliance.

Location: Town of Dikhoff, Barony of Dikhoff, Tranquil Coast. *NU*

Description: A contingent of twenty Heldannic Knights arrives in Dikhoff, and starts drilling besides the astonished Dikhoffian troops.

Before rumors of a Heldannic invasion spread, the baron announces to his senior officers, and then to the population of Dikhoff, that the barony has signed an alliance with the Heldannic Empire. The Dikhoffians should be proud, he says, because soon they will emerge victorious of the continual war against the evil Serenics and their pet allies. Soon they will be crushed, he predicts, and the proud and hardy people of Dikhoff will be part of the strong Heldannic Empire, with him, Dimitri Dikhoff, as the benevolent ruler of the Tranquil Coast region. (See Nu. 28, Va. 27.)

What This Means: The rumors that were spread by Serenity about Dikhoff's contacts with the Heldannic Knights were not true, but they got him to wonder. At long last, with the protracted war between the two enemies and their part-time allies seeing no end, Baron Dikhoff decided to actually try out what the rumors attributed to him, and contacted the Heldannic Landmeister of Oceansend Hermann Adalard.

The Heldannic Knights have stopped their advance at Oceansend, and the troubles they faced within the boundaries of Heldland with rebels have not encouraged them to look further north of Oceansend until now. Dikhoff's approach caused them to look into the muddied Tranquil Coast situation more closely, and it was soon apparent that the current standoff could easily be broken by a rather small commitment of a new party—a role the knights could easily play. The knights have no preference as to which local lord they should support—they all seem equally unaligned—so they might as well support the one who comes to them. The Heldannic Knights thus offer their support, and promise that when Dikhoff has conquered the Tranquil Coast he will be the ruler of that land under Heldannic authority—it is the same kind of deal with a local lord that they have previously made to accelerate progress in the conquest of what is now Heldland.

What the PCs Can Do: The PCs may be the negotiators of this deal, or observers that make sure that the other side is keeping up to its part of the bargain. If the PCs are spies from other dominions—especially from Serenity—they will surely want to investigate the Heldannic involvement in Tranquil Coast affairs.

Nummont 23, AC 1018: Stonewallers Arrested.

Location: Kingdom of Linn, Floating Continent of Alphatia, Alphatian Empire. *HU*

Description: Four days after the incident with the gnollish party, the Stonewall soldiers are stopped by a large contingent of Linn's army. They are forced to surrender to the superior Linnesse force, and are taken to Trollhattan in chains. (See Nu. 19; Pa. 4, Pa. 16.)

What This Means: When attacking the gnollish troops earlier, the Stonewall soldiers were in violation of Linnesse law, promising equal treatment to all sentient races.

Nuwmont 25, AC 1018: Negotiators Ambushed.

Location: Countryside near the ruins of Anchorage, Esterhold Peninsula. **SK**

Description: The group of negotiators Fabian Vern sent to Esterhold to settle the matter with the Jennites peacefully meets a group of Jennites. They make certain not to act in a hostile manner, yet when they approach the Jennite position, the Jennite leader orders his troops to charge them. None escape and the Alphetian peace negotiators are all killed. (See Nu. 14, Nu. 20; Nu. 26, Va. 28.)

What This Means: The negotiators had the misfortune to meet a group of Jennites under the command of Chieftain Maltaen, an extremist follower of the Jennite philosophy called the True Way. This philosophy strictly preaches adherence to the old ways of the free Jennites and the destruction of any outside interference, because such people would pollute the purity of the Jennite values. Maltaen's people were also the Jennites who burned down Anchorage last year, and they have been brutally hunting down fleeing Alphetians since then.

What the PCs Can Do: As noted earlier, it is easier if the PCs are not the negotiators. For the sake of how this plot will further unfold, Fabian's negotiators are doomed. If the DM really does want the PCs among the negotiators, it would probably be best if he puts them in as guards and advisors so that they are not Fabian's primary emissaries. The Jennites then attack the group, preferably with such force that the PCs must seek escape to survive the encounter. That way the PCs can escape, painfully aware that all of Fabian's chosen negotiators were killed, and they can be the ones to bring that news to Fabian as witnesses. Alternatively, the PCs could be scouts for the negotiators, and so be lured away when the ambush occurs. Or they might be the only ones to survive, but be captured by the Jennites and then have to fight to escape captivity and return to inform Fabian about what has happened.

Nuwmont 26, AC 1018: Fabian Vern Outraged.

Location: City of Skyfyr, Province of Blackrock, Republic of Esterhold, Nayce. **SK**

Description: News of the fate that has befallen Fabian Vern's negotiators reaches him. He is both shocked and outraged. He withdraws for most of the day, then leaves his room and announces an official call for any and all adventurers to settle the chaos in Esterhold in his name. (See Nu. 20, Nu. 25; Va. 28, Th. 3.)

What This Means: Fabian is both shocked and angry. He has been trying to talk to the Jennites and listen to them, but the brutal murder of his peaceful negotiators is just too much—apparently the Jennites who oppose him know only violence and hatred! There are Jennites who are allied with Fabian, Kalin among them, but he always assumed the free Jennites and, particularly, the rebels had misunderstood his motives. It now seems to him that there is no reasoning with them. In the coming days, Fabian will permit many adventurers to go and fight the Jennites in his name, and many will do so hoping they can earn land and power for themselves in the vast, unsettled frontier land of the Esterhold Peninsula, or else to simply reclaim captured Alphetian valuables and treasures from the Jennites as spoils of war. Fabian doesn't completely lose his nerve, but he certainly becomes far less critical of the people he chooses to represent him before he sends them off to Esterhold.

This is a sad event. Fabian is a peaceful man, but even the most peaceful man can take only so much abuse. He has been trying to listen to the Jennites and persuade them to listen peacefully to him, so

why won't they even talk to him? Ages of abuse at the hands of Alphatians is one thing, but if they are so filled with hatred that they cannot even listen to reason, then the peaceful co-existence he hoped for seems to be impossible. It appears that brute force is the only thing these Jennites understand. If that is the case, then that might be precisely what they should get! This doesn't mean that Fabian willingly sends the harshest mercenaries against them, but it does mean his patience and attempts at a peaceful solution is over—if the Jennites want peace, then they will have to demonstrate the desire for it themselves!

Fabian does not, however, ask Karszamon for help, because he knows the cost will be that he abandons his dream of a democratic republic which can set the standard he hopes Nayce will follow one day. If he asks Nayce for military aid now, that dream is lost, and it is all he has left now. And he is determined to prove Karszamon's dismissal of his idealism wrong.

What the PCs Can Do: Obviously the PCs would ideally be one of the groups of adventurers Fabian recruits to fight the Jennites. He would meet them and question them about how they intend to go about the situation, trying to evaluate whether he can trust them, instruct them about what he wants them to do and what not, then send them on their way.

Fabian's call for adventurers is a major event of the war, but it is also the start of a large adventure. The *Mystaran Almanac* is dedicated to that adventure, which will be made available separately, so readers should note that many of the events in the Esterhold war events will be described in far more detail in the companion adventure—that can be found in *Book III: Adventures—Where Brothers War*.

Nuwmont 27, AC 1018: The Torpin Encounters Undead.

Location: Somewhere between Kingdom of Aquas and Sunken Arogansa, Nayce. AS

Description: The Torpin spots a group of undead at the bottom of the sea. Commander Dhallag Crest orders a team to investigate to see if these are the Alphadon who have caused so much debate in Nayce or the ghoulish undead that attacked Corenal Site last year. However, the team attracts the attention of the undead, and immediately discovers that they are of the ghoul sort. A battle takes place and the undead are killed. A few of the decaying bodies are taken aboard, and Sister Valonda and the ship's sages Dsaerdon and Haerdon are able to determine that these creatures are lacedons, a form of aquatic ghouls. (See Nu. 17; Va. 2, Va. 24.)

What This Means: These ghouls were actually among those who attacked Corenal Site on the Day of Dread and were repelled by the triton warriors from Underocean commanded by Tanalos. Other than that, there is nothing unusual going on here.

What the PCs Can Do: If the PCs are on the Torpin, they should definitely be on the away team sent to spy on the ghouls.

Nuwmont 27, AC 1018: The Horror Revealed?

Location: City-State of Kastelios, Serpent Coast. DV

Description: For several months a special council of sages, established by a request from the city's governing assembly, has been discussing and debating the disturbing news brought by Dorian

Giannapoulos [in Sviftmont, AC 1017. Ed.], who until recently had been a trader of some repute. Since that time, the scholars have interviewed him on a number of occasions, and, although he appears to have recovered from the shock of his experience, he lapses into fits of hysterics whenever he is asked to remember what he saw.

Nevertheless, the sages, through persistence, have managed to extract some puzzling information, and today they present it to the assembly as a formal report. They state that the Amalur Lowlands appear to have been invaded by a force of powerful lizard-kin, served by an army of troglodytes, from lands further west—possibly along the southern coast of the Hondian Deep. That these invaders are powerful is evidenced by the fire damage to Dorian's vessel, as well as the injuries that appear to have killed Dorian's crewmembers (precise scorch marks from magical bolts of energy, as well as curious burns from some form of acidic substance). Although Kastelios has never had formal relations with the various lizard man tribes of Amalur, the fact that such a mysterious force should appear to have overwhelmed them does not bode well for the security of the region. In closing, the sages recommend that a small expedition be mounted to the Amalur Lowlands to obtain more information, and that the information gained thus far should be shared with Kastelios's allies as soon as possible. The assembly assents to this. (See Va. 11, Va. 26.)

What This Means: What Dorian discovered last year is more than it seems. Only time will tell whether the people of northwestern Dabania will discover what is going on in the Amalur Lowlands.

What the PCs Can Do: Taking part in the expedition to the Amalur Lowlands would be the best job for adventurers such as the PCs.

Nutmont 28, AC 1018: Zhucharnob Freed.

Location: City of Alpha, Kingdom of Alpha, Nayce, Southern Great Bay. *NU*

Description: On the eve of his trial before the king, Viktor Zhucharnob mysteriously vanishes from his cell. The guards in his area were called away to a disturbance in an adjacent area of the dungeon. After suppressing the unruliness, they returned to find Zhucharnob gone. (See Nu. 4; Va. 1, Va. 2.)

What This Means: Viktor is not only a crafty and sly fellow, but also an accomplished rogue with ties to thieves' guilds throughout Norwold. His associates planned the altercation, which would be significant enough to momentarily distract the guards. The brief distraction was enough for Viktor to use the scroll of knock, smuggled in to him earlier, to bypass Madierra's wizard lock. Once free of the cell, he used his considerable thieving skills to slip out of the dungeons and flee from Alpha.

What the PCs Can Do: Search for Zhucharnob following the escape. PCs could also be hired by Madierra to investigate the circumstances of the escape, leading to the implication of the thieves' guilds. As an alternative, PCs with ties to Alpha's crime scene could even help to plan the escape and smuggle in the magic scroll!

Nutmont 28, AC 1018: Leehashire Celebrities.

Location: Village of Mallowfern, Shire of Eastshire, Five Shires. *OW*

Description: The Leehashire hin have become genuine celebrities, and the Sheriff of Eastshire throws an elaborate outdoor feast in their honor outside Mallowfern, seemingly attended by everyone who's

anyone in the entire shire. Following this banquet, the visitors begin a tour of the shires accompanied by a group of krontar and hin masters. On Vattermont 6, they arrive in Deepmoss, Seashire. (See Nu. 19; Va. 11, Va. 20.)

Nuwmont 28, AC 1018: Sonnenfeld Is Wary.

Location: Barony of Sonnenfeld, Tranquil Coast. NW

Description: Learning of the alliance of Dikhoff with the Heldannic Knights, Baron Fergus prudently withdraws his support. His men that were present in Dikhoff, or anywhere in the war zones, return home. (See Nu. 23; Va. 27, Th. 15.)

What This Means: Baron Fergus had increased his support of Dikhoff when rumors that Serenity was a pawn of Thyatis surfaced—although these rumors were never proven, they were sufficient to Fergus (who also dislikes Maximus of Swordcoast, an occasional ally of Serenity's). Fergus was undeterred by rumors of Dikhoff being himself a pawn of Heldann, but now that they are proven true he is more circumspect. Though he still believes that Swordcoast and Serenity are in Thyatis's pay, he has a dim view of the Heldannic Knights as well, and does not take kindly to their interruption into Tranquil Coast affairs. His lone ally having an unwholesome affair that he disapproves, Fergus is left isolated.

What the PCs Can Do: Fergus will send spies to investigate the level of implication of the Heldannic Knights within the Tranquil Coast.

EVENTS: VATERMONT

First Week

Vatermont 1, AC 1018: Zhucharnob Found.

Location: City of Alpha, Kingdom of Alpha, Nayce, Southern Great Bay. *NW*

Description: By the early morning hours, Viktor has made his way outside Alpha, riding in a coach driven by more of his thieving partners. Suddenly, the coach lurches violently to the right, skids off the icy road, and tumbles over several times before landing on its side in a snowbank. Viktor is shaken, but not seriously injured. He climbs from the coach as the screams of the horses and groans of the drivers go silent. Zhucharnob attempts to hide behind the overturned coach, but is suddenly thrown to the ground by an unseen force, the wind knocked from him. Through his blurred vision he sees a figure emerge from behind a wall of ice blocking the road. The figure approaches and offers to aid him with his magic. Without waiting for an answer, the stranger casts his spells on Zhucharnob, causing him to vanish. (See *Fu. 4*, *Fu. 28*; *Va. 2*, *Th. 15*.)

What This Means: The stranger is the infamous Alak Dool, who was tipped off about Zhucharnob's planned escape in advance. The renegade wizard decided to aid the fugitive and perhaps enlist him in his own evil plans. Knowing that Madiera's magic would track down Zhucharnob in short order, Dool decided to beat her to the punch. After spying on him with his crystal ball, Dool teleported to his vicinity and used a wall of ice to run the coach off the road. Then he slew the drivers with a death spell and incapacitated Viktor with a power word stun. Finally, he protected Viktor from further magical detection with a mind barrier and teleported him safely to his tower, hidden in the mountains of the Final Range.

What the PCs Can Do: By the time investigating PCs arrive, the wall of ice will be gone and it will appear that the crash killed the drivers and horses. However, Dool's footprints to the coach and where Viktor fell in the snow will still be clearly evident (with no prints leading away).

Vatermont 1, AC 1018: Building and Rebuilding.

Location: City of Thyatis, Duchy of Thyatis, Thyatian Empire. *OW*

Description: Plans are begun on completing the clean up and repair of the city's defenses in the aftermath of the Crown War, including several improvements. These will involve some modifications to the artillery emplacements on the walls, and some additions to the almost completed great temple at the center of Emperor's Hill in the city. (See *Va. 27*, *Th. 1*.)

What This Means: The new defenses will include permanent emplacements for liquid fire projectors in the larger towers and automatic ballistae in rotating turrets at the topmost peaks of towers for use against both ground and aerial targets in addition to the city's other aerial defenses. Four spires in the Alasiyan style will be built into each corner of the temple, to house not only chimes to keep time and be rung in celebrations, but to house weapons, magical and otherwise, for use against flying targets.

Similar defenses are added around the new Great Palace in the Zendrolion District, where many troops are stationed as well.

Vatermont 2, AC 1018: The Plotting Begins.



Location: Alak Dool's Tower, City-State of Dool, Final Range. NW

Description: Alak Dool welcomes Boyar Viktor Zhucharnob to his tower. Viktor's initial anger at Dool's interference quickly subsides, once he realizes that Dool probably did help him to evade Mladiera. Alak stokes Viktor's desire for revenge against King Ericall (which is really not that difficult), and the two begin plotting. Dool informs his guest that he has heard intriguing rumors of an immense mechanical war machine, which would allow them to crush Ericall, and perhaps take control of all of Norwold. Viktor is skeptical, but Alak persuades him to consider the idea. With Dool's magical knowledge, and Zhucharnob's financial resources, plus his widespread network of thieving associates, they convince themselves that Alpha is theirs! (See Nu. 28, Va. 1; Th. 15, Fl. 4.)

What This Means: Alak Dool learned of the war machine through contacts with Coiger de Morry, another of Norwold's villains. Alak feigned disinterest, while secretly coveting the machine for his own evil schemes. Dool wants to use Zhucharnob and his resources to do his dirty work for him, and to take the fall if the plan fails. Zhucharnob is flattered that Dool selected him as his partner in this plot, but quickly convinces himself that he is the one in charge. The evil duo begins to muster their respective forces in an attempt to locate the mighty war machine.

Vatermont 2, AC 1018: The Torpin Reaches Torenal Site.

Location: Torenal Site, Sunken Arogansa, Nayce. AS

Description: The Torpin makes a stop at Torenal Site. This is a planned stop and Commander Deltart is happy to show the Torpin crew around. He mentions that the site was actually under attack on the Day of Dread, but the attack was repelled. He carefully avoids mentioning the efforts of Tanalos and the other merrow of Underocean, though. He doesn't lie—he just doesn't say anything about them. Still, doing so he manages to leave the Torpin crew with the impression that Torenal

Site was able to withstand an even larger assault by ghouls under his command than it was the year before under former Commander Talmata. (See Nu. 17, Nu. 27; Va. 24, Fl. 15.)

What This Means: Deltart is playing politics. He knows that Dlanor is a mage of renown in Nayce and that the Naycese Council listens to Commander Dhallaq Crest, so he tries his best to look good in the eyes of people who will report to his superiors. Given that Tanalos is already angry over being dismissed, Deltart's "lapse of memory" could cause lots of trouble in the future.

What the PCs Can Do: Not much to do here, but the PCs on the Torpin could get to see Torenal Site and vice versa.

Vatermont 3, AC 1018: Oxhill Under Siege.

Location: Barony of Oxhill, Principalities of Glantri. *OW*

Description: On the day that the Baron of Oxhill, Lord Pieter Vandehaar, is supposed to appear at the parliament to face charges of treason for cheating during the magical duel for the Viscounty of Castelbianco last year, news reaches Glantri City that the Barony of Oxhill is under siege. It is under attack by the Followers of the Claymore, an illegal and dangerous cadre of militant fighters and fanatical clerics. Rumors abound that the Followers of the Claymore have risen up in reaction to the Alexander's Day massacre, and that Baron Pieter has been killed in the siege. The parliament initiates an investigation and Warden of the Marches Malachie du Marais sends troops to quell any problems in the area. (See Nu. 5; Va. 9, Va. 18.)

What This Means: In order to avoid facing charges and in all likelihood the stripping of his nobility title, the unscrupulous Baron Pieter secretly arranged for the local faction of the Followers of the Claymore to lay siege to Oxhill. He eventually staged his death, so that his title—but not his crimes—will be passed on to his son, Lord Pieter-Ceuwke Vandehaar.

What the PCs Can Do: Real or not, the uprising in Oxhill led by clerics is an occurrence the Glantrians have been afraid of since the Alexander's Day massacre. Regardless of the loyalties of the PCs, should they get involved in the siege of Oxhill or similar situations, they will be sure to face much espionage and combat, magical and mundane, for the months to come.

Vatermont 3, AC 1018: Anchors Away!

Location: City of Seagirt, Exarchate of the Pearl Islands, Thyatian Empire. *SD*

Description: After wintering in the city of Seagirt, the Thyatian expedition to Dabania, led by Julius Ambrosius, lifts anchor to resume its explorations. (See Va. 18, Va. 21.)

What This Means: In AC 1017, three expeditions were mounted at the request of Eusebius, Emperor of Thyatis. One group headed eastwards to explore Skothar, one headed west to explore the Savage Coast region in more detail, and the third was sent south to Dabania. Julius's group managed to chart a considerable stretch of Dabanian coastline east of the Thyatian Hinterlands, and to note the existence of a number of tribes of jungle orcs, as well as interesting flora and fauna. This expedition had wintered in Seagirt to avoid the worst of the winter storms on the Sea of Dread; now that this season has passed, sailing conditions are much better.

What the PCs Can Do: Presumably, if the PCs were part of the expedition already, they will continue to take part in this voyage. Otherwise, this would be a good opportunity for them to join it. The journey to Dabania may be uneventful, but DMs are encouraged to throw in encounters with sea monsters, foul weather, and the like—just to keep the PCs on their toes.

Vatermont 3, AC 1018: The Curse Unfolds.

Location: Great Forest of Geffron, Kingdom of Denagoth. *NW*

Description: After over a month of trudging and skirmishing through the snow-covered forest south of the Nameless Tower, Professor Dobe and some of the Genalleth elves develop a fever. No amount of magic or medical attention seems to help. The sick tell of vivid nightmares they have experienced the past few nights. Camp is made to allow the sick to recover. (See Ru. 1, Ru. 2; Th. 9, Pa. 14.)

What This Means: The high priestess's curse is beginning to take effect. While a number of elves were fortunate enough to resist the powerful curse, others were not so lucky. The elves are deeply concerned when spells such as remove curse fail in all cases. They decide natural rest to be the best solution and the able-bodied elves do their best to make the sick comfortable.

What the PCs Can Do: There is little the PCs can do to help the sick. Those that are able may volunteer to continue onto the distant Enoreth Shrine to give word of their mission to Durifern.

Vatermont 3, AC 1018: Northern War in Dispute.

Location: City of Andaire, Kingdom of Alphas'ar, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: Several members raise the matter of Stonewall's invasion of Arkan at the Grand Council. The matter quickly becomes a heated debate, although it is rather one-sided. It is clear that most members find Stonewall's behavior to be disruptive and insolent. After all, Stonewall's armies are filled with commoners who are warring against aristocratic rulers in Arkan. There are a few supporters of Stonewall's cause, particularly from Randel and, of course, Stonewall itself, but they are a distinct minority. The body eventually decides to bring the matter before Empress Eriadna. (See Ru. 8, Ru. 13; Th. 10, Sb. 2.)

What This Means: This is the sort of thing one would have expected in the Grand Council. Though several people who oppose Stonewall's invasion come from nations that have helped Stonewall, such as Frisland or Randel, they are in the council as individuals, not to represent the rulers of their respective nations, so they are not bound to any sort of local patriotism beyond what they feel is appropriate. However, how much they can do is questionable. Though they can bring the matter before Eriadna, it is unlikely they can do much unless she decides to act. If she was going to, chances are she would have already. After all, Eriadna denied both Stonewall's request for aid against the threatening famine last year and later Arkan's request for imperial aid against Stonewall's subsequent invasion. The fact that she has done nothing could be interpreted as continued acceptance of how events are unfolding. Even so, if pressure persists in the Grand Council, Eriadna will probably have to respond at some point.

Watermont 4, AC 1018: Elf Skull Units Resume the Hunt.

Location: Keep of Drax Tallen, Great Forest of Gelfron, Kingdom of Denagoth. *MM*

Description: The long absence of undead attacks on Drax Tallen leads General Grumman to conclude that Sylarion's force has quit the field. With the undead out of the way, the Elf Skull Units are sent out into the forest to hunt down the crusader elves. (See *Nu.* 3; *Th.* 24, *Va.* 25.)

What This Means: Sylarion's force is long gone and General Grumman has taken a fair while to rid himself of a state-of-siege mentality. The Elf Skull Units have been given the task of locating elven positions in preparation for a decisive assault on the invaders.

What the PCs Can Do: PCs patrolling the forest may run into the elements of the units.

Watermont 4, AC 1018: Polakatsikes Restored Once More.

Location: Town of Polakatsikes, Dominion of Polakatsikes, Heldannic Empire, Meghala Kimata Plains. *DD*

Description: The repair efforts started last year on Polakatsikes's fortifications have been completed. The town's walls have been repaired, and weak points revealed during last year's siege have been strengthened. (See *Nu.* 18; *Va.* 21, *Jl.* 18.)

What This Means: During the prolonged siege of Polakatsikes last year by the Mibosian army, Polakatsikes's defenses sustained considerable damage. Once the enemy had been driven back, Governor Wolfgang Stimmel made it a personal priority to ensure that the damage was repaired as quickly as possible. The Heldannic engineers and local craftsmen assigned to the task have been lucky—the Mibosians have not attacked during the intervening months.

Watermont 4, AC 1018: Bensarian Takes Stock.

Location: City of Wendar, Kingdom of Wendar. *OW*

Description: Over the past month Bensarian has assessed the damage done by his impersonator. The Alheimers are gone and the human populace seems to be content with the status quo. The humans have even come to accept the priests of Idris among them, appreciating their ability to keep the dragons at bay. Bensarian begins researching what lies beneath the facade of the churches of Idris built in Wendar.

In an apparent change of heart, Bensarian disbands the Peacekeepers and the empty prison camps, stating the realm is no longer in danger of Alheim elves. (See *Nu.* 1; *Th.* 3, *Jl.* 18.)

What This Means: Bensarian has a huge task ahead of him to repair the damage done by the Church of Idris. Following the loss of Her master spy and Bensarian's policy reversals, Idris knows Bensarian has escaped Her yoke and now controls Wendar. She wants him removed once and for all and also starts plotting a new scheme to conquer Wendar—or waste it in the process.

What the PCs Can Do: Inform Bensarian of what they know and help him investigate the churches of Idris.

Vatermont 4, AC 1018: Strangers Bring Ill Tidings.

Location: City-State of Hrissopoli, east of Adakkian Mounts. **DV**

Description: Along the western fringes of the territory controlled by the city-state of Hrissopoli, a squad of patrolling soldiers encounters a large group of lizard men, busily clearing land and erecting crude huts. Quickly drawing their weapons, the humans angrily try to drive them away, only to encounter concerted resistance. Several fighters on both sides fall before a loud horn, blown by a visibly wizened lizard man, interrupts the skirmishing.

Once he is assured that he had everyone's attention, the lizard man addresses the humans, in broken Milenian of the Kastelian dialect. He tells them that he is Hastessh, elder of the Hasstor Tribe. Until recently, he and his tribe lived peacefully in the jungle valleys beneath the western slopes of the Adakkian Mounts, visited only by lizard men of other, friendly tribes to the north, who had dealings with the outside world. Late last year, tales spread to their lands of great armies arriving from over the sea, who overran much of the lizard men's territory in the west with the aid of some of the local tribes—particularly those who still practiced the older, largely forgotten faith of their remote ancestors. As the conflicts spread, the Hasstor Tribe decided to flee for safer lands, and now they would build a new home for themselves here. The Hrissopolitan captain orders his men to guard the lizardfolk, while he rides to Hrissopoli to convey the news. (See Nu. 27; Va. 7.)

What This Means: Something is clearly afoot in the Amalur Lowlands, which lie west of the Adakkian Mounts. The people of Hrissopoli know vaguely of the lizard men who live there, but no regular contact has ever existed between the two nations. The fact that a number of them have appeared on Hrissopoli's borders is noteworthy enough; the news they bring doubly so.

What the PCs Can Do: This is probably the first time Hrissopolitan PCs might encounter lizard men, so this would be an opportunity for DMs to provide a “clash of cultures” scenario. Likewise, PC lizard men could be introduced to the broader campaign world in this manner.

Vatermont 5, AC 1018: Four Kingdoms Ally.

Location: Modrigswerg kingdoms, Northern Reaches. **OW**

Description: The four Modrigswerg kingdoms of the Northern Reaches, Gråbjerge, Makkres, Thrabol and Sareft, agree to trade openly with each other, give each other aid in times of need, and present a united front to the outside world. (See Nu. 14; Va. 18, Th. 12.)

What This Means: Following the royal weddings of the previous month, the Modrigswerg of Vestland agreed to an official alliance with King Throfar of Gråbjerge in Ostland and each other. King Throfar also bribed King Sarats of Sareft in Soderfjord to join them, though this is mostly for show and both kings know it. This is quite unusual, since the Modrigswerg are notoriously independent. It has only been through years of laying the groundwork that King Throfar has managed to bring this about, and it is probably just a matter of time before this alliance falls apart again.

Vatermont 5, AC 1018: Theran Dike.

Location: South of City of Errollyn, Kingdom of Cadrin, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: Seeing that the campaign of Arogansa into Eadrim has reached a stalemate, and that if they do nothing the only way the stalemate will be broken will certainly be through an intervention of Randel to defend its southern neighbor, a group of Arogansan nobles decide to take action before such a scenario happens.

The group of mages flies above the Thera River, at the place where it forks and becomes the Randel River to the west. Traffic is sparse at this time of the year, and the mages stop it altogether on the southern arm of the Thera on account of the ongoing war. Then one of them creates walls of stone and walls of force at the start of the southern arm of the Thera River, instantly creating an artificial dam. The dike is resistant enough to hold the pressure of the water that should go south, and make it reflux toward the Randel instead. As the Thera is quickly drying up and the Randel swelling, the others start casting earth moving spells at the riverbed, effectively destroying it by setting it on level with the surrounding countryside, which is mostly flatlands. The wizards' personal guards patrol just south of the fork near the dike to prevent interference with their masters' magical endeavor. (See Nu. 8, Nu. 20; Va. 16, Th. 23.)

What This Means: The wizards do not simply want to end the war, they want to end it with style. This is not a military target they are hitting—doubling the flow of the Randel River will not prevent reinforcements from arriving, should Randel decide to intervene; in fact, the nobles' meddling may well precipitate it. The purpose of their plan is not readily apparent, though, and they have not even warned their queen about it.

Vatermont 5, AC 1018: Reconstruction Work in the Harbor Finished.

Location: Town of Sotel, Kingdom of Foresthome, Floating Continent of Alphonat, Alphonatian Empire. **WW**

Description: Lord Abolon's workers and subordinate engineers have finished the reconstruction of the harbor of Sotel. Only missing now is only the Foresthome Rim Canal. A part of the team goes to Igoin where the work is behind schedule. (See Th. 3, Th. 27.)

What This Means: The workers have kept to the project's schedule at least to a minimum level: another harbor is ready. Unfortunately the harbor of Igoin is suffering from unexpected problems and will not be ready before the end of the year. Quite a number of the workers are now relocated to Igoin to help in solving the difficulties.

Vatermont 6, AC 1018: Winter Chill.

Location: Northern Hulean Empire. **WB**

Description: The winter has been extremely severe this year in Western Brun and parts of Hule. In fact it has been so severe that many rivers in the area completely freeze over, and even the mighty Balu River, which carves its course between the Empire of Zuyebv and the Bylot Hills Region, freezes by early Vatermont. The intense cold leads to many people, especially the urban poor, to take sick, and some of those die. Travel is restricted in many areas as the peasants prefer to stay indoors. (See Th. 14, Ei. 11.)

What This Means: It's cold and it is going to get colder. This is no ordinary cold however. This winter is under the supreme influence of the near immortal ice demon Kazukarzash who resides in the

Hyperborean Reaches. The intense cold begins to drive some of the nomadic human and humanoid tribes further south, which may threaten the northern borders of Hule, Klagorst, Zuyebo, Douzbakjian and even Sind.

Vatermont 7, AC 1018: Refugees Allowed To Stay.

Location: City-State of Hrissopoli, east of Adakkian Mountains. DV

Description: Katambos, King of Hrissopoli, announces that the recently-arrived lizard men may remain within the kingdom's borders, on lands that currently lie along the western fringes of his realm. The lizard men may stay as long as they wish, so long as they make those lands productive, or otherwise guard the kingdom from any threat originating from the west. (See Ru. 27, Va. 4; Va. 11, Va. 26.)

What This Means: Katambos was not thrilled to learn that the Adakkian Mountains, thought for so long to be an impenetrable barrier, can in fact be crossed. Nevertheless, he reasoned that, should he appear to be welcoming to the refugees, they might be inclined to settle the region. This would increase the amount of land under his control, increase the amount of tax revenues, and create a buffer zone along the western frontier of his kingdom. Some of Katambos's subjects, however, might not be happy with the announcement, as many might see the lizard men as getting a free ride.

What the PCs Can Do: PCs might be ordered by the king to properly survey the land, in order to assess its potential value.

Second Week

Vatermont 8, AC 1018: Customary Customs.

Location: Throughout the Thyatian Empire. **OW**

Description: Imperial customs officials stop giving foreign merchants extra trouble at border inspections and the like. This makes it easier for goods to be imported into the empire, and somewhat reduces tensions between Thyatis and the Western Defense League. (See Nu. 7, Nu. 13; Kl. 1.)

What This Means: This marks a success for the DDC in its efforts to get senators to put pressure on Eusebius to open up trade within the Thyatis. Eusebius has not given up his plans, however. He will switch tactics slightly and work more to encourage the growth of native Thyatian commerce by streamlining regulations and laws that sometimes got in their way, and promoting exports.

Vatermont 8, AC 1018: Yes, Those Were the Days...

Location: City of Ionace, Ionace Island, Nayce. **AS**

Description: Some Alpathian refugees from Esterhold arrive at Ionace. One of them is Noral Alska, a formerly rich merchant from Anchorage and the nephew of Seward Alska, the former Governor of Anchorage now presumed dead when the town was burned to the ground.

Noral seeks out Karszamon and blames Nayce for letting the situation get out of control in Esterhold. Without actually saying so, Karszamon hints that Fabian is the one who prevents interference from Nayce with his weird ideas. At hearing this Noral notes that with the way things are going, he would actually rather want Nicodemus back, since at least things worked under his rule, even if he was a harsh ruler. Noral later meets with a few fellow refugees and decide to find out what happened to Nicodemus. (See Nu. 20; Th. 16, Th. 25.)

What This Means: Noral Alska is a more traditional Alpathian than his uncle was and so more dedicated to putting the Jennites in their place. Nicodemus was the King of Verdun until he was chased out by a rebel alliance between Fabian Vern and his Jennite followers and the Naycese troops of Commander Broderick. It is unknown what since became of him, though many presume him dead.

Seward Alska, the former Governor of Anchorage, was the respected head of an old Alpathian merchant family from the old Alpathian Kingdom of Dunadale on the Isle of Dawn, which is now part of Heldon. Many years ago the family lost a lot of money in an investment that proved disastrous, and they moved to the Esterhold Peninsula about one century ago, seeing an opportunity to make money. They then founded the port town of Anchorage halfway between Skyfyr and Faraway, and assembled a merchant fleet that carried goods along the coast. Seward became the family leader after his elder brother died decades ago. His brother had two children, his son Noral and his daughter Daris. Seward never cared much who controlled Esterhold as long as trade was good. During the assault on Verdun in AC 1013, he agreed to harbor some troops and even transport supplies for them, in exchange for the insurance (and gold, of course) that his fleet would not be dismantled. However, he did not escape with his family when they fled last year and is now feared dead.

What the PCs Can Do: Unless the PCs are refugees arriving in Jonace with Noral Alska, there is probably nothing to do here at all. Even if they are, all they can really do is decide whether or not they agree with Noral.

Vatermont 8, AC 1018: Beasthunter Honored.

Location: Enoreth Shrine, Great Forest of Gekfron, Kingdom of Denagoth. *NW*

Description: The Long Runner elves who assaulted the Dragon Knights' lair in Lothenar Forest return to Enoreth Shrine, beleaguered after their ordeal and constantly harassed by shadows on their journey. They tell General Durifern of the heroic death of Beasthunter and his close companions. An official ceremony is held to commemorate the brave ones who have perished, while Durifern magically sends word of Beasthunter's brave death via his crystal ball of sending to Coolhands in Erengyl, Erewan, and to King Doriath. (See *Nu.* 1, *Nu.* 7; *Th.* 14, *Th.* 24.)

What This Means: Although they are deeply saddened by the loss of their leader, the Long Runners are very proud of Beasthunter's actions, and they have dealt a blow against the Church of Idris. The fate of the elven crusaders now rests squarely on the shoulders of the Grunalf Clanmaster, something which the quietly-spoken Durifern takes in his stride.

Coolhands, stripped of her position as Clanmistress of the Long Runners by the Altheim clanmasters in Varthmont AC 1017, is devastated by the news of the demise of Beasthunter. Yet, she is proud of his bravery and has decided to head to attend the next clanmasters' meeting in Karamaikos to reclaim leadership of the Long Runners.

Doriath is saddened by the news and is determined to persuade the clanmasters to pardon Beasthunter and Coolhands for "abandoning" Durifern.

What the PCs Can Do: If they were part of the Long Runner warband the PCs will have to battle shadows and other denizens on their way back to Enoreth Shrine.

Vatermont 8, AC 1018: A Line in the Swamp.

Location: Swamps along the River Torion, Territory of Thratia, Winterlands, Thyatian Empire. *DV*

Description: For the past couple of months, the Thyatians have been trying to make headway against the Thratian clans dwelling in the swampy lowlands where the River Torion meets the River Australis. A couple of strategic hills have been secured, but there still seems to be no way of clearing the swamp entirely of Thratians. The Thyatian commander in charge of the campaign orders his troops to establish a secure frontier along the hills overlooking the swamp and river. (See *Th.* 3.)

What This Means: Since last year [Sviftmont, AC 1017. *Ed.*], the Thyatians have been trying to conquer all the swampy lands north of the River Australis, in the hopes of using the river as a secure frontier. Unfortunately for them, the local Thratian clans have been receiving covert aid from the Emerondians, whose nation lies to the southwest. While Emerond does not bear the Thyatian Empire any ill will, and in fact sees some benefit from maintaining diplomatic and trading relations with its northern neighbor, it still would rather not see it become overwhelmingly powerful in this part of the

world. Hence, Emerond has been providing some measure of aid to the Thratians, although not in the form of weapons.

What the PCs Can Do: If the PCs were involved in this campaign last year, and they found a solution, then this event, and those following it, do not happen as shown. Otherwise, they could fight valiantly on either side.

Vatermont 8, AC 1018: First Spade Dug in Denwarf-Hurgon.

Location: City of Denwarf-Hurgon, Kingdom of Stoutfellow, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: A large team of experienced dwarves starts with the construction of a paved road down to Draco in Stonewall. As is typical when dwarves get to work, there is no special ceremony around the event. The dwarves just come along with their tools and start working. (See Va. 10, Th. 6.)

What This Means: The construction of this road is the result of an agreement between Koblan Dracodon and Buthra Bofadar last year. Both rulers hope that this road will improve trade between their countries and further down into Haven and the rest of Alphatia. The dwarves are optimistic that it will be done before the year ends.

What the PCs Can Do: If some PCs are dwarves or gnomes and like hard, backbreaking labor, then they have found a job.

Vatermont 9, AC 1018: Long Live the New Baron!

Location: City of Glantri, Principalities of Glantri. *OW*

Description: A little less than a week after the siege of Oxhill began, Warden Malachie du Marais confirms that Baron Pieter Vandehaar has been killed, and he presents to the parliament the son and heir of Baron Pieter Vandehaar, Lord Pieter-Ceuwke Vandehaar—with his former nursemaid Leena Tijlen in tow. Speaking in behalf of the inarticulate Lord Pieter-Ceuwke, Leena requests that Pieter-Ceuwke be confirmed as the new baron and that the charges against Lord Pieter be dropped. Supreme Judge Dolores Hillsbury, a known ally of the past baron, allows it, and though some politicians suspect treachery going on, Pieter-Ceuwke is indeed confirmed as Baron of Oxhill. (See Va. 3; Th. 7, Va. 10.)

What This Means: Under the fireworks of the bitter political adversaries Prince Malachie and Princess Dolores, Pieter Vandehaar has executed his greatest undercover coup yet! As part of his contingency plan, Pieter has magically taken up the identity of his lover and chief spy, Leena Tijlen, so that he may manipulate his inept son, and thus continue to rule Oxhill. Meanwhile the real Leena has more time for underground dealings as *The Eyes Without A Face*, no doubt causing more trouble in the Sablestone frontier in southwestern Glantri.

What the PCs Can Do: Many plots are afoot for PCs involved in espionage, what with a new Baron of Oxhill, two Leena Tijlens, and at least two rival princes of Glantri involved. The main targets of “Leena” would be his enemies: Prince Harald Haaskinz of Sablestone, Viscount Gerrid Rientha of Castelbianco, as well as their new ally, Baroness Danira Voshane of Egorn.

Vatermont 9, AC 1018: Collateral Damage.

Location: Northern region of Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: The team the Navy of the Lakes has sent to survey the route for a canal that will connect Shiell Lake with Crystal Lake is attacked by a strong unit of the Stonewall Expeditionary Corps—too strong to withstand. Although the team protests that this is a civilian enterprise with no military relevance, the commander, Colonel Sorentas, thinks he has captured a reconnaissance unit of the Foresthome army. As both nations are fighting each other in Arkan, the team members now become prisoners of war. The Stonewall unit returns to the territory of Arkan with their prisoners. (See *Nu.* 3, *Nu.* 13; *Fl.* 2, *Fl.* 27.)

What This Means: This is a typical event in times of war. A unit of the Stonewall Expeditionary Corps has been sent out to look for Foresthome soldiers—even in Foresthome proper. What the soldiers have found is the survey team, and Sorentas was convinced it was a mercenary force of Foresthome. From a certain perspective this is even true, although the orders of the team have neither included military tasks nor advances into the territories of other kingdoms. Someday all these facts may be revealed but for now the team has been captured.

The soldiers protecting the survey team were hired to fight bandits or monsters, but they are not strong enough to battle a real army, so there was nothing they could do.

Although there is another team surveying this route from the opposite direction, the work will be delayed.

What the PCs Can Do: Members of the surveying team might have a chance of avoiding capture. Although their chance to free their comrades is very low, they could deliver the news of the incident to Admiral Halzunthram, who could then start negotiations to free the prisoners. On the other hand, it can be the PCs who stumble upon the surveyors and arrest them, before being sent out to look for more “enemies.”

Vatermont 10, AC 1018: First Spade Dug in Draco.

Location: City of Draco, Kingdom of Stonewall, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: A second team of dwarven workers starts with the construction of the Denwarf-Hurgon-Draco Road in the capital of Stonewall. As is inevitable in a mainly human realm this time, there is a big ceremony. The king holds a speech to inspire the workers and to promise his people a bright future. The dwarves shrug about the human silliness and start working. (See *Va.* 8; *Th.* 6, *Ei.* 14.)

What This Means: It is reasonable to build a street from both ends. That the humans must make such a fuss about the beginning of a simple work is something the dwarves cannot understand and must endure.

Vatermont 10, AC 1018: The Shadow Lord's Frustration.

Location: Barony of Two Lakes Vale, Icereach Range. *NW*

Description: The Shadow Lord again attempts the ceremony to break the bonds of vassalichdom and pave the way to becoming a full lich. Yet, despite possessing his phylactery, he again fails. At this inopportune moment, Sylarion and Ulslime enter the Shadow Lord's chamber and demand that he assist them in their work concerning the spread of the Death Cloud. After a lengthy outburst, the Shadow Lord teleports away, leaving Sylarion and Ulslime to ponder their options in how to control their "colleague." (See Nu. 1, Nu. 3; Va. 17, Fe. 7.)

What This Means: The Shadow Lord cannot understand why he cannot attain full lichdom. He must find out why and certainly has no time to waste on tinkering with the Death Stone.

Vatermont 11, AC 1018: A Shadow on the Road.

Location: Village of Shadowgates, Shire of Heartshire, Five Shires. *OW*

Description: The Leeshashire hin arrive in Shadowgates. On the road, they are accosted by persons unknown, and several members of the Norwold expedition are slightly injured before the strangers are run off. A deeply embarrassed Sheriff of Heartshire orders a full investigation.

What This Means: The history of the Five Shires and the exodus to Leeshashire from long ago is more complex than most living hin remember. Unbeknownst to them, the Leeshashire hin know secrets that, if they were unwittingly told, would upset a number of beliefs the hin of the Five Shires have about themselves, and send a powerful family into disgrace as traitors to their race. Without explaining the reasons for the orders, family elders have begun conspiring to kill the visitors to the their land. (See Nu. 19, Nu. 28; Va. 20, Va. 26.)

What the PCs Can Do: The Leeshashire visitors are eager to hire trustworthy bodyguards, and the Heartshire authorities are interested in quietly investigating the attack, even if that means using someone other than locally well-known krontar to do so. Both alternatives offer PCs work and adventure.

Vatermont 11, AC 1018: Into the Unknown.

Location: Serpent Strait, north of Amalur Lowlands. *DV*

Description: A large Kastelian sailing vessel, the *Petra*, approaches the swampy northern coast of the Amalur Lowlands. Its crew notes the presence of several small coastal villages, but none of them appear to be inhabited. Several of the buildings, they note, are damaged. Finding a good place to drop anchor, the Kastelians prepare to send exploratory parties ashore, a task taking a few hours. Once all the preparations have been made, two parties of 20 marines go ashore and venture into the coastal jungles. (See Nu. 27; Va. 26, Th. 11.)

What This Means: The Kastelian Assembly followed the sages' recommendations, and ordered an expedition mounted as soon as possible. The question now is what will be discovered.

What the PCs Can Do: If the PCs are part of the expedition, they will have to contend with all manner of dangers—wildlife, jungle orcs, and potentially hostile lizard men—for the Amalur Lowlands are largely untamed wilderness. The jungles may also conceal many interesting things, such as lost cities, hidden tribes, or anything else the DM wishes to add to a campaign.

Vatermont 11, AC 1018: The Amburesse Assault.

Location: Towns of Ceafem and Keer, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: Unexpectedly, another participant announces itself in the war between Stonewall and the Arkan and Foresthome allies.

Ambur has sent troops across the border into Arkan to the town of Keer. They declare that they intend to join Arkan and Foresthome in their struggle against the Stonewall invaders. Their move surprises the limited Stonewall forces outside Keer, who are pushed back. Ambur's soldiers are then welcomed into Keer where they resupply.

Elsewhere, a group of five ships arrive near Ceafem carrying the colors of Ambur. As they come closer, they fire their weapons against the siege engines of Stonewall to the cheer of the Arkan and Foresthome forces in Ceafem. For a moment, the Stonewall invaders are taken by surprise, but they soon start shooting back. One ship is damaged and retreats north, probably toward Starpoint in Ambur, but the other four ships make it into the harbor of Ceafem, where they resupply the town with their cargo and reinforce it with fresh troops. (See Nu. 13, Va. 3; Va. 20, Th. 2.)

What This Means: Stonewall didn't expect Ambur to become involved—now they have yet another enemy in the war. Ambur has intervened because of the situation they would face if Arkan were conquered by Stonewall: they would be totally surrounded by Stonewall on all sides except for the rim! Ambur is as traditionally Alphatian as most nations, so Stonewall's peculiar mindset is not exactly what they want in a neighbor. They expected Arkan to hold, especially when Foresthome joined, but it seems clear that they must either help Arkan or accept Stonewall's presence. Neither is desirable, but the latter seems worse, so Queen Elshethara decided Ambur would have to do something before it was too late, because if her nations is completely surrounded by Stonewall, she has little doubt Stonewall will smother Ambur into submission. Elshethara also sees opportunities here. She has followed the planned canals of the Navy of the Lakes with interest. Ambur doesn't have to build canals because it already has the Ambur River, but any use of the canals by Ambur must go through the Crystal Lake, so if Ambur helps Arkan, Ambur might be rewarded with favorable trade agreements on the Crystal Lake once use of the canals becomes widespread. Elshethara also hopes to convince Arkan to give Ambur some of the uninhabited islands in the Crystal Lake in exchange for its help.

Stonewall damaged one ship and is prepared for further ships, but some of the catapults and ballistae were damaged, a few beyond repair. That leaves sea travel a little less dangerous now, although the Arkan, Foresthome, and Amburesse allies may not be aware of this.

What the PCs Can Do: The PCs can participate on either side, most likely in Ceafem, but being active near Keer is just as relevant. If they are on the side of the Arkan, Amburesse, and Foresthome allies, they could be sent to spy in the Stonewall camp and discover that some siege engines are damaged. That would mean Ceafem is likely to resupply with its ships.

Vatermont 11, AC 1018: Colimans Are Pirated.

Location: Town of Colima, Azcan Empire. *HW*

Description: The lookouts on the cliffs over Colima, scanning through the haze across the bay, spot an approaching ship, and light the signal fires, assuming the worst. The stone carvers working on the great likeness of a sleeping giant, and the other townsfolk, abandon their work and flee for the hills. Their fears are not unfounded, for it is indeed a pirate vessel. Captain Pegleg Took, a pirate mage, steers his sloop, the Makai Pearl, into the bay. The Makai Pearl navigates around the Serpent Head rocks that protect the harbor, and then drops anchor close to shore. The pirates unload several barrages of bow fire to provide cover for their mates rowing to shore. The cover isn't needed, however, as there are no defenders to protect the town. Pegleg flies to shore, directing his crew on which buildings to loot. They make off with anything of value that isn't tied down (and some that is!) and then sail away.

What This Means: The Stonecarvers of Colima are a culture of semi-nomadic sculptors, who have settled in this isolated segment of Azcan lands about eighty tides ago. Since then, they have been making steady progress on their impressive carving in the cliff face, despite frequent raids from the Merry Pirates, or the Azcans themselves. The villagers do not have a strong warrior tradition, and so they fled inland toward Greater Colima, a larger settlement a couple of miles from the coastal village. It had been a circle or so since the last "pruning" of Colima, as the pirates call it, and so Took decided the time was ripe.

What the PCs Can Do: If the adventurers happen to be in Colima, they can come to the defense of the village, perhaps even rallying some of the bolder villagers to help drive the pirates away. If they are Merry Pirates, the PCs can gather up the town's wealth, and even travel inland to raid or trade with Greater Colima.

Vatermont 12, AC 1018: Thyatians Avoid Oceansend.

Location: About 450 miles south of City of Oceansend, Territory of Heldland, Heldannic Empire.
NW

Description: Twenty Heldannic warships from Oceansend close in on the Thyatian convoy several miles south of the city. The engagement is not followed as the Thyatian ships and the accompanying Ostlander longships break off and head east, farther off from the coast of Heldland into the Alphatian Sea. The knights do not pursue. (See Ru. 10, Ru. 19; Va. 18, Va. 26.)

What This Means: The Thyatian convoy is rather large, and the Thyatians have no known interests in Norwold, so the Heldannic commander was suspicious of the presence of so many warships close to Oceansend. Since the destination of the Thyatian expedition is not Oceansend anyway, but the Isle of the Dogs east of it, the Thyatians turned sail due east, so they will reach the island from deep sea rather than from the Heldannic waters. The Heldannic Knights do not suspect the true destination and nature of the expedition, mistaking it for a merchant convoy to Jonace.

Vatermont 13, AC 1018: Refugees in Bluenose Ruins.

Location: Bluenose Ruins, Sunken Arogansa, Nayce. **AS**

Description: Pidimigd and his assistants have seen a notable increase in Alphadon numbers in the Bluenose Ruins recently, yet the Alphadon haven't said much about it. When he comments on it, his daughter Prellia tells him that she learned from the Alphadon only yesterday that tritons from Underocean have been killing their people on a regular basis recently, so many have fled here.

Pidimigd is doubly surprised—first by the news that Underocean is hostile, and second by the fact that Prellia found out before any of the other Alphatians despite being the only one among them who is not a necromancer. For a few moments he berates her for not telling him this earlier, but then stops himself. He calls for a meeting with the Alphadon, who confirm what Prellia has told him. Eventually he sends Zebul to Jonace to bring this news to the Naycese Council. (See Nu. 1, Nu. 19; Va. 20, Va. 21.)

What This Means: Pidimigd is both angry and envious of his daughter. She is the only one among the Alphatians at Bluenose who isn't even a necromancer, and yet the Alphadon confided in her before anyone else. He stops himself, however, because he knows why this is so: The Alphadon have been suspicious of him since he tried to control them with magic last year. He lied to them about what happened, but it was obvious they have doubts about him. If they trust Prellia, however, that might be something he could use... He knows that Nayce needs to be informed of Underocean's aggression, as the Alphadon might not win the battle on their own. Normally he would have sent Prellia, but he realizes that she is more valuable to him here, and so he sent Zebul instead.

What the PCs Can Do: It is unlikely the PCs are in the Bluenose Ruins, but if they are, they can escort Zebul to Jonace.

Vatermont 13, AC 1018: The Wolf Is Freeee...

Location: Town of Cadil, Kingdom of Brasob. **WB**

Description: Some elves, seriously wounded in the past weeks by a big wolf that roams the wood around Cadil, die of a mysterious disease that nobody seems to be able to cure. (See Nu. 11, Nu. 19; Th. 9.)

What This Means: The problem here is that the wolf is a werewolf. Lycanthropy is not known in Brasob, although it can be found in Klagorst, where Rhorg had enslaved some werewolves when he was Duke of Vrancea. Rhorg had sent some of them to support his agents in Western Brun, such as Mattias Debreceen in Brasob. Debreceen used the werewolf to kill Skrjabin, because the latter, who had fled from Vrancea after Rhorg's fall, had come to Brasob to blackmail Debreceen, threatening to reveal his true identity to King Szabo. When Debreceen was arrested, Aleksandr Herziowski was able to flee from his prison in the dungeon under the spy's home.



Third Week

Watermont 16, AC 1018: Rushing Randel.

Location: Border between Kingdom of Randel and Kingdom of Cadrin, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: Although it is not yet springtime, the Randel River has reached, and even exceeded, its highest level. The flow is much faster than usual, making navigation impossible. Several fishing boats capsize, some people are washed away and drown, and some bridges and fords are destroyed by the rushing water. At several places the river floods its banks and inundates the villages and fields that border it. The river, which is normally navigable from Errolyn to Kardish, becomes too unruly for most ships, which remain anchored to avoid capsizing.

Meanwhile, the Thera between Arogansa and Cadrin is running dry. All traffic between Errolyn and Archpoint is interrupted, and patrols prevent worried ship captains from reaching the dike and discovering the real reason behind the disruption. (See Nu. 20, Va. 5; Th. 23, Th. 28.)

What This Means: This is the result of the diversion of the southern arm of the Thera into the Randel by Arogansan wizards.

What the PCs Can Do: The local authorities in Randel will need heroes to travel to the source of the Thera to determine if this is a natural occurrence—it is up to the PCs to discover that the source of the problem lies at the Thera/Randel fork, and not at the source of the river. There are also people to save from the waters.

Watermont 18, AC 1018: Monsters Escape Fair.

Location: City of Glantri, Principalities of Glantri. *OW*

Description: During the annual Monsters' Fair, a crowd of frenzied men and women appear at the fair grounds preaching that Namuga the Pirt Dweller despises how the heathen wizards mistreat Her creatures and that Namuga the Pirt Dweller wishes all Her children to be free. At that point, the religious zealots begin releasing several monsters from their cages and holding pens. Havoc ensues and order is only restored after the combined efforts of the Monster Handlers' Syndicate, the Monster Hunters' Union, the constabulary, and a bit of magical aid from the nearby Great School of Magic.

A few of the perpetrators are killed by the escaped creatures, and those who are captured claim that they were ensorcelled by the Thousand Fists of the Khan to perform such fanatic and illegal actions. (See Nu. 5, Va. 3; Va. 28, Th. 7.)

What This Means: The Thousand Fists of the Khan, a belligerent sect of clerics supported by the Ethengar clans, were indeed responsible for the incident. Their *modus operandi* is to enchant their enemies—meaning most cleric-hating Glantrian wizards—to perform a quest, such as proclaiming religious teachings in public or performing extraordinary deeds in the names of the Immortals. The Thousand Fists of the Khan have grown bold of late in reprisal for the anti-clerical activities since the Alexander's Day massacre.

What the PCs Can Do: PCs can be involved in running after escaped monsters or religious fanatics. The Monsters' Fair is always a good place to introduce rare and new breeds of monsters (as if Glantri's own monster population weren't enough). PCs with any involvement with the Immortal Namuga (Terra) or other Ethengar Immortals, such as Cretia or Tubak (Ixion), may be called in to help go after the trail of the Thousand Fists.

Watermont 18, AC 1018: Audience at Ostland.

Location: City of Zeaburg, Kingdom of Ostland. *OW*

Description: King Finn Hordson of Ostland receives an emissary from King Throfar of the Modrigswerg kingdom of Gråbjerge. The Modrigswerg ask that Finn acknowledge their kingdom as a new jarldom, and thus a part of Ostland, and that they exchange emissaries and trade with each other. Finn Hordson agrees, much to the disappointment of some other jarls and the local dwarven populace in general, and Throfar is declared Jarl of Gråbjerge. (See Nu. 14, Va. 5; Th. 12, Fl. 1.)

What This Means: In order to mingle with the world, Throfar first has to secure his immediate surroundings. He knows that swearing fealty to the King of Ostland will not cost him anything, while he will gain the protection of Ostland. King Finn Hordson believes that the Modrigswerg will make a powerful addition to Ostland's defense, and that their mythical artifacts could become an important asset in times of need.

Other, more traditional jarls think that the king is too open-minded for his own good, and that dealings with the Modrigswerg will only lead to grief. Finn has been a strong king so far, though, and they dare not oppose him openly.

Watermont 18, AC 1018: The Domes Arrive.

Location: Above the Torenal Site, Sunken Arogansa, Nayce. *AS*

Description: The domes from Notrion arrive above the Torenal Site, and Commander Deltart immediately orders them brought down to the site itself. (See Nu. 10; Th. 17, Fl. 6.)

What This Means: The final construction of Torenal Site can now begin. However, one consequence of this is the end of the work Nayce put in the hands of people in Notrion to replace the farming made redundant by the sinking of the Alphatian continent, as they have given no new project to Notrion. Though King Corydon of Notrion was happy to see the responsibility of the domes get out of his hands, this also means that a number of people in Notrion are now essentially unemployed. That doesn't exactly help the economic situation in Notrion, which in turn affects Nayce.

What the PCs Can Do: PCs can be guards for the construction site. There are still ghouls (lacedons) near Torenal Site who might be drawn to all the activity among the living.

Watermont 18, AC 1018: River of Mystery.

Location: North of Manacapuru Tribal Lands, Jungle Coast. *DV*

Description: The Dabanian expedition of Julius Ambrosius has reached the coast of the southern continent, and has recommenced its eastward route. Today, the expedition comes across the mouth of a great river—far larger than any other river discovered thus far, and certainly much deeper and faster

flowing—which Julius names the Black River due to its depth. Seeing that the Black River appears navigable, he orders the expedition to sail upriver as far as they can go. (See Va. 3; Va. 21, Th. 6.)

What This Means: Julius's expedition has discovered the river that ultimately leads to the Hills of Desolation (although he does not know this), hundreds of miles upstream. His ship will not be able to sail the entire length of the river, however.

What the PCs Can Do: As the expedition presses inland, any number of potentially hostile jungle creatures could be encountered.

Vatermont 18, AC 1018: The Isle of the Dogs.

Location: Isle of the Dogs, east of City of Oceansend, Tranquil Coast. *NW*

Description: After sailing along the length of the Isle of the Dogs from east to west, the Thyatian expedition lands at the western tip of the island. There they plan to build their harbor, facing the Haldannic-held city of Oceansend—a city founded by the Thyatians.

The Isle of the Dogs is a large island, most of it consisting of low rolling hills and prairies. A large salty swamp, draining into the Alphatian Sea, occupies the northern part of the island. Wild dogs live on the island, giving it its name. These dogs are known to attack in bands, which probably explains why this island has not been colonized before; however, the Thyatians have found in old texts from Oceansend that the native Haldanners once inhabited the island, suggesting that the wild dogs may have been domesticated then, so they hope they can tame the native dogs.

While the workers start building a port and a village, the merchants set sail, with empty cargo bays, alas, toward the Great Bay. (See Nu. 19, Va. 12; Va. 26, Th. 3.)

What This Means: The Thyatian expedition sailed due east after their encounter with the Haldannic Knights, then turned north once they were sure they were not pursued, until they reached the Isle of the Dogs from its southeastern side—the Thyatian maps were accurate and the navigator made no mistake.

The Thyatians prefer to keep their activity of setting up a new harbor town facing Oceansend secret from the Haldannic Knights for the moment, as the knights might react with hostility to their moving so close to their main city in Haldland, even though they have laid no claim to the island themselves. If the Haldannic Knights were to decide to uproot the would-be Thyatian port, the Thyatians prefer for it to happen only after they have set up some defenses. The Alphatians are unlikely to discover the new settlement readily, and when they do it is unlikely they will react violently to its presence.

Vatermont 19, AC 1018: A Rumor on the Streets.

Location: City of Darokin, Republic of Darokin. *OW*

Description: Word on the streets has it that a thief called Shadow intends to steal the necklace of Allana Mauntea, the wife of Chancellor Corwyn Mauntea. The rumor claims that Shadow made the bold statement that Allana would not be wearing her famed and expensive necklace by the Darokin Masked Ball. (See Th. 8, Fl. 21.)

What This Means: Allana is one of the people in charge of the annual masked ball, and her valuable necklace has been the marvel of the event for the last several years. It is both a display of great wealth and a symbol of the prestige and power of the Mauntea House. If a thief were to steal it,

it would be a significant blow to Mauntea House, causing it a bit of political embarrassment. The would-be thief, Shadow, is a renowned name for some thefts in the past few years. This would be his greatest challenge yet, if he can pull it off.

What the PCs Can Do: The PCs could find themselves hired by someone from Mauntea House, perhaps even Allana herself. Allana will be full of apprehension of how horrible it would be if the necklace was stolen, and how it would affect the leading merchant house. If the PCs are hired, the mission will be clear: Allana must wear the necklace at the masked ball on Flaurmont 21! The PCs may try to go after the source of all this, this Shadow person himself, but if they do, they'd better make sure someone is guarding Allana. If the necklace is stolen while they are having fun in the city (claims that they went after Shadow himself will fall on deaf ears here), they will face a lot of music and be discredited publicly.

Vatermont 20, AC 1018: A Shadowed Path.

Location: Village of Stillpool, Shire of Seashire, Five Shires. *OW*

Description: After arriving in Fishtickle Bridge, Heartshire, without incident on Vatermont 14, the Leeshashire expedition discovers they're being followed on their journey to Stillpool. Even the most skilled hunters accompanying the expedition are unable to catch the pursuers when they circle back to do so. (See Fu. 28, Va. 11; Va. 26, Th. 10.)

Vatermont 20, AC 1018: Grauenberg Cut Off.

Location: City of Grauenberg, Territory of Heldann, Heldannic Empire. *OW*

Description: Soldiers loyal to Ordensgeneral Heinrich Straßenburger take up positions along the major roads and trails connecting Grauenberg with the rest of the Heldannic Territories—all of which happen to pass through regions that have declared allegiance to the would-be usurper. (See Fu. 3; Th. 24, Fl. 2.)

What This Means: Just as Herr Wulf and his advisors thought would happen, Straßenburger's growing army is trying to prevent loyalist forces from assembling in any one area, while threatening the one isolated region that reaffirmed its loyalty to the oberherr—Grauenberg and the surrounding region. From Straßenburger's perspective, this is a good tactical move, since conquering the city, or merely preventing it from being a threat, would allow his forces to concentrate on the bulk of the loyalist armies situated to the east.

What complicates matters for both sides, however, is the fact that the much-baunted warbirds are no longer able to fly. Ever since the sacred Star of Vanya was damaged last year [Fyrmont, AC 1017. Ed.] by Meghaddara raiders during a sneak attack on Vanya's Rest in Dabania, the Heldannic Order has been confined to the ground. Without the warbirds, it will be more difficult to supply Grauenberg, and Straßenburger's force will not be able to bypass the defenses so easily.

What the PCs Can Do: PCs serving Straßenburger could be working as scouts, determining whether or not Grauenberg could be taken or trying to gain entry to the city to obtain information. Alternatively, if they are loyal to Herr Wulf, they could be given the task of trying to find a safe route by which loyalist troops can enter and leave Grauenberg and its environs, preferably undetected.

Watermont 20, AC 1018: Juliast Reaches Bluenose Ruins.

Location: Bluenose Ruins, Sunken Arogansa, Nayce. AS

Description: King Juliast's Underocean forces have finally converged on the Bluenose Ruins and surrounded the settlement. As they prepare to attack, however, they see something they didn't expect—there are (living) Alphasians among the zombies! For a moment Juliast suspects deception, but then realizes that two of the Alphasians are moving quietly toward his position as they hold up some white fabric. He agrees to talk to them and learns that the two Alphasians are Pidimigd and Prellia. Pidimigd explains what he is doing here, which doesn't exactly impress King Juliast. The Alphasians try to convince him that the Alphadon are harmless—they were themselves harmed and came under attack from undead when the magical surge occurred last year... However, Juliast is not about to just accept their word for it, and is about to give the order to attack when Prellia pleads with him and asks him if there really is no chance of a diplomatic solution. Juliast is a little surprised and says that he doesn't see one, so he suggests the Alphasians get out of the way. Prellia tells him that she, at least, will not abandon the Alphadon, so if he attacks, he will be attacking her as well. Juliast ponders this for a moment, then tells her that he will give the Alphasians five days to find a diplomatic solution or else he will order his forces to attack. During this time his forces will surround Bluenose, and if any of them attempt to leave, he will take that as hostile action and act accordingly. Pidimigd and Prellia then return to the Alphadon city, where Pidimigd magically communicates with Zebul. (See Nu. 19, Va. 13; Va. 21, Va. 24.)

What This Means: Juliast believes little the Alphasians tell him about the lightning zombies, but he is still hesitant to attack any Alphasians, particularly aristocrats such as this group of necromancers. He was also surprised when Prellia called for a diplomatic solution—to hear an Alphasian be so reasonable is not something he has experienced before. Yet in the end it is only his concern over how the rest of Nayce might react to this that holds him back—he may not have a high opinion of the Alphasians, but he is still reluctant to risk a war with them.

What the PCs Can Do: If the PCs are here, they can try to play the diplomats instead of Prellia, or they can be dispatched on an urgent mission to Bonace.

Watermont 20, AC 1018: Arregghi Reinforced.

Location: Town of Arregghi, Kingdom of Arkan, Floating Continent of Alphasia, Alphasian Empire. HW

Description: Several divisions of soldiers from Foresthome arrive at Arregghi. They fight off the Stonewall opposition there, then enter the town to reinforce it. (See Va. 3, Va. 11; Th. 2, Th. 24.)

What This Means: When the Arkan and Foresthome allies were forced back to Ceafem, many troops, including many from Foresthome, were trapped there. Commander Trallans of Foresthome knew they would need additional men. He actually requested these troops some time ago, but due to the recent developments in the war, he felt that he needed to go back to Foresthome to meet the new troops. Due to his extensive knowledge of both Arkan and Foresthome, the adventurer known only as Wolf-Hunter and his group, called the Wolf Pack, received the mission to escort Trallans. They managed to sneak past the besieging Stonewall forces and make their way to Foresthome, then travel into Foresthome where they could meet with the troops and then lead them back to Arkan. Because Wolf-

Hunter can retain contact with General Lotaran of the Arkan army, he has learned of Ambur's intervention. He used that information to find out what Stonewall did and learned that Stonewall has concentrated more forces near Keer and Ceafem in response to Ambur's intervention, which meant that their forces were less concentrated near Arregghi, and Trallans decided reinforcing Arregghi now would be ideal.

What the PCs Can Do: If the PCs joined Wolf-Hunter's Wolf Pack last year, they could still be with him. Stonewall PCs near Arregghi can help fight the reinforcements from Foresthome, but the Stonewall forces will eventually be driven back a little. PCs on either side can also perform scouting missions to discover what the enemy is planning to do next or to capture enemy patrols.

Vatermont 21, AC 1018: Oil under Troubled Waters.

Location: Bluenose Ruins, Sunken Arogansa, Nayce. AS

Description: In another attempt at diplomacy, Prellia again approaches King Juliast. The tritons are wary because she has one of the zombies with her this time, whom she introduces to the skeptical Juliast as Zormyll. He tries to show to Juliast and others assembled that Zormyll and his people are not hostile. The attempt meets with little success, and when Prellia invites Juliast or any other triton to come see this for themselves in Bluenose, Juliast tells her that he won't send anyone into Bluenose since they could be taken as hostages. Upon that, however, Zormyll offers to be a hostage for any triton Juliast might wish to send into Bluenose and Prellia says that she will stay to mediate between Zormyll and Juliast if he agrees. Juliast doesn't like this, but nevertheless proceeds to ask any of the tritons present if they would care to go. A triton mage named Kirlas says that she will go. Juliast instructs her that she must report back to him every day, and then she enters Bluenose. (See Va. 13, Va. 20; Va. 24, Va. 25.)

What This Means: Juliast is utterly doubtful of this arrangement, but since Prellia's argument was sound there was little he could do. He truly didn't expect any of his people to volunteer for this mission, but unknown to him Kirlas has always been somewhat interested in magics different from that usually known to tritons.

What the PCs Can Do: PC tritons may join Kirlas or be assigned to guard Prellia and, especially, Zormyll. Alphatian PCs could be assigned to guard Kirlas. After all, if anything happens to her, even as a consequence of an accident, King Juliast will doubtlessly attack.

Vatermont 21, AC 1018: A Happy Marriage?

Location: City-State of Minaea, Confederated Kingdom of Minaea. SK

Description: King Korudon of Minaea announces to the court that his sister Nausicaa will marry Alexandros Verix of Traun, one of the most important noblemen of the country. Nausicaa has recently celebrated her 21st birthday, while Verix is 37. It doesn't seem to be a love marriage, because Verix and Nausicaa hardly know each other, having met only during official ceremonies in the last three years. The marriage will take place in Traun on Chaumont 7. (See Va. 26, Th. 2.)

What This Means: Alexandros Verix asked Korudon for the hand of his daughter because he is approaching 40 and is still unmarried, something that begins to worry him because he fears his old family name will die with him; his brother Adrian has only two daughters, and his wife has become

sterile after complications during the birth of a stillborn child. Alexandros chose Nausicaa because of her heritage and relatively young age. Verix is already on his way to Minaea, to take his bride and bring her with him back to Traun for the marriage.

Vatermont 21, AC 1018: Taking the Battle to the Enemy.

Location: Town of Polakatsikes, Dominion of Polakatsikes, Heldannic Empire, Meghala Kimata Plains. **DV**

Description: Governor Wolfgang Stemmel of Polakatsikes meets with his counterparts of the Army of Meghala, the force of former conscripts that formed last year in the wake of the breaking of the siege of the Heldannic town, to discuss concrete steps to be taken against Mibosia. Reports from spies have been making their way to the town for several weeks now—there have been a number of riots in Syropolis and Tyrnae against the Mibosian occupiers, which have been put down brutally. Although conscription is still continuing apace in these city-states, the loyalty of the troops would likely be questionable, although large-scale uprisings are unlikely due to the presence of many Mibosian soldiers in both city-states.

Wolfgang urges his allies to send a handful of agitators to Syropolis and Tyrnae, who will stir up anti-Mibosian sentiments and recruit more spies while remaining innocuous. He, in return, will dispatch more raiders into the countryside, with the orders to ambush any Mibosian patrols they come across, and to intercept enemy messengers. After a few moments more of discussion, everyone present agrees to the proposed course of action. (See Ru. 18, Va. 4; Fl. 18, Va. 2.)

What This Means: An alliance of necessity has formed between the Heldannic forces based in Polakatsikes and the Army of Meghala, since the Mibosian army threatens their respective interests. Spies were dispatched to the nearest occupied city-states late last year, and only now has the information network developed sufficiently that the allied force is able to obtain information about what is going on. The actions to be carried out will amount to increased tensions within those two city-states, as small-scale riots become more frequent, and resistance to Mibosian rule grows. Although many of the rioters are natives of the occupied city-states, some of them are the spies themselves. The messages being passed to the locals are simple: Resist the Mibosians long enough and you can defeat them, just like Polakatsikes did. The longer such rebellions last, the more resources the Mibosians must devote to maintaining control over those lands occupied by them, as opposed to conquering more territory.

The campaign about to be mounted by the raiders could sow chaos deep within Mibosian territory. Intercepted messages can be changed, or not delivered at all, thus making it more difficult for the Mibosians to coordinate their efforts over the territories they control. Meanwhile, the random destruction of Mibosian patrols could damage morale somewhat, as it will take some time to determine who is conducting the ambushes, during which the Mibosians' sense of security will be reduced.

What the PCs Can Do: The activities to be undertaken are ideal assignments for PCs.

Vatermont 21, AC 1018: Definitely Not the Welcoming Committee!

Location: Western Manacapuru Tribal Lands, Jungle Coast. **DV**

Description: After a few days of slowly sailing up the Black River, Julius Ambrosius and his expedition find their way blocked by a cataract. Ordering the vessel anchored, Julius goes ashore with a botanist and a handful of marines. Upon inspecting the cataract more closely, they discover a moss-covered staircase carved into the rock, which leads upwards. They climb the stairs to the top of the falls, and see before them the imposing ruins of a once mighty fortress. Excited at the find, Julius goes to investigate the nearest building, under the cover of the marines.

He is not long in his explorations before a hushed call of warning from one of the marines brings him outside once more. About to enquire as to the meaning of the interruption, Julius is hushed quickly by a marine sergeant, who then points to quiet rustling in the underbrush just south of the ruins, and urges everyone to make their way back to the ship. Their quiet retreat is broken by a loud yell, as nearly a score of copper-skinned, spear-wielding warriors jump out of the southern thickets and charge towards the explorers. While covering Julius and the botanist, the marines unleash a volley of crossbow bolts, which fells the nearest natives. Within minutes, Julius and his men descend the steps and board their vessel, but not before the natives, standing at the brink of the falls, pull out blowguns and shoot darts at the Thyatians. Although most of the expedition members manage to take cover, a few of the darts find their marks. Two men are killed instantly, while others fall to the ground moaning. Fortunately, the ship is able to turn around, while the marines return fire with their crossbows, managing to bring down a few more natives in the process. The expedition does not breathe easy again until the natives fade from view, though echoes of their defiant shouting are heard for many hours to come. (See Va. 3, Va. 18; Th. 6, Fl. 1.)

What This Means: Julius and his men have just encountered warriors of one of the Manacapurans tribes. This tribe, named the Qongetasana, lives in the westernmost fringes of the lands claimed by the Manacapurans. Living roughly 70-100 miles inland, in forested hill country, the Qongetasana are a hardy, isolated folk, whose specialty is brewing powerful poisons for use in felling their prey, as well as tribal enemies. Having little contact with their cousins further south and east, these people tend to view strangers as potential foes—all the more so if they venture too close to their holiest site, the Home of the Ancients. This very site, the ruins of a once-great city, is what Julius was exploring when he and his men were attacked. Julius's ship was detected several miles downstream, and the Qongetasana warriors tracked them silently to determine what the pale-skinned strangers were doing here.

For his part, Julius will note the presence of the strange ruins, and the fearsome savages who inhabit the surrounding lands. He noted with some concern the apparent strength of the poison in the natives' darts; some intact specimens that landed harmlessly on the deck will be analyzed when time permits.

What the PCs Can Do: This event is a good opportunity for DMs to liven things up for the PCs, if the journey has been going slowly thus far. Depending on how the attack plays out, the PCs might be able to inflict heavy casualties on the natives, in which case they will retreat to the jungles and snipe at the Thyatians with their blowguns. Although it will not be long before reinforcements arrive, the PCs' actions may win enough time for a ruined building or two to be searched, which could yield interesting treasures.

Fourth Week

Watermont 22, AC 1018: I Am Greeah-Oog.

Location: Shattered Uplands, Delta Kingdom, Nithian Empire. **HW**

Description: El-Daman Khu, having emerged from the Tower of Soth, has wandered throughout the wilderness of Nithia for many sleeps. He arrives at the lair of a gnollish tribe, claiming that he has a gift for their leader. The gnollish chief, Greeah-Oog, demands tribute from the visitor. The cleric declares that the gnoll is not Greeah-Oog, he is. They argue back and forth, until El-Daman Khu screeches, snakes issuing forth from his mouth! The vipers bite at the gnollish chief as his startled bodyguards look on. The cleric rushes Greeah-Oog and strangles him to death with the chain from his flail, laughing maniacally the whole time, and screaming, "I am Greeah-Oog," much to the delight of the astonished gnolls. (See Ru. 1; Fl. 27, Pa. 18.)

What This Means: El-Daman Khu, already slightly crazed (most clerics of Raniborus are), has emerged from the Tower of Soth completely insane. As a cleric of Raniborus, his is beginning to look more and more like an actual gnoll, and thus gained easy access to their lair. The spitting of snakes, a sign of Raniborus, is a modified version of the sticks to snakes spell gained in the Tower of Soth (among other things). The gnolls, being crazed followers of Raniborus themselves, welcome the chaos and bloodshed caused by El-Daman Khu. The gnolls accept him as their leader, the true Greeah-Oog.

What the PCs Can Do: Not much, unless they happen to be gnolls.

Watermont 24, AC 1018: A Campaign of Vengeance.

Location: East of Village of Ragnistfjord, Kingdom of Qeodhar, Nayce. **AS**

Description: An assembled force of almost 400 Northmen, led by Cnut and Olvi, is gathered behind a line of hills east of Ragnistfjord. The information gathered from prisoners indicated that a large concentration of prisoners is being held in a mine nearby. Within hours, returning scouts report the existence of such a mine, and the force moves to attack it.

The ferocity of the attack itself surpasses anything seen thus far. The rebels storm the outbuildings, killing every Qeodharan within them to a man, and burning the buildings down afterwards. An alarm sounds, and Qeodharan soldiers pour out of the mine, well prepared for an assault. They manage to hold their ground well, using the surrounding terrain to seek cover from arrows and crossbow bolts, while returning fire themselves. At first, it seems that the defenders may very well hold their own against the much-larger invading force, as Northmen begin to fall in increasing numbers. Suddenly, a resounding cry arises from amongst the rebels, as Cnut, already suffering from a number of wounds, waves his ax maniacally and charges into the assembled Qeodharans! He is hit several more times, and falters slightly, but still he charges on, cleaving two men in two as he passes them. Frothing at the mouth, he descends upon the guards, slashing wildly with his ax and becoming drenched in blood—both his own and his enemies'. As seconds pass, he pushes his opponents back, stepping over the fallen and knocking aside anyone standing in his way, but not before one Qeodharan ducks beneath one of his blows and impales him with his sword! For an instant, Cnut pauses and looks down at his wound,

seeing the blade wobble slightly before it is withdrawn. Feeling the life drain from him, Cnut yells one last battle call, and decapitates his astonished killer with one sweeping blow before collapsing.

Shocked and inspired by what they have seen, the remaining Northmen surge forward, determined not to let Cnut's sacrifice be in vain, and the remainder of the battle is quick, but exceedingly bloody. In the end, however, the surviving Northmen are greeted by the sight of their countryfolk, in bondage no more. After the prisoners are freed, the warriors place Cnut on a litter of shields taken from the enemy soldiers, and bear him back to their camp. (See Nu. 3, Nu. 13; Th. 17, Fl. 2.)

What This Means: The rebel forces, capitalizing on the reconquest of Ostmark, and the weakening Qeodharan situation in the east, have managed over the past weeks to regain a number of villages lost to them in the fall and winter of last year. Many of the Qeodharan garrisons stationed in them have been token ones, and those who surrendered have been either sent to Icehop Island, or to a series of abandoned mines, islets, and other controllable areas where prisoners may be watched with as few armed men as possible.

This battle was an epic one for the Northmen because this particular mine is where many of the Ostmarhavner prisoners, including those from Ostmark, were taken. In total, about 650 people are freed, about two-thirds of whom are women and children. Most of these people will be sent to Ostmark for their own safety, but some will return to their homes, if they have been reconquered. None of the 170 Qeodharans survived this assault, and the Northmen themselves lost almost 200 men.

In the sagas that will be sung of this event, the Breaking of Norlan's Hand, Cnut's actions will attain almost legendary status, and his deeds will soon be sung with vigor by many a skald.

What the PCs Can Do: PCs involved in this attack (presumably on the side of the Northmen) will have a very difficult fight on their hands, owing to the strategic superiority of the defenders.

Vaterrmont 24, AC 1018: Two-Front War!

Location: Bluenose Ruins, Sunken Arogansa, Nayce. AS

Description: The day before King Juliast's ultimatum runs out, he suddenly finds that the zombies have some new allies—Naycese forces! Several mages from Aquas and other Naycese nations and submersibles, including the Torpin, have arrived, the ships and some of the mages moving up behind Juliast's forces and some mages apparently teleporting into the Bluenose Ruins. Puzzled by this, it isn't long before King Juliast is given an explanation: Nayce will not allow Underocean to attack Bluenose and the Alphadon and Alphasians there! Juliast is further told that as he allowed the matter to be decided tomorrow, he too will have until then to make up his mind whether to go home or face the Nayce and the Alphadon. (See Va. 20, Va. 21; Va. 25, Th. 14.)

What This Means: Juliast is furious. He considers the fact that he has hostages, but then he can't really blame the decisions of Nayce on the zombies, even if they are undead. Besides, tritons are as treacherous as undead or Alphasians, or so he argues with himself. Juliast is in trouble. He feels the same way about the undead he always did, but he can't fight the undead (be they ghouls or zombies) and Nayce at the same time, and he knows it!

Among the mages from Aquas is Allanas, a wizard whose tower was destroyed by Baron Torin of Underocean last year. Allanas was furious over this incident and took the matter to court since Torin was not an aristocrat and so, by Alphasian law, didn't have any authority; but although the courts

supported that claim, Payce eventually reversed the verdict, which didn't exactly sit well with Allanas, and he has been spreading anti-Underocean sentiments in Aquas ever since. When Pidimigd called for help against Underocean, Allanas and others who listened to him were only too happy to take the opportunity to get some good, old-fashioned revenge. Whether this will actually turn into a conflict remains to be seen, but Allanas is certain it will.

What the PCs Can Do: If the PCs are diplomats there is plenty for them to do here! If they are more aggressive, however, they face an even greater challenge: to resist striking the enemy and remain watchful at the same time.

Vatermont 24, AC 1018: Clerics of Valerias Denounce the Principalities.

Location: Throughout the Known World. *OW*

Description: Reports about the Alexander's Day massacre have spread throughout the Known World nations, and as expected the worshippers of Valerias are up in arms! The highly religious nations of Ethengar, Plaruum, and Sind strongly condemn the actions of the Principalities of Glantri and promise retribution for the Temple of Valerias. The main allies of Glantri, namely Darokin, Karamaikos, and Thyatis, communicate official statements, which are nothing more than elegant platitudes. (See Nu. 1, Nu. 5; Fl. 19, Fe. 15.)

What This Means: Despite the extensive diplomatic downplay of the Principalities of Glantri and their ambassadors, the consequences of the Alexander's Day massacre are finally coming to a boil. While most of these nations are hostile to Glantri or have little dealings with Glantri to begin with—and thus are of little consequence—the most distressing and stressful situation is in the nations of Darokin, Karamaikos, and Thyatis. While the Glantrian ambassadors are striving to quell political, diplomatic, and religious reprisals, the political government of these nations are under great pressure from the Temple of Valerias and other religious orders to take actions against the cleric-hating principalities.

Vatermont 25, AC 1018: Ghouls, Ghouls, Ghouls.

Location: Town of Cinsa-Men-Noo, Emirate of Nithia, Emirates of Plaruum. *OW*

Description: Several packs of ghouls emerge from the wilds of the Nithian highlands and attack the town of Cinsa-Men-Noo this evening. Though they attack viciously, they are quickly eliminated by the efforts of Emir Mahmud-ibn-Rachid and the Order of the Blessed Truth. It is determined that the ghouls were likely sent by forces hostile to the precepts of the Eternal Truth that the emir hopes to instill in the heathen Nithians of the north.

What This Means: The attacking ghouls could have been sent by anyone—demons acting independently since their release in Plaruum years ago, or under the command of the lord of the underworld balor Shamaash; vampiric creatures roaming loose in Nithia; Nithian necromancers; or anyone with a bone to pick with the new emir of the region. Enterprising DMs can retrofit the event to their campaigns as needed.

What the PCs Can Do: The PCs may be able to distinguish themselves before the new Emir of Nithia through their participation in driving off the ghouls. He would gladly welcome anyone in his quest to drive out the evils of Plaruum's northernmost emirate.

Watermont 25, AC 1018: An Unexpected Outcome of a Stalemate.

Location: Bluenose Ruins, Sunken Arogansa, Nayce. AS

Description: Before King Juliast of Underocean is forced to announce his retreat, fate gibes him a way out—a large group of ghouls have been attracted to all the recent activity around Bluenose and move to attack. Suddenly the whole situation turns into a confusing four-sides conflict with both Nayce, Underocean, the zombies, and the ghouls.

At the end of the day, the ghouls are repelled, and King Juliast announces that he will withdraw. He does tell the Alphatians that he is extremely disappointed—they have turned against him in favor of the undead, and yet they are still too blind to see that their zombies brought these ghouls down upon them all. He declares that he will not attack Bluenose, for now. He does not pledge never to return, nor does he say he won't attack the zombies. In fact, he vows that if he can't destroy them here because of some Naycese "pet project," then he shall simply hunt them down everywhere else on Sunken Alphatia. With that he and his forces depart. (See Va. 21, Va. 24; Th. 14, Fl. 1.)

What This Means: In his rage over Nayce's interference, King Juliast is overlooking a few things. First of all, the ghouls attacked everybody, even the Alphadon, only the Alphadon had trouble participating because he had told them leaving Bluenose would be an act of war, but even so, those ghouls that slipped by the Naycese and Underocean forces attacked the Alphadon, and Zormyll being a hostage of the tritons had to defend himself against the ghouls as well. Sadly it would appear that King Juliast is determined to hunt down all undead, as he sees no difference between them. However, there are some of his people, such as Kirlas, who are beginning to wonder.

Allanas didn't exactly get the revenge he came here for, but busy fighting off ghouls and with Underocean losing face he eventually decided that it was enough for now. He feels at least somewhat confirmed in his status as an aristocrat. After all, Underocean bowed as they had to!

What the PCs Can Do: Plenty of fighting going on here. And keeping track of who is actually the enemy should be a further challenge.

Watermont 26, AC 1018: Pomp and Circumstance in Shireton.

Location: City of Shireton, Shire of Seashire, Five Shires. OM

Description: The Leehashire hin arrive in Shireton, the capital of the Five Shires. There they are greeted by all five sheriffs, heads of all the Seashire families, and various dignitaries and officials from throughout the hin nation. (See Va. 11, Va. 20; Th. 10, Am. 1.)

Watermont 26, AC 1018: It's Much Worse Than We Expected.

Location: Northern jungles of the Amalur Lowlands. DV

Description: After more than a week spent plodding through dense, swampy jungle, one of the Kastelian expeditionary parties comes upon an empty lizard man village—still smoking from the destruction wrought upon it. A cursory search reveals that many of the defenders were killed during the initial assault. Oddly enough, however, there are few bodies of noncombatants—namely, young members of that race—lying around; there are not even any signs of broken eggs, either. Still puzzling

over what has been found, the party is surprised when a bloodied, obviously delirious, lizard man leaps out of the ruins of a nearby hut, and brandishes his broken spear at them, babbling in his own tongue.

Thinking that the lizard man might know what happened here, the marine sergeant orders the creature subdued as quickly as possible. After this is achieved with minimal injuries, the party proceeds to return northwards, back to the ship. (See Ru. 27, Va. 11; Th. 11, Th. 22.)

What This Means: Neither this party, nor the other one, has encountered any lizard men for the past two weeks; they have only found ruined, abandoned villages. Having been informed by those few Kastelian traders who ply the coasts of the Amalur Lowlands that the jungles are not sparsely inhabited, this is certainly strange, if not a little unsettling. Hopefully, the captured lizard man will be able to tell them something useful when (and if) he (or she—as no one present can determine the creature's gender) ever calms down.

What the PCs Can Do: PCs who speak the language of the lizard men will likely be asked to try to extract some information from the captive, or at least to try to calm him (or her) down. If they try to communicate with the captive, and are persistent for several days, they will learn that his name is Sassteh, and that he was a warrior of the village of Shosstesh (the ruins visited in this event). If he is given magical or mundane healing, Sassteh will be more inclined to trust his erstwhile captors.

Vaterrmont 26, AC 1018: Stop By the Moon Land.

Location: Barony of Moonland, Final Range. NW

Description: The Thyatian ships, after avoiding Ersenbal and the Warring Baronies, sail into the harbor of a small coastal village. The merchants buy some local goods, then set sail again after only two days. (See Va. 12, Va. 18; Th. 3, Th. 9.)

What This Means: The Thyatians want to resume their mission, which is to establish or renew trade agreements with Norwold dominions for merchants from the empire. As expected Moonlanders are rather indifferent to their presence, and it is unlikely that the Thyatians can obtain favorable trading rights, reduced docking fees, or any such advantages for their traders in Moonland, so they quickly move on.

What the PCs Can Do: PCs who are part of this expedition may try to gain a better status for Thyatian merchantmen, or they can remain behind to start their own business. In the chaotic Moonland it shall be a difficult endeavor, but a potentially profitable one—competition is not fierce, but the land is wild and the people unreliable.

Vaterrmont 26, AC 1018: Two Hands.

Location: City-State of Minaea, Confederated Kingdom of Minaea. SK

Description: Alexandros Verix of Traun arrives in Minaea. As required of every groom by the Traunian nobleman tradition, he walks from the city's gates to the palace, where his future bride lives, dressed in commoner's clothes. There he asks for the father (Korudon) and asks him to see the woman he wants to marry. Korudon leads him to Nausicaa, where he bows in front of her asking her if she will marry him. Nausicaa accepts, and Verix takes out of his commoner's shirt a jeweled knife with which he makes a slight cut on the palm of his left hand, then he does the same with Nausicaa's right

hand, and the two symbolically join their bleeding hands. Then Verix sends an envoy to the city gate, where his men are waiting with presents for Korudon, father of the bride. (See Va. 21; Th. 2.)

What This Means: This is an old Traunian tradition that most nobles and important members of the city follow strictly. Nausicaa had been carefully instructed by Korudon on this tradition, and everything was ready for the arrival of Alexandros Verix.

Vatermont 27, AC 1018: My Dog Bit Me.

Location: “City” of Ichnizoy, “Kingdom” of Omegaran, Underside, Floating Continent of Alphatia, Alphatian Empire. **WW**

Description: A sleeping Zandor suddenly awakens from a disturbing nightmare in which he is bitten by his pet dog—a very unusual dream for Zandor, whose dreams generally center on his being the most powerful emperor Alphatia ever had: smart, strong, cultured, cunning, revered, awed, etc. He feels abnormally weak from his dream, not at all agitated or screaming, his body limp and unresponsive. With an effort, he opens his eyes—only to behold a shadow lurking over him. Slowly gathering his strength, he lifts his hands and unleashes a deadly spell at the dark form standing over him. The form, engulfed in flames, screams a piercing shriek that is heard all over the tower, then vanishes. (See Fl. 8, Sb. 11.)



What This Means: The form was in fact a vampire, one of Zandor’s minions, feeding upon the only living creature of the place: Zandor himself. The starving creature, tortured by his craving for human blood, finally attacked his master in his sleep. Zandor has no idea what or who attacked him that night, and he believes that he has killed the interloper that dared assault the rightful Emperor of Alphatia; in fact, the vampire turned gaseous when he was set in flames by Zandor’s spell, and escaped the bedroom alive—or, rather, undead. His predicament remains, and it is shared by many of Zandor’s minions who must also feed on living flesh or blood.

Vatermont 27, AC 1018: Carytion Settled.

Location: County of Carytion, Thyatian Empire. **OW**

Description: The empire begins to increase the settlement of Carytion, to bring its population up to the level of other mainland counties by the end of the year and increase the cultivation of this large island. The new settlers come from throughout the empire, and are brought in a way so as to not decrease the populations of other territories from their levels at the beginning of the year. This is possible as a result of the natural population recovery taking place over the course of the year. (See Va. 1; Th. 1, Th. 12.)

What This Means: This continues the empire’s efforts to increase food production and general prosperity. Most of the new inhabitants will be settled on estates confiscated from rebellious nobles in the wake of the Crown Rebellion, while others will be tenant farmers on still existing estates and pay rents to wealthy land owners. Many estates and pristine preserves for vacationing aristocrats will be

preserved, as the population after everyone is settled will still be only a third of that of the nearby Duchy of Lucinius, even though Carytion is almost as large as that dominion.

This will also give Coltius Torion, Carytion's Count, and more importantly Eusebius's designated heir, experience supervising the settlement and adjudicating the inevitable disputes, governing experience that will serve him in good stead when he becomes emperor himself.

Watermont 27, AC 1018: New Growth in the Forest.

Location: Near the Magical Point of Ironbark, western Colony of Aengmor. *OW*

Description: Elven scholars studying the magical point known as Ironbark notice new floral growth outside what were formerly proscribed as the magic point's borders. The news creates a great sensation across the nation, as it is heralded as evidence that the Canolbarth Forest is recovering from the effects of twisted magicks used on it in AC 1005. (See *Fy. 8.*)

What This Means: Alone among the "good" magic points in the Canolbarth, Ironbark has persisted despite the shadowelf sorceries that warped the forest. Within its borders, the forest has always remained healthy and vibrant, evidence of the powerful magicks that created the magic point in the first place. New growth outside of its borders may be evidence that Ironbark is expanding its range of focus, or that it is simply working in conjunction with the restoration of the Trees of Life and the Chamber of the Spheres to revitalize the forest. Either way, it is good news.

Watermont 27, AC 1018: First Skirmish.

Location: Border zone between Barony of Dikhoff and Barony of Serenity, Tranquil Coast. *NW*

Description: Although he has lost the support of Sonnenfeld's skilled archers and falconers, Baron Dikhoff has a complement of sturdy Haldannic Knights that can stand their own against the Serenic cavalry, while his combined light infantry and Sonnenfeld's archers could only use hit and run tactics against Serenity and rarely hold the field. This time, though, they defeat several Serenic patrols in the buffer zone, and occupy it, pushing Serenity's army back to within its own borders. (See *Nu. 23, Nu. 28; Th. 15, Va. 13.*)

What This Means: Serenity currently has little support from Swordcoast—its support is erratic, and generally has to be paid for—but it was maintaining patrols throughout the buffer zone between Serenity and Dikhoff to avoid surprise raids on its territory. The new composition of Dikhoff's army, now with some Haldannic Knights, has led to new tactics, and the patrols have had to retreat after brief engagements.

What the PCs Can Do: Unaware of what the arrival of the Haldannic Knights would change, Baron Sixx did not change his tactics. Now, he will need people who are capable of adapting to the new setup—either to train his men to face the new challenge, or to actually lead them into battle. He also wishes to know more about the Haldannic involvement, and if possible sabotage their alliance with his old enemy.

Watermont 28, AC 1018: Incident at Dzibouti.

Location: City of Dzibouti, Province of Ubu, Empire of Tangor. *SK*

Description: This night, a fire erupts in the port of Dzibouti, the second most important of the empire, and burns to ashes the Minaean ship, the *Seawalker*. The fire is swiftly quelled by the excellent Dzibouti firemen, but the ship is destroyed nonetheless. Although most of the crew was on land, the second-in-command of the ship, Stratos, the cook and a passenger are killed. (See Th. 4, Th. 5.)

What This Means: The fire was originated by the distraction of the ship's cook, who forgot to douse the fires in the galley for the night. The *Seawalker* held a cargo of peanuts and other exotic fruits to be brought westward to Akuba, and from there to the Minaean ports. The ship was not a passenger one, but it had given a lift to an adventurer, the only survivor of a disastrous mission in the jungles of Uleweryn. That adventurer is a renowned Durhanian mercenary living in the city, N'konga Demele.

Vaterrmont 28, AC 1018: The Crimson Avengers Join Fabian's Cause.

Location: City of Skyfyr, Province of Blackrock, Republic of Esterhold, Nayce. SK

Description: Since Fabian Vern learned of the death of his negotiators at the hands of the Jennites, he has been busy getting many adventurers involved in his plan to oppose the Jennites. The latest group to show interest is a group of predominantly Alphonian adventurers who call themselves the Crimson Avengers. The group consists of its leader, an Alphonian wizardess named Silbrecca, the wizard Demris Mass from former Dunadale on the Isle of Dawn, the two warrior brothers Assarium and Kostelsic, a cleric named Lemele, and an elven thief named Jerlan. As with many other adventurers Fabian has met over the past few weeks, he quickly instructs them of his cause and then sends them on their way. (See Nu. 25, Nu. 26; Th. 26, Fl. 21.)

What This Means: In his rage Fabian has made a big mistake. Not all the adventurers he has recruited share his ethical standards, and the Crimson Avengers are one of the worst groups of cutthroat adventurers one could ever meet. However, after the Jennites murdered his negotiators, Fabian is so outraged and furious that the requirements, particularly the ethical standards, he expects from people he recruits has dropped significantly. The cleric Lemele is a cleric of Talitha, for example, yet in his haste he neglected to consider this, just as he forgot to ask for the reputation of this group. If he had, he might have learned that this group has committed horrible acts against Thyatians in recent years. In their own way, the Crimson Avengers do consider themselves Alphonian patriots, but they are very extremist and consider all non-Alphonians to be a lower form of life.

This is a mistake that will cost Fabian, perhaps even cost him his integrity and the respect some people still have for him. Normally he would never make a mistake like this, but the actions of the Jennites have pushed him so far into despair that he is close to the edge.

What the PCs Can Do: The PCs should not be involved with the Crimson Avengers at all, even if they are on the same side of the conflict—they will hear about the Crimson Avengers soon enough, though.

Vaterrmont 28, AC 1018: Tubak in Boldavia?

Location: Tower of Igorob, Principality of Boldavia, Principalities of Glantri. OM

Description: A midnight conclave of the Boldavian barons loyal to Prince Morphail Gorebitch-Moszlany is interrupted when the dark halls of Igorob Tower are suddenly flooded with golden light, emanating from a mysterious man who appears out of nowhere. The man, radiantly handsome and dressed all in gold, shouts invectives at the Boldavian nobles in the Ethengar tongue, and calls himself Tubak the Lawgiver and proclaims that creatures of darkness will be punished by the holy light of the golden sun.

The barons and their entourages flee in terror. Prince Morphail does not report the incident, but it becomes the topic of gossips and rumormongers in Glantri City as soon as the next morning. (See Va. 18; Fe. 15, Va. 12.)

What This Means: This event is clearly a parallel—or more accurately a satire—of the Milagro de Los Amantes incident last year, where the Immortals Valerias and Ixion made an appearance at the midsummer night's ball of Princess Carnelia de Belcadiz. However, this manifestation of Ixion (Tubak to his Ethengar followers) has nothing to do with avatars of the Immortals, nor his followers among the recently very active religious zealots of the Thousand Fists of the Khan.

The whole spectacle was an elaborate prank by the notorious wizard-rogue Robin Moorkroft, who has been targeting the highest nobles of Glantri since late last year. For Robin and his Mundaner Men (actually mostly spellcasters themselves), it was a daring feat to break into Igorob Tower, dispel any protective magic (particularly protection against light), cast a carefully choreographed series of light and continual light spells (modified to appear like sunlight), and a programmed illusion of Tubak's manifestation form to give the barons of Boldavia the scare of their life—or unlife (all of them are vampires under the control of Prince Morphail.). While the light spells and illusions caused little damage to the nosferatu, Prince Morphail's ego and reputation was greatly injured.

What the PCs Can Do: Prince Morphail will pursue his own investigation into this incident, so PCs of any persuasion may be recruited to work for him. Prince Morphail's first target would logically be the Thousand Fists of the Khan, but resourceful PCs may eventually be led to the trail of the prankster Robin Moorkroft.

EVENTS: THAUMONT

First Week

Thaumont 1, AC 1018: A Dedicated Emperor.

Location: City of Thyatis, Duchy of Thyatis, Thyatian Empire. *OW*

Description: For the first time since last year's assassination attempt, Eusebius begins weekly "rides" out of the palace quarter, presumably to visit the Senate House, which is still meeting at the foot of Emperor's Hill for the time being. On the way he makes sure to listen to some of the citizens that approach him and their complaints, and pass through the markets outside the Zendrolion, in the center of The Heart, and in the Machine to see conditions there.

As a result of these processions through the city, several officials and wealthy aristocrats get put on trial for their abuses and corruption. (See Va. 1, Va. 27; Th. 12, Va. 5.)

What This Means: Eusebius is doing several things with these processions. The first is to show that the assassination attempt has not made him afraid. Security has been tightened since then, but not overtly so, to prevent a similar attempt. This activity also helps him present the image of concern for the welfare of the common people and of imposing impartial justice without regard for rank. He does not necessarily feel that concern in his heart, but knows it is useful to appear that way, and imposing justice impartially serves his interest as much as it serves the people, especially if it roots out abusive or corrupt officials.

To that end Eusebius has also undertaken other, less obvious measures. He reviews all reports of tax receipts and expenditures, marking them when he has read them to insure they tally up with the sums owed and what is in the treasury. He keeps a personal list of what the most prominent Thyatian families owe in taxes, the ones most likely to be able to use their influence to evade their obligations, checking them off each quarter only when they are reported as paying, and charging those who fail to do so.

Eusebius is cold-hearted and calculating in this; he does not do this out of a sense of fairness so much as because he sees the empire as "his business," and anything that would weaken it (especially when it comes to revenues) undermines his authority. He is not as brilliant a leader as his father was, nor as sharp and imposing an emperor, so he makes up for it by diligence and steadfast (if uninspiring) administration.

What the PCs Can Do: Eusebius often uses unusual agents to investigate problems brought to his attention or to "convince" those who attempt to evade taxes that it would be in their interest to pay what is owed, and he pays rather well in return for efficient, loyal, and successful operatives, rewarding them well for their service but punishing them harshly if they prove untrustworthy or cross him.

Thaumont 2, AC 1018: Another Stalemate.

Location: Stonewall Camp outside Town of Ceafem, Kingdom of Arkan, Floating Continent of Alphonat, Alphonatian Empire. *HW*

Description: For a few sleeps Colonel Sorentas has been considering his options. Today command is taken over by a less-than-pleased General Selcomad, now fully recovered from the injuries he received several weeks ago. He openly criticizes Sorentas in front of several other officers, claiming that Sorentas has been blind to the situation before them. Sorentas is not happy, but there is little he can do about it. (See Va. 11, Va. 20; Th. 10, Fl. 4.)

What This Means: Though professional, the relationship between Selcomad and Sorentas has always been rather cool. Sorentas is a career soldier and has served the Stonewall army all his life, while Selcomad is a former adventurer who eventually entered the army when he received the offer due to his first-hand experience with combat. Sorentas has always thought Selcomad was unworthy of his position, not being a trained officer, but rather a retired veteran without discipline who wasted years running around on adventures and such. Needless to say, he is also a little envious of Selcomad's position. Selcomad, on the other hand, sees Sorentas as too ambitious. To Selcomad, the most important thing is to gain the trust of his soldiers. Years of adventuring and trust in companions have taught him that success or failure may depend on the smallest detail and without trust those details may not be in your favor. He needs Sorentas's experience with military procedure, but he does not like him as a person.

Moreover, Selcomad feels Sorentas has ignored obvious possibilities here. With the Arkan and Foresthome forces driven back to Ceafem, negotiations for peace should have been resumed, because Stonewall was in an even more favorable position at that time. Instead, Sorentas's relentless siege has given their enemies little choice, and their aggression has also caused Ambur to intervene, so now Stonewall faces a stalemate against an alliance of three nations—Arkan, Ambur, and Foresthome—instead of negotiations with two opponents in a disadvantageous position.

What the PCs Can Do: Stonewall PCs can merely state their opinion on the matter if they are influential enough, but it won't really change anything. PCs spying for the Arkan alliance might discover the dissent among the Stonewall forces, though. The discovery probably won't help the alliance that much, however, since Stonewall's officers are just too disciplined to allow their differences to tear them apart.

Chaumont 2, AC 1018: A Wizard Sighting.

Location: Countryside, Esterhold Peninsula. SK

Description: A group of Alphatian and Jennite refugees from former Faraway are ambushed by a warband of free Jennites. As the aggressors move forward, determined on cutting down the Alphatian oppressors and their treacherous allies, the refugees flee as fast as possible, even though escape seems hopeless considering the aggressors are armed with ranged weapons and are well rested. But suddenly a fireball explodes in the midst of the free Jennites, and they are forced to defend themselves. The refugees don't have time to waste, though, and hasten to make their escape. A few of them see the Jennites shooting at someone in the air, but their arrows apparently miss or bounce harmlessly off a robed black figure hovering over them. The refugees flee for the rest of the day before they stop to consider what happened. Obviously they were saved by some wizard who rained fire on the Jennites. (See Th. 12.)

What This Means: With all the adventurers Fabian Vern has been sending to Esterhold to fight the Jennites, adventurers aren't so rare here these days, but a lonely wizard defending fleeing commoners is still a rather rare occurrence. However, this seems to have been one of those times...

What the PCs Can Do: If the PCs are there, they might get to see this figure, although they won't find out much more because they will either be forced to flee with the other refugees or, if they stay and fight the Jennites, the dark figure won't be very involved and will magically disappear as soon as it is clear the PCs will be victorious. If they escape, they might be able to witness the figure casting some potent magic, however, like chain lightning or perhaps even meteor swarm.

Chaumont 2, AC 1018: Wreck.

Location: Sea of Minaea. SK

Description: The Lion's Den, Alexandros Verix's personal ship, is wrecked on her trip to Traun back from Minaea during a terrible storm. Nobody survives, neither Verix nor his bride Nausicaa. (See Va. 21, Va. 26.)

What This Means: When the news of the wreck reaches Traun and Minaea, a joint expedition will be sent to search for survivors and for the bodies of the nobleman and the princess. However, even if the exact location of the wreck may be found, the bodies will not be found. In Minaea, Korudon refuses a public mourning of the loss, saying that it is a personal affair, and not something that involves the population—in Minaea this is considered noble behavior, because the personal sufferings must not be detrimental to the city's state of things. In Traun, where Verix was a member of the *boulè*, the political activities will be suspended for one day. His brother Adrian is extremely saddened by the loss, and especially since he fears that his family name will die out with him.

What the PCs Can Do: If they are part of Verix's staff, or are at sea during the storm, they could be lucky enough to save Verix and Nausicaa (or at least one of them).

Chaumont 3, AC 1018: The Siege Resumes.

Location: City of Skyfyr, Province of Blackrock, Republic of Esterhold, Nayce. SK

Description: As spring nears, the united Jennites resume their siege of Skyfyr. It doesn't begin as a huge battle, since the Jennites need to regroup their forces, but as the days pass and more of the free Jennites return, they begin to mount their assaults on the city again.

Of course, the defenders are well prepared for this. During winter, they have received goods and reinforcements from Nayce, and have had time to strengthen their defenses, so they are quite ready for the siege and the Jennites make little progress at first. But as more days pass, more and more Jennites come to the aid of the aggressors. (See Nu. 25, Nu. 26; Th. 13, Th. 22.)

What This Means: This is no surprise at all. The free and rebel Jennites had to postpone their siege last year when winter arrived and the free Jennites had to settle down for the winter. The rebels have been holding the countryside around Skyfyr ever since, while the Alphatians and the Jennites on their side have been watching them closely and preparing their defenses accordingly. However, some of the rebels have left the siege and will not return. During the winter they lived beside the free Jennites, and the conditions were hard for them. Aware that former Faraway is in Jennite control as the city of

Drach now, many have left for the new city to make a life for themselves there rather than continue to embrace the more savage and primitive lifestyle of the free Jennites. This is yet more evidence of the growing distance between the rebels and the free Jennites.

What the PCs Can Do: PCs on the Jennite side could arrive to encourage the siege against the Alphasians; perhaps Talin has even recruited them for that purpose. PCs on the Alphasian side should look to Skyfyr's defense in anticipation of the coming attacks, or they could be scouts sneaking out into the Jennite camp and beyond to evaluate the strength of the enemy and their numbers and tactics.

Chaumont 3, AC 1018: The Line Holds.

Location: Swamps along the River Torion, Territory of Thratia, Hinterlands, Thyatian Empire.
BY

Description: After almost a month of hard fighting, the Thyatian armies have been able to hold a number of strategic hills overlooking the swamps, and have erected a series of small fortresses, each within signaling range of the next, to ensure that the assorted Thratian clans living to the south are not able to advance northwards into Thyatian territory. For the first time in months, it looks like the southern frontier might be secure for a while. (See Va. 8.)

What This Means: The Thyatians have abandoned the idea of using the river as their frontier for the time being; it is simply not worth expending hundreds of soldiers for the dubious value of controlling a fringe of swampland, when a more defensible position can be obtained in the hills. Over the coming weeks, more troops will arrive in the region, as roads are cleared through the jungles to formally link the forts and to allow the easier movement of troops between the frontier and the more densely populated regions to the north.

The Thratians, satisfied that the Thyatian advance has apparently halted, will hold their positions. They know that the momentum they had last year, under the leadership of Siobhan, daughter of Maeve, has been lost; not only did they fail to drive the Thyatians out of the Hinterlands, they have lost even more land as a result. Some individual sub-clans have abandoned the fight and returned to their homes, while those who remain (including Siobhan herself) cling to the fringes of the empire, watching their enemies closely. So the situation will remain for some time to come.

What the PCs Can Do: PCs could have taken part in the final battles during the past few weeks.

Chaumont 3, AC 1018: Assassination Attempt Fails.

Location: City of Wendar, Kingdom of Wendar. **OW**

Description: While making its way through Wendar City, Bensarian's entourage comes under attack from a group of men in black leather armor and black hoods. The assassins are eventually beaten off, but Bensarian and his companions are now extremely worried. Measures are taken to protect Bensarian with spells and trusted bodyguards. Bensarian will now stop traveling outside the royal citadel. (See Nu. 1, Va. 4; Fl. 18, Va. 5.)

What This Means: The Darkblades, an order of trained Denagothian assassins, are responsible for the attack. Their near-success has sent shock waves through Bensarian and his supporters. The new security measures will unfortunately hamper Bensarian's reform efforts.

What the PCs Can Do: Find and eliminate the Darkblades.

Chaumont 3, AC 1018: Nordalheim Is Laran Only.

Location: Town of Laran, Kingdom of Nordalheim, Final Range. *NW*

Description: The Thyatian ships arrive in the small town of Laran, which is part of what is now the Kingdom of Nordalheim. Elves and non-elves happily trade with the Thyatian and Minrothaddan merchants, but they also firmly remind them that only the elves among them may travel outside Laran.

The Thyatians then resume their northerly voyage. (See Va. 18, Va. 26; Th. 9, Th. 19.)

What This Means: In the Barony of Ironwood, which is the main part of the larger recently formed elven Kingdom of Nordalheim, only the town of Laran is open to non-elves, who are denied access to the rest of the land. Laran is a rather open place, somewhat reminiscent of what Altheim Town used to be, and thus quite receptive to Thyatian trading. Thyatis has a population of elves of its own, be they Vyalia from Thyatis itself or Meditor and Verdier from Minrothad, who may at a later time enter the restricted forests of Ironwood and set up relations, diplomatic and commercial, with Nordalheim, with which Thyatis has had little contact so far but may well prove friendly. For the time being, though, the expedition leaves it at that and continues toward the Great Bay.

What the PCs Can Do: If there are elven PCs aboard the ships, they may remain behind and act as Thyatis's envoys to Nordalheim. Elarianthas Blackblade is more interested, with his associate Zoltan the White, in the building of an elven nation, with the promotion of a new elven pantheon and the preservation of nature, rather than trading or politicking (at least with non-elves), so their task will be a challenge.

Chaumont 3, AC 1018: Another Harbor Reconstructed.

Location: Town of Igoin, Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: Only a few days after the beginning of the new year Lord Abolon has managed to solve the technical problems in the harbor of Igoin. Some alarming information has been uncovered—the work has been undermined by saboteurs. Queen Kikania has sends more troops to protect the harbors. (See Va. 5; Th. 27, Fl. 9.)

What This Means: Indeed some of the enemies of the canals have attacked the project secretly. Whether Zallaras and Jolinar, who have fought the canals in the Grand Council, are responsible or not, cannot be verified.

What the PCs Can Do: The queen and the Navy of the Lakes are now looking for some clever and independent investigators who could ferret out the conspirators.

Chaumont 4, AC 1018: Permission Granted.

Location: City of Andaire, Kingdom of Alphas'ar, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: Eriadna, Queen of Vertiloch, signs the official document to permit the construction of an artificial waterway from Sasdil by the Greenlake River to the border of Theranderol. Colonel Moron from the Royal Army of Vertiloch and Lieutenant Commander Bartan from the imperial navy will act as liaison officers to the army of Theranderol. (See Nu. 21; Pa. 2, Kl. 19.)

What This Means: This was only a formal act necessary to begin with the preliminary work. That Eriadna would deny her daughter Eldrethila the right to build this canal was not to be expected. The army of Queen Eldrethila may now enter Vertiloch to survey and construct the canal. Bartan's mission is explained by the fact that the empress wants an expert in water- and ship-related matters on the team.

Chaumont 4, AC 1018: He Was a Friend of Mine.

Location: City of Dzibouti, Province of Ubu, Empire of Tangor. SK

Description: A Minaean adventurer, Asterione, arrives in the city of Dzibouti in order to meet with some adventurers, among which is his Tangor friend N'konga. Unfortunately for him, at the Golden Lion Inn, where the two were to meet on this day, he learns of the burning of the Seawalker, and the death of his friend. (See Pa. 28; Th. 5, Th. 8.)

What This Means: N'konga had organized an expedition into the Lleweryn lands, to find the location of the ancient Scalp Temple, dedicated to an Exalted being known as Kthurbash the Nightwing. The two had agreed to meet in Dzibouti because N'konga had discovered some interesting information regarding the temple.

Chaumont 4, AC 1018: A Respite from the Sea.

Location: Near Town of Karda, Milenian Empire. HW

Description: After many weeks of sailing on the Southern Atlass Ocean, and of being beset by fierce storms, the party of Friedrich von Dreiburg finally sights land, off to the east. By their calculations, they should either be nearing the lands of the Traldar, or the Milenian Empire. Before the end of the sleep, the ship pulls ashore not far from a large town, and von Dreiburg orders two of his men to stealthily enter it to determine where they are, and to steal essential supplies.

In the meantime, von Dreiburg and the remaining Heldannic Knights disguise themselves as Antalians, knowing that the Milenians oppose worshippers of Vanya. (See Th. 5, fl. 3.)

What This Means: Since their escape from Okta Island late last year, von Dreiburg's party have been trying to find a safe haven where they can effect necessary repairs to their ship, and determine where they ought to go. Von Dreiburg is well aware that Vanya is not held in high esteem in the Milenian Empire; nor is She widely revered among the Traldar, either. Nevertheless, he would rather find himself among the latter than the former, as the Traldar are less cohesive and organized as a people, and so he and his followers are less likely to encounter any trouble from them, and they should be able to pass through their lands unseen. Unfortunately, von Dreiburg's navigator overestimated the strength of the winds; they are in Milenian waters, though none of the men know it yet.

What the PCs Can Do: If they are accompanying von Dreiburg, the PCs could be the ones ordered to enter the strange town and determine what the inhabitants are like.

Chaumont 5, AC 1018: Caught!!

Location: Town of Karda, Milenian Empire. *HW*

Description: Friedrich von Dreiburg and his men, upon waking up, are surprised to find their anchored ship under the watch of several dozen Milenian bowmen. Making matters worse, a Milenian vessel is anchored to the stern of his own ship, brimming with more archers, as well as swordsmen. One of their number orders the Heldannic Knight and his entourage to surrender peacefully, or face the consequences. Noticing that his scouts have returned with the Milenians, albeit disarmed and manacled, von Dreiburg deduces that the locals have control of the situation, and he orders his men to surrender. (See Ch. 4; Fl. 3, Fl. 8.)

What This Means: Von Dreiburg's scouts were discovered within hours of their entering Karda, and they were quickly captured and interrogated. They divulged the location of von Dreiburg's ship, and provided some information on the nature of the crew. They also told their captors that they were merely trying to acquire necessary supplies before moving on. Von Dreiburg knew all too well that his men were ill prepared for a fight, being outnumbered and at a strategic disadvantage. Better to find out what the Milenians want, he reasons, and then decide whether to flee.

What the PCs Can Do: If they are with von Dreiburg, the PCs might be ordered to use whatever means they have available to avoid capture, and continue spying on the Milenians. Alternatively, they might be instructed to find a way to escape the Milenians.

Chaumont 5, AC 1018: A Letter to You.

Location: City of Dzibouti, Province of Ubu, Empire of Tangor. *SK*

Description: N'konga's wife Malena meets Asterione at the Golden Lion Inn, and gives him a letter from N'konga. In the letter, the Durhanian adventurer tells his friend about the location of the Scalp Temple, where he thought that a fabled jewel, the Krut Diamond, should be located. (See Va. 28, Ch. 4; Ch. 8, Ch. 16.)

What This Means: The Krut Diamond was one of the royal jewels of the Kingdom of Rathasia, and after the conquest of that land by the Tangors it entered in the possession of the family of one of the victorious generals. However, the jewel was stolen by a sis'thik from Kezheli (a lizard-kin settlement in the eastern regions of Swanamutu), but he died, tracked by Tangor guards, in the jungles of Lleweryn, not before having hidden away the diamond.

Chaumont 6, AC 1018: The Dragon Awakes.

Location: Shire of Eastshire, Five Shires. *OW*

Description: A gold dragon is seen in the skies over Eastshire, in the Five Shires, near the border of Karamikos. Witnesses report that she circled in the skies for over an hour, apparently searching for something or someone. (See Fl. 13, Am. 20.)

What This Means: Scholars and long-lived hin masters and elves of the Five Shires have periodically seen this dragon throughout the centuries, but this year she will be seen more often than she has been for a millennium, as the result of a plot by powerful adventurers.

Chaumont 6, AC 1018: Spooky Shadows.

Location: Northwestern Mendarian Border, Kingdom of Mendar. *OM*

Description: Local trappers and hunters report spotting strange shadows near the Dark Woods of Baamor. (See *Jl.* 20, *Va.* 5.)

What This Means: The Dark Woods of Baamor are rumored to be haunted and are shunned by the Mendarians. Dozens of haunting tales are told of the woods each year and not everyone takes the report seriously.

What the PCs Can Do: Investigate the strange shadows.

Chaumont 6, AC 1018: Once Bitten, Twice Shy.

Location: East of Manacapuru Tribal Lands, Jungle Coast. *DV*

Description: After recovering from its battle with the fierce natives, the expedition pursued a meandering route along the coast, noting the presence of interesting islands and gathering specimens of plant and animal life. Today, the man on the crow's nest notes the mouth of yet another wide river up ahead, which soon comes into view. This estuary, which Julius names the Serpent River (based on the presence of many sea snakes swimming about), looks navigable, but remembering the expedition's experience following the exploration up the Black River, he opts to note the river's presence, and move on. (See *Va.* 18, *Va.* 21; *Jl.* 1, *Jl.* 2.)

What This Means: The meeting with the Ongetasana warriors has made Julius think twice about exploring inviting rivers with his small party. In this case, it is well that he decided to pass the Serpent River by; it leads westwards to a large lake, upon whose northern shores sits the city of Manacapuru. Such a journey would have taken the expedition to the heart of Manacapuran territory.

What the PCs Can Do: There is not much for the PCs to do at this point, except help carry out the various duties involved in running a ship.

Chaumont 6, AC 1018: Tunnel Project Started.

Location: City of Denwarf-Hurgon, Kingdom of Stoutfellow, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: A large group of dwarven miners is sent down deep below Denwarf-Hurgon to start digging the docking cave for the upcoming harbor of the capital. At the same time gnomish and dwarven surveyors and engineers are sent out to find out where both tunnel openings shall be located. Smaller detachments will be sent out later to survey the route of the planned canal which will be under open sky. (See *Va.* 8, *Va.* 10; *Ei.* 14, *Ei.* 27.)

What This Means: Before this decision was made there was a lot of trouble and squabbling in Denwarf-Hurgon. The gnomes wanted more time to compute the requirements of the tunnel and to improve their digging devices. The more rational dwarves have remarked that it would be necessary to take a look at both sides of the Kerothar Mountains to decide how the tunnel should pass it. So finally Queen Buthra Bofadar herself has decided to send out the surveyors and to start with the cave.

She and her mining advisors believe that the necessary time for the cave—preliminary work included—is so great that the surveyors will be ready much earlier.

What the PCs Can Do: This work is done by gnomes, dwarves and some hin only. PCs with the appropriate race and know-how can participate, or they might accompany the teams as guardians.

Chaumont 7, AC 1018: Angusburg Under Siege.

Location: Fort Angusburg, Principalities of Glantri. *OW*

Description: Just before construction is completed on the new fortress on the western border of Glantri, Fort Angusburg (named after its viceroy, Prince Angus McGregor of Klantyre) is raided and taken over by the Followers of the Claymore. The Warden of the Marches, Prince Malachie du Marais, leads several banners to Angusburg, but the Glantrian army is met with much resistance from the apparently effective defenses of the fort itself. (See Ru. 5, Va. 3; Th. 11, Th. 15.)

What This Means: These rebellious fighters and clerics are not only opposed to the magocracy of the principalities, but have long been enemies of the princes of Klantyre. Embittered by the assault on clerics during the Alexander's Day massacre and emboldened by their apparent victory in Oxhill, the Followers of the Claymore boldly invade Prince Angus's viceroyalty.

What the PCs Can Do: PCs belonging to either the Followers of the Claymore or the Glantrian army will have much to do in the way of siege warfare, mass combat, and espionage.

Chaumont 7, AC 1018: Army Team Starts Survey.

Location: Town of Bigos, Kingdom of Theranderol, Floating Continent of Alphonat, Alphonatian Empire. *HW*

Description: Captain Ichar from the royal army and his team start to survey the route of the upcoming canal between Bigos and Sasdil. He does not expect topographical or geological problems but the Haunted Marshes may pose a threat. Therefore he not only commands a troop of surveyors but also a battle group of sturdy infantry and cavalry soldiers. (See Ru. 19; Fl. 7, Fl. 28.)

What This Means: The formal requirements are fulfilled, the orders are given, and now the army goes into action. General-Major Quoos, the project leader, is already talking to engineers inside and outside the army to organize the necessary workforce.

Chaumont 7, AC 1018: Gnomes Reach Rockhome.

Location: Fort Denwarf, Kingdom of Rockhome. *OW*

Description: The entire Torkyn Clan of gnomes arrives at Fort Denwarf, asking for lands that they can settle. Dwarfen officers are not overjoyed at the prospect of granting that many foreign gnomes land in Rockhome, and after sending messengers to Stahl and Dengar for advice, instead suggest that they go to the Falun Caverns in Soderfjord, which have been recently cleared of kobolds by humans. The Torkyn Clan sets out for Soderfjord. (See Ru. 5; Fl. 17, Va. 19.)

What This Means: Due to the recent political turmoil and wars in Rockhome, the dwarves aren't as welcoming as they might have been. Besides, while dwarves like gnomes better than most other demihuman races, they prefer to have them at some distance.

What the PCs Can Do: PCs escorting the gnomes will still have a short journey left to Soderfjord, through friendly dwarven lands.

Second Week

Chaumont 8, AC 1018: Chasing a Shadow.

Location: City of Darokin, Republic of Darokin. **OW**

Description: The rumors started by Shadow has provoked a response—Mauntea House has sent agents to catch Shadow and put a price of 2,000 daros on his head if someone can capture him. Throughout Darokin City every rock is being turned in search for this culprit. This causes a fair amount of annoyance among other folk who just want to be left alone. (See Va. 19; Jfl. 21, Jfl. 22.)

What This Means: Allana's necklace is estimated to be worth at least 25,000 daros due to the perfect gems and the skillful workmanship. Though it would be difficult to sell the necklace, a good thief, as Shadow obviously is, probably has a good fence, and even if he doesn't, the gems alone are still worth a lot of money. Besides, Corwyn Mauntea is not going to allow this Shadow to get away with putting ideas like this in people's heads, or else every two-bit cutpurse will think they can terrorize the upper classes with impunity.

However, the hunt for Shadow is making life miserable for other thieves in the city. Thus, a few bits of information may be revealed about Shadow, though they don't help much. A major problem is that a lot of thieves have taken the name "Shadow" over the years, and nobody is certain which "Shadow" this is. A few people will be arrested and held for questioning, then released again later, and the search will eventually die down.

What the PCs Can Do: The PCs might want to go after Shadow to claim the bounty for themselves, or they might be hired by Mauntea House to do so. Either way, they will find that the "Shadow" they are looking for is as slippery as they come—if the thief wanted another alias, "Cel" would be just as appropriate! The real Shadow will be impossible to catch, since he isn't even in the city. After making his bold statement, he made certain to leave the city because he knew Mauntea House might start a manhunt for him.

Chaumont 8, AC 1018: The Road to Wealth.

Location: City of Dzibouti, Province of Ubu, Empire of Tangor. **SK**

Description: After the revelations of Chaumont 5, Asterione hasn't lost time and has contacted some friends in the city, among which are Kobu Mari (a priestess of Korotiku), one fighter and one thief. These four humans leave toward the jungles of Uleweryn with N'konga's letter, determined to recover the fabled Krut Diamond. (See Th. 4, Th. 5; Th. 16, Th. 19.)

What This Means: There's nothing special about this event: Asterione and his friends want to lose no time... unfortunately, the death of N'konga prevents them from learning about the difficulties that his party had suffered near the Scaly Temple. And this could become a threat to their future.

What the PCs Can Do: The PCs can be hired by Asterione to join him in his expedition to the Scaly Temple in Uleweryn, where the Krut Diamond waits to be found by brave adventurers.

Chaumont 9, AC 1018: Dobe's Health Worsens.

Location: Great Forest of Geffron, Kingdom of Denagoth. *NW*

Description: Professor Dobe's condition worsens, as well as that of the other affected elves. Their bodies are now incredibly hot and they are almost incapable of speaking and thinking coherently. In his delirium, Professor Dobe scribbles what he can remember of Idris's history from the frescoes inside the Nameless Tower.

The command of the Genalleth warband has now fallen upon young Enibaris, and he agonizes over what to do next. With their most powerful members killed or violently ill, the elves have no way of communicating magically with General Durifern, nor can they travel magically to Enoreth Shrine. (See Nu. 2, Va. 3; Va 14, Kl. 21.)

What This Means: The elves' predicament worsens by the day. The sick are now unable to be moved. The vital information that Professor Dobe has discovered is now confined to a few abbreviated clues on a piece of parchment. All their efforts are in danger of amounting to naught.

Chaumont 9, AC 1018: Thyatian Ships Enter Great Bay.

Location: Jarldom of Nordenhafen, Kingdom of Ostland, Great Bay. *NW*

Description: The Thyatian ships, which have avoided the dominions of the Tranquil Coast ever since they left the Isle of the Dogs, but have stopped at some coastal dominions of the Final Range, finally reach the Great Bay, where most of the commerce north of Oceansend takes place.

The expedition enters the Strait of Todstein then sails straight past Alpha to the Jarldom of Nordenhafen, as agreed upon in advance with their Ostlander allies. From there they will conduct their missions to the various dominions, large and small, of the bay.

But first, the Thyatians meet with their host, Bardeen Longwalker. The Northman is happy to see Thyatians come to this northern place, and delighted at the prospect of Thyatians sailing again the seas of Norwold. He is informed of the establishment of a colony on the Isle of the Dogs, where his longships can now stop without risking trouble by the Heldannic Knights, the Alphatians, or petty rulers; all ships that bear the flag of Ostland will have only half docking fees to pay, and their cargoes will not be inspected too closely by the authorities if they are to be traded away to Thyatian merchants—a clear invitation to buy the loot of the Nordenhafen raiders. The jarl returns the favor by granting free docking to Thyatian ships. (See Va. 26, Th. 3; Th. 19, fl. 1.)

What This Means: Thyatis and Ostland, two old allies, are again cooperating in their attempt to expand their influence in Norwold. They have different objectives, so they are not in competition, but indeed in a position to work hand in hand.

Thyatis's objective is to extend its mercantile network, and reach new markets. To achieve that goal, in Norwold, it relies on a new colony on the Isle of the Dogs, and an aggressive trading policy, that should allow its merchants to gain preferred status (in matters such as taxes, docking fees, licenses, etc.) and gain control of local commerce. Besides such rights, they also hope to sway some small dominions' policies so as to establish trading posts within them.

Ostland's objective is to colonize new lands, where its growing population can settle, and send tribute to the homeland (a good part of which is gained through raiding).

The agreement between the two parties helps reinforce the cooperation; more to the point, it gives the Thyatians access to cheap Norwold goods that they can then sail elsewhere within or without the empire, while Nordenhafen will gain access to many products from throughout the Thyatian Empire and beyond that were rare until now.

Chaumont 9, AC 1018: Dissent in the Ranks.

Location: City-State of Draeh, Esterhold Peninsula. **SK**

Description: A dispute breaks out between the free Jennites and the rebel Jennites over what to do with the fortifications of Draeh that the Alphas built to defend the city while it was still known as Faraway. At first this is just another disagreement, but within a few days the free Jennites are openly protesting the rebels' desire to keep the city as it is. They hold a demonstration where they voice their disagreement and end it by throwing stones and spears at the city walls, then pray to the Immortals to return their brethren, obviously corrupted by the Alphas, to the true Jennite way of life, away from the Alphas' curse of "city-dwelling." (See Pa. 15, Fe. 16.)

What This Means: This isn't the first sign of trouble between the Jennite rebels against the Alphan rule and the more wild nature of the free Jennites, nor will it be the last. In fact, as time passes, the gap will only get wider. The truth of the matter is that while the rebels have indeed lived in horrible captivity and slavery under the Alphas for a long time, they have also seen the benefits of civilization, and while the Alphas were ruthless oppressors, they did embrace a more advanced way of life than that of the free Jennites, whose customs seem almost barbaric and savage in their simplicity compared to the more evolved ways of the Alphas. To the rebels, the free Jennites seem wild and uncivilized, so while they reject the Alphan oppression, they have also begun to see that merely embracing the ways of the free Jennites would be an evolutionary step backwards, since the free Jennites remain trapped in the historical past.

This is really just the most obvious sign of this yet, but there has already been disagreement on the city harbor, most of the larger buildings, and the water supply in the city, all of which the free Jennites wanted to do away with because they represented "evil alien magic" in their eyes, while to the rebels they are merely common, everyday conveniences which it would be utter foolishness to abandon.

What the PCs Can Do: PCs should be in Draeh only if they are free or rebel Jennites, preferably a mix of both. If they are, they should face some really interesting role-playing situations, though the DM should take care not to make the situation too confrontational yet, especially not by having the PCs killing anyone—open hostility between the rebels and the free Jennites should occur, and if the PCs kill someone from the other side they'll likely force the issue beyond the DM's control. It could well come to that, but it shouldn't happen just yet.

Chaumont 9, AC 1018: I Am No Fool.

Location: Village of Szniezka, County of Gask, Confederation of Klagorst. **WB**

Description: Sensing the danger in Brasov, where werewolves are unknown and elves die if infected, Aleksandr Herziowski, the werewolf who fled from the city of Brasov a couple of months ago, reaches the small border village of Szniezka. He has spent the last days in wolf form, and hasn't stopped to take human form until now that he is safely in the Klagorst region. (See Au. 19, Pa. 13.)

What This Means: After the years of enslavement to Rhorg first and Debreceen after, Herziowski went into a frenzy when he recovered his freedom. When he realized he was killing more or less randomly, and regained his mental health, Herziowski was frightened that the Brasobians and the elves may send hunters after him. Being aware of the fact that lycanthropy is not known in Brasob, Herziowski decided to leave the country immediately to avoid arousing suspicion in the future, and return to his homeland Klagorst.

What the PCs Can Do: The DM can have one of the PCs become one of the first lycanthropes of Brasob, and see the reaction in the local population through the player's eyes (and through the eyes of his worried companions). Otherwise, they could be the hunters sent after the dangerous wolf (that will discover to be the lycanthrope Herziowski) by the worried elves.

Thaumont 10, AC 1018: The Leehashire Expedition Disperses.

Location: Five Shires. *OW*

Description: The Leehashire hin split into several groups. Representatives of several Norwold trading interests begin touring the country to establish economic ties with the hin of the shires. Another group, mostly representatives of important political factions in Norwold, stays in Shireton, speaking with historians and more politically-minded folk of the Dread Coast. Finally, a third group of Leehashire hin, mostly adventurers who had accompanied the expedition, begin touring the entire country, giving lecture tours at each stop, and delighting local hin with songs, recipes, stories and contests. (See Va. 20, Va. 26; Am. 1, Ka. 3.)

Thaumont 10, AC 1018: Randel Supports Stonewall.

Location: City of Kardish, Kingdom of Randel, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: In response to the recent criticism of Stonewall's invasion of Arkan in the Grand Council, Queen Karatnora of Randel announces Randel's support of Stonewall. Though Stonewall is populated mostly by commoners, Randel knows Stonewall as a proud people and as worthy allies in war. As such, they have as much right as any Alphatian nation to solve the famine in their country, and certainly so when the actions are decided upon by the rightful aristocratic ruler of Stonewall, King Koblan Dracodon. She further pledges assistance in the manner Randel can produce it in its current state and depending on the degree to which it is desired by Stonewall. (See Va. 3, Th. 2; Fl. 16, Sv. 2.)

What This Means: Karatnora replaced Junna as queen in a coup last year and received some essential support from Stonewall at the time, not least the aid of Brother Swertigon of the Order of Alphatia in Stonewall, who aided the conspiracy in exposing corruption among the Randel Order of Alphatia. However, there are also political reasons for this proclamation. After Junna's rule, Randel is not so strong at the moment, and by pledging allegiance to Stonewall, Karatnora and Alphatar, her advisor and the real power behind the throne, hope to compel Stonewall to make a similar demonstration of alliance. Randel withstood an invasion from Bettelwyn last year, but in its current state, Randel would prefer to avoid a repetition of that. If Bettelwyn thinks Stonewall will aid Randel, that might do much to persuade Bettelwyn to leave Randel alone. Even so, it is doubtful how much support Randel can offer Stonewall, but obviously Randel is not so feeble that no help can come.

Some will go north to help Stonewall as mercenaries. In fact, Randel already provided essential aid to Stonewall last year when Foresthome's intervention took them by surprise, and several Randel battlemages continue to serve in Stonewall's army currently in Arkan. That number will grow now.

What the PCs Can Do: Unless the PCs can be called upon as advisors, they won't be involved. But they could be among the reinforcements Randel sends to aid Stonewall in Arkan.

Chaumont 11, AC 1018: A Most Terrible Beast.

Location: Village of Hariq, Emirates of Maruam. *OW*

Description: For weeks the fishing village of Hariq, in the Emirate of Abbashan, has been plagued by a terrible beast. None have lived to tell of it, but victims have been found mauled nearly beyond recognition. The wounds appear to have been inflicted by one of the coastal lions, a beast that is regarded as noble and intelligent. The elders of the village agree that it is taking revenge for some past transgression and urge the perpetrator to come forward, so the matter can be resolved.

Any strangers in the area will automatically be prime suspects and may soon find themselves before a lynch mob looking to leave them defenseless in the wilderness in order to appease the lion.

What This Means: The beast is not just a lion, but a zombie lion. It was created by a foul sea hag who covets the sea near the village of Hariq. She hopes that her terrible pet will drive the villagers from the area. Should the zombie lion be defeated, she will likely come up with another plan to be rid of the villagers.

What the PCs Can Do: Confront the terrible zombie lion before it claims the lives of any more villagers and before they end up sacrificed to it. And perhaps learn of the sea hag and seek her out to "convince" her to leave the villagers alone.

Chaumont 11, AC 1018: Malachie Ends the Siege of Angsburg.

Location: Fort Angsburg, Principalities of Glantri. *OW*

Description: After three days of laying siege to Fort Angsburg, occupied by the Followers of the Claymore, Warden Malachie du Marais has met with much frustration and decides to use more radical measures. He calls upon the skyships of the Glantrian army (the same he used in Aengmor during the "Shadow Over Mystara" episodes in AC 1016) to bombard the fort with powerful fireballs and meteor swarms.

Malachie's hard-line tactics prove effective, as the Followers of the Claymore rout and abandon the fort, only to be met by the forces of the Glantrian army. (See Pa. 3, Th. 7; Th. 15, Pa. 10.)

What This Means: As much as his rival Princess Dolores Hillsbury is using the constabulary to crack down on clerics in Glantri, Prince Malachie is enjoying—perhaps a bit too much—using his new authority as the warden of the marches against the belligerent clerical groups, and employing the powerful skyships of the Glantrian army. Some princes, particularly the past warden, Prinz Jaggar von Drachenfels, will find this disconcerting.

Prince Angus will be much displeased at the warden, since Fort Angsburg is heavily damaged and will require several more months until its completion.

Chaumont 11, AC 1018: The Battle for Freedom—May It Not Be in Vain.

Location: Northern jungles of the Amalur Lowlands. DV

Description: While marching northwards once more to the coast, the Kastelian forces join up, north of a large clearing. Both parties compare notes, and realize that something evil is stalking the land. Only one living lizard man was encountered, and, although several ruined villages were discovered, few bodies were in evidence. Resolving to discuss recent events within the safe confines of the ship, the Kastelians resume their northward march. Within an hour, however, one of the scouts deployed to cover the rear sprints to the marine captain, and tells him that he heard the telltale signs of an organized pursuit!

Knowing that the expeditionary force should reach the ship soon, the captain orders his troops to break into a jog, hoping to add distance between his force and the unknown pursuers. At first, it looks as though this strategy might work, but before long the sounds of pursuit grow louder, and soon the Kastelians realize that they will have to turn and face their unseen foes. Seeing a rise ahead, the Kastelians sprint the final distance, and then take up defensive positions where they can—within sight of their vessel, only a couple hundred yards ahead. They are hardly in place before a volley of spears impales the trees and bushes around them, and several burly lizard men leap out of the undergrowth to meet them.

The first assault is fierce; a couple of marines fall to the more powerful blows of their adversaries before the Kastelians can mount an organized response. To their dismay, the humans note that the lizard men fight as though possessed; blows that would normally kill an opponent only force them to stagger momentarily, and some of them continue to fight even though they have grievous injuries. Making matters worse, more lizard men can be seen further behind. Even the aid of their lizard man captive, who sided with the humans after recovering a fallen weapon, is not enough. The Kastelians' morale begins to fail, and, before all discipline breaks down, the captain orders a fighting withdrawal, and manages to keep his troops in some semblance of order in the face of their seemingly undefeatable opponents. Soon, however, it becomes apparent that a full retreat is necessary, and the Kastelian captain orders his remaining sergeant to lead the wounded and exhausted back to the ship as quickly as possible, while he leads a fighting withdrawal with the remaining men. The sergeant does so, taking the lizard man with him as well.

As the wounded are boarding the ship, the captain orders a retreat, but encounters an unpleasant surprise. Appearing to materialize out of the surrounding vegetation, well over a score of troglodytes ambush the retreating Kastelians from behind, effectively trapping the humans. Knowing what is about to happen, the captain tells his remaining men that they will be rewarded in the afterlife for their bravery, and, with a final salute to his troops, orders them to take as many enemies down with them as they can. This the Kastelians do, but not before they have the satisfaction of knowing their companions made it aboard the ship, and are already sailing for home. (See Va. 11, Va. 26; Th. 22, Th. 23.)

What This Means: The lizard men have been aware of the Kastelians' presence for many days; they had sent scouts to observe them covertly, but they took pains not to interfere in their activities until they found out what the humans were doing here. When it became apparent that the Kastelians were about to leave, and possibly share what they had learned with more of their kind, the lizard men decided to eliminate them. They were nearly successful: only one-third of the Kastelians managed to escape. Unfortunately for the lizard men, Sassteh escaped as well.

This encounter is significant in that this is the first time an outside force has met the Amalur lizard men in battle, and experienced the evil magics practiced by its less wholesome tribes. A number of the warriors were subjected to long-forgotten magics that instilled a rabid ferbor in them, and deadened them to pain and many other sensations. Many of the warriors had technically been killed during the battle, but fought on anyway. Most of these will die within hours, as their bodies finally react to the amounts of damage they sustained.

What the PCs Can Do: PCs should be among those ordered to retreat to the ship—they could possibly be ordered to escort the wounded and ensure their safety. If they have powerful divinatory magic, or are skilled in wilderness tracking, the PCs might be able to detect the troglodytes before they can spring their trap. If this is done, the lizard men and their troglodyte servants will throw all caution to the wind and try to kill as many people as they can. The PCs will not be able to eliminate the entire lizard man force; there are simply too many of them. The most they can hope to do is delay the inevitable, and perhaps reduce the number of Kastelian losses.

Thaumont 12, AC 1018: Protective Measures.



Location: City of Thyatis, Duchy of Thyatis, Thyatian Empire. *OW*

Description: Eusebius orders various fortifications throughout Thyatis expanded and improved, and several additional ones built. He also orders a heliograph network similar to the one built by Thrainkell Firestorm on the Isle of Dawn constructed throughout Thyatis to connect each fortification and significant community (towns and cities especially, but also smaller communities along the route), to run parallel to roads wherever possible.

New roads are also ordered built in the Duchy of Hattias, connecting Port Hatti, Pilion and Vinton with Hattias City, and Grey Bay with Pilion, improving what were simply trails before. Roads are also built on the mainland between Port Lucinius and Lucinius Outpost and Lone Cove, and connecting Hillfork with Julinius. A wall will also be built around Hattias City for the first time in centuries.

Duke Thyarius takes this opportunity to endow an academy in Hattias City (which is starting to be called “Attropolis” by the Milenian settlers), to be staffed largely by Milenian scholars but also several Thyatians. It will serve as a center of learning in Hattias and the exchange of Milenian and Thyatian philosophy and knowledge, something that will benefit the empire over time. A few Milenian

scholars have already been invited to lecture at the Imperial University in the city of Thyatis (where approximately 30,000 Milenians are to be settled, while a similar number of Thyatians from the city are re-settled in Hattias), but this creates a facility known for Milenian scholarship and the study of Dabania. In addition to improving advanced education in the duchy it increases the cosmopolitan nature of Hattias, though this last purpose will not please everyone. Most of the more hide-bound Hattians have emigrated, but Hattias (and Thyatis as a whole) still has its share of Vanya worshippers, and She is not a fan of Milenians. (See Va. 1, Th. 1; Va. 5, Va. 12.)

What This Means: The newly built fortifications will be in the eastern and western frontiers of the empire. A series of fortified watchtower keeps are built between Fort Zendrol and the coast, every eight miles, within signaling distance of each other. These are intended to provide additional defense to the only border region that isn't covered by a county. Even though the Emirate of Cameronikas is currently friendly, Eusebius wants to take the opportunity provided by the current placid state of the border to provide additional defense against future raids and attacks.

The other fortification is built along the banks of the Rugalob River where it empties out of the Lake of Lost Dreams, on a spur of land that juts into the lake. This castle, to be named Haven Citadel, is intended to protect the new frontier in the area from incursions by humanoids that are known to infest the Dymrak Forest to the west and the hills and mountains to the northeast, just across the border in Karameikos. A moat will be dug so that the citadel will be surrounded on all sides by water. Construction on this fort began late last year, but the scope of the fortifications is increased. Nearby Vyalian elves are divided about this. Some like the increased protection against humanoids that the presence of Haven Citadel will provide, but others are more worried about a possible influx of humans into the region and the deforestation they may cause. Each of the fortifications will house a garrison of 500 (a citadel cohort) in peacetime with an additional 2,000 troops of a protectors legion in wartime.

The building projects have the side effect of putting many otherwise unemployed Milenian refugees to work, giving them their first employment as they get settled in the empire.

Chaumont 12, AC 1018: Audience at Vestland.

Location: City of Norrbik, Kingdom of Vestland. *OW*

Description: King Hurkres and King Buhrest of the two Modrigswerg kingdoms in Vestland send their emissaries to King Harald Gudmundson of Vestland. They inform him that they have dominions in the mountains of Vestland, and demand that they be acknowledged as independent kingdoms. King Bergthor Haraldson stalls for time. (See Va. 5, Va. 18; Jf. 1, Kl. 26.)

What This Means: King Bergthor is at a loss. On one hand the areas controlled by the Modrigswerg are inhospitable and have actually been theirs for centuries; on the other hand officially recognizing their claims will estrange him from his Rockhome allies, and the many dwarves in Vestland. Unlike Throfar of Gråbjerg in Ostland, the haughty kings of the Vestlandic Modrigswerg kingdoms do not consider the humans to be a threat, and don't expect them to be able to do anything about this.

Chaumont 12, AC 1018: Another Wizard Sighting!

Location: Countryside, Province of Blackrock, Republic of Esterhold, Nayce. *SK*

Description: Some refugees from parts of Blackrock and former Verdan trying to reach the safety of Skyfyr have been fleeing from pursuing Jennites for days. A group of them are hunted down today and are about to give up and accept their fate. The free Jennite leader tells them that all Alphasians among them will be executed for crimes against the Jennite people and the rest taken prisoner until they can determine if any of them are still capable of abandoning the evil ways the Alphasians have taught them. Just as all seems most hopeless, the Jennite leader is disintegrated before the surprised eyes of everyone there! As the Jennites draw their weapons, a wall of fire rises among the bulk of them and a robed man becomes visible in front of the refugees. As the rest of the Jennites are about to attack, he tells them with an incredibly smooth voice that they had better drop their weapons and depart. The refugees are astounded to see the Jennites do as the robed figure tells them. They immediately thank this person, who turns out to be an elderly man of common Alphasian heritage and with a long beard and wearing a gray and red robe. He merely tells them to be careful on their further journey since Skyfyr is still under siege. As he then turns as if to walk off into the wilderness, the refugees ask him his name. He looks pensive for a moment, then tells them that they may call him Tylarian. Then he makes a waving movement with his hand and is gone. (See Nu. 12, Th. 2; Th. 15, Pa. 10.)

What This Means: Obviously this and the earlier wizard sighting will soon be the beginning of many tall tales. Among the Jennites, this will be the story of the evil Alphasian enchanter who enslaves even the bravest warrior with his deceptive voice of magic, while Alphasians and Jennites on their side will talk about the rescuing wizard Tylarian. After all, an Alphasian who comes to the aid of commoners and refugees isn't exactly common, and many tales will now be associated with the name "Tylarian." Even the subsequent actions of other wizards or even wizard-like characters in Esterhold may be attributed to Tylarian, even though they have nothing to do with him.

In truth, there is no such wizard. This wizard is actually none other than Tylion, the former Emperor of Alphasia who also masqueraded as head of the Karameikan School of Magecraft under the name Terari. He came here to see for himself how bad things really are in Esterhold. "Tylarian" was actually another identity he established in Esterhold long ago, but hasn't used in decades. However, because of that, some people in Esterhold might actually remember that name. The name "Tylarian" was one he took after his mother, Tylari III, who was Empress of Alphasia before him.

What the PCs Can Do: The PCs could be there, but if they are, the DM should modify the encounter a little. Instead the PCs should fight the Jennites to protect the refugees and find themselves up against odds stacked against them, and then Tylarian can come to their rescue. If the DM doesn't like such as blatant deus ex machina plot, however, he can instead have Tylarian fight some Jennites while others try to kill the refugees. Then the PCs can save the refugees that Tylarian cannot protect, and they can talk to him afterwards. He won't reveal much, though.

Thaumont 12, AC 1018: The Damsel's Revenge.

Location: Merry Pirate Seas. **WW**

Description: A brigantine bearing the colors of Handlebar Emilio, Pirate King of Puerto Morillos, is returning from a successful venture, bearing a rich prize. The ship, heavy with gold, is running low in the water, when she is beset by two vessels. The first, the sloop Vanity, approaches within striking distance while also flying Emilio's colors, before hoisting an unfamiliar jack. The other ship, the brigantine Damsel's Revenge, follows close behind and also flies this unknown flag. The two ships

converge on Emilio's vessel and capture her. Emilio's men are taken aback by the women pirates who best them at their own game, fighting with toughness and grit. As the women make off with the gold, their captain has a message for the defeated men: "Tell your pig of a king, Emilio, that the Sisters of the Sea have had their way with him. It is not the first time, nor shall it be the last!" (See Pa. 3, Fy. 15.)

What This Means: This is another strike by Felicia Marlinspike and her radical women pirates, the Sisters of the Sea. Last circle, they captured the Vanity from Emilio's fleet, and made use of her this sleep to surprise their victim. Felicia has recruited more women of like mind to her cause against the womanizing Emilio. Although she hates all men, she decided to let her victims live this time, with the "humiliation" that they were bested by a crew of women.

What the PCs Can Do: If they are allied with Emilio, they can help to stave off the attacking sisters, or at least bring word back to Emilio after the attack. If sailing with the Sisters of the Sea, PCs can help plan and execute the assault.

Chaumont 13, AC 1018: The Siege Intensifies.

Location: City of Skyfyr, Province of Blackrock, Republic of Esterhold, Nayce. SK

Description: Enough free and rebel Jennites have now returned to the city of Skyfyr after the winter for them to resume their siege in earnest. They unleash their forces on the city walls, but after several days of hard fighting, they are forced to realize that the city has prepared its defenses very well. (See Au. 26, Th. 3; Th. 22, Fl. 21.)

What This Means: Talin, leader of the rebel Jennites, is personally commanding this siege while his brother Kalin is fighting for the allied Alphatians and Jennites to break it. However, Kalin has several advantages. One is that the free Jennites and the rebels still aren't very good at fighting together—they may be allies, but that doesn't mean their methods of war are the same. And as if that isn't bad enough, the defenders are all trained (to some degree) by the military standards of the Alphatians, and they have information on the aggressors' tactics from people like the Alphatian soldier Lyriander who survived the Jennite assaults on both Vigil Keep, Faraway (now Draeh), and Anchorage last year. Beyond that, the defenders have the advantage of a few Alphatian wizards sent here by Fabian to aid the defense with at least one archmage among them. This siege could last a long time.

What the PCs Can Do: Yet more fighting for both sides of the siege. PCs on the Jennite side would fight to scale the city walls, while PCs on the Alphatian side would fight to prevent that. Skyfyr's defenses are very strong and any fight should reflect that, and Jennite PCs can expect to face pretty potent magic. Also, since the Jennites won't break into the city in numbers, Jennite PCs who do succeed would be in a world of trouble, since they would find themselves alone against Alphatians and their Jennite allies once they successfully enter the city. They could cause sabotage from within, but it would be extremely difficult to avoid capture, particularly with powerful wizards with access to spells that could locate them easily. Still, even if they are captured, Kalin will not treat them badly, and he might even need their help later.

Chaumont 14, AC 1018: Coolhands Reinstated As Clanmistress of the Long Runners.

Location: Callarii Clanhold, Dymrak Forest, Kingdom of Karamaikos. *OW*

Description: The Altheim Council of Clans meets again to discuss their future in the Canolbarth and the demise of Beasthunter. Coolhands is permitted to attend the meeting to plead her case to be reinstated as the Long Runner Clanmistress. Doriath reads out the note he received from Durifern, telling of Beasthunter's bravery and sacrifice. After hearing Durifern's praise of Beasthunter's actions, consensus in the council is to forgive Beasthunter and Coolhands for abandoning Durifern in AC 1016. A dissenting viewpoint was presented by the Chossum Clanmaster Carlisan who reminded the council that Beasthunter had failed to lead the crusaders to safety and had again jeopardized the safety of Durifern by perishing in a suicidal mission.

Despite Carlisan's attack, the council agreed to reinstate Coolhands as Clanmistress of the Long Runners and to cleanse the name of her late husband. (See Fu. 7, Va. 8; Th. 24, Va. 25.)

What This Means: The honor of the Long Runners has been restored. Carlisan's machinations have been thwarted for now. Coolhands is tempted to again request assistance from the council to help the crusaders, but thinks better of it.

Chaumont 14, AC 1018: King Juliast Protests.

Location: City of Jonace, Jonace Island, Nayce. *AS*

Description: Arantria, the Underocean representative to the Naycese Council, makes an introduction for King Juliast who has himself come to Jonace to protest against Nayce's recent move against his kingdom. He states that if Nayce is willing to side with undead monsters over Underocean, a rightful member of Nayce, then Underocean's status as a Naycese kingdom is a travesty, and he will then remove his nation from Nayce. He then calls upon the Naycese Council to either accept Underocean's withdrawal from Nayce or else support him in the future.

This causes a huge debate, but most seem to agree that Underocean should have taken this matter before the council before it began a hostile campaign without authorization—Underocean is a member of Nayce, and kingdoms of the empire don't start wars without warning.

King Juliast is surprised to see many he thought of as allies speak out against him. He expected Karszamon and kingdoms like Aquas or Floating Arkan to oppose him, but he doesn't even have Fabian Vern's support. Though Fabian expresses sympathy for Underocean, he still argues that a kingdom which is part of an empire cannot just take matters into its own hands. Karszamon bows that he will order more patrols in the areas around Sunken Arogansa to keep Underocean from attacking the Bluenose Ruins or other settlements of interest to the Alphetians again.

The vote Juliast called for actually never comes to pass, and Juliast leaves to consider his options, yet it is clear to all that Underocean's membership of Nayce hangs by a thread, and the atmosphere is ominous... (See Va. 24, Va. 25; Fl. 1, Kl. 1.)

What This Means: There are several political aspects to consider here. While Juliast is indeed angry about this turn of events and feels betrayed, he cannot entirely dismiss the argument that he should have taken the matter before the council either. The council did actually discuss just this very issue on Sviftmont 12 last year. Then again, Underocean is scarcely the only kingdom to act

independently. Fabian Vern's position is especially one that surprises King Juliast, as he has expressed ideals very similar to those of Underocean himself in the past, which forces Juliast to reconsider his position. However, though he remains more skeptical of Nayce than ever, he just won't remove Underocean from Nayce until he has taken the time to consider his options carefully, as he fears he might otherwise make a great mistake in his anger.

Fabian Vern is split here. He feels closer to Underocean than to some Naycese kingdoms that still cling to the traditional values of the aristocracy, yet he cannot support Underocean's ignorance of the council either. This comes as a bitter realization because he loses what he sees as an ally if Underocean leaves Nayce, and he needs all the allies he can get to support his own war against the free and rebel Jemmites.

For Karszamon this situation is ideal, though. He never cared much for Underocean, particularly not since they don't distinguish between commoners and aristocrats. In his opinion, they don't belong in Nayce at all in the first place, so he welcomes the chance to berate them. At the same time, he now has an excellent excuse not to grant Fabian Vern the troops he has asked for: If Fabian asks for military intervention from Nayce, Karszamon will simply say that they are needed here in the heart of Nayce in case Underocean refuses to listen to the council again, and because of King Juliast's recent actions, he now has a lot of supporters for that point of view.

What the PCs Can Do: Unless the PCs are interested in the dark political maneuvers of Nayce, this probably isn't too interesting. Then again, extremists could always try to kill King Juliast so that he would need bodyguards to protect him.

Chaumont 14, AC 1018: River Assault.

Location: Dalu River, near City of Sharya, Zuyeban Empire. **WB**

Description: The undead lich Don Claudio, who broke the control of his master the necromancer of Bosque de las Sombras (near Saragón on the Savage Coast) and began an assault against Zuyebo at the end of last year with the backing of the Master of Hule, has been cooped up in the ruined Kulikobo Fortress eyeing the mighty Zuyeban city of Sharya across the Dalu River. The winter chill has not yet abated and the river is still frozen with at least two feet of ice across its surface.

Don Claudio has been deserted by his humanoid followers who have found the winter in the region too severe and have returned to their homes with the loot from the sprawling fortress. Thus Don Claudio concludes that he must assault the city of Sharya before his magics that control his undead hordes weaken. He orders his three thousand undead warriors across the river.

This is the moment that Count Vasily Dimitriov has been waiting for. Watching from the tall spires of Sharya he sees the undead beginning to cross the river. He orders his archers to the battlements of the city and waits. With most of the undead horde on the river's surface, he orders his archers to commence firing. Arrows and bolts rain down on the undead hordes, doing little damage but serving as a superb distraction to the count's main purpose. With the undead and Don Claudio trying to protect themselves from the rain of death above, Zuyeban special forces are attaching delayed fireball gems to the underside of the ice before teleporting back to Sharya.

As the first of the undead reach the shoreline and the hearts of the soldiers on the battlements of Sharya begin to quail, a massive rumble is heard from within the river and suddenly enormous shards

of ice fly into the air, ripping some of the undead asunder. Fiery explosions under the ice sheet rapidly melt the ice and the entire undead force collapses into the swift flowing waters of the river, swept to their destruction. (See Va. 6.)

What This Means: Zuyebo is spared the assault of Don Claudio. As soon as the rest of the Valu River thaws, the Zuyebans will send out troops to reclaim and clear the Kulikobo Fortress and its two satellite fortresses of any remaining evil. This would be a good opportunity for PCs in the area to accept a commission from Count Dimitriob to assist in the clearance.

Third Week

Chaumont 15, AC 1018: Master, Where Art Thou?

Location: Town of Krakatos, Kingdom of Karamaikos. *OW*

Description: As the academic year begins in Karamaikos, the Karamaikan School of Magecraft is left without a head as Master Terari is notably absent. Classes commence anyway. (See *Nu.* 12; *Am.* 18, *Ka.* 6.)

What This Means: Terari left Karamaikos for Nayce last year, before even the academic year ended. He did not attend graduation, and though some hoped he would show up today it is not really a surprise when he does not. There are other competent Alphatian and Karamaikan professors, so things are not about to fall apart without Terari, but if he does not return shortly someone will have to take up his administrative responsibilities.

King Karamaikos is concerned, because his ambassador to Jonace reported the arrival of Master Terari to the island at the time of his disappearance from Karamaikos, and his continued presence there ever since. Terari did not warn Stefan of his departure, and the diplomat has not been able to talk with Terari to get any more information. Queen Olibia wonders what this means, and if it might possible that the wizard has returned to his homeland forever, taking with him state secrets. In the meantime, she decides to keep a close eye on the Alphatian community that lives in the country, and notably on the wizards. She also quietly starts looking for suitable candidates to succeed Terari both as headmaster of the school and as minister of magic, hoping to have pre-recruited the right candidate when her husband decides that it is time to replace Terari.

What the PCs Can Do: The king may hire the PCs to investigate the reasons for Terari's leaving for Nayce, or the queen's agents may hire them for spying on the Alphatians. If any PCs are high-level wizards, they may be approached by the queen's agents to possibly become the next headmaster or minister in lieu of the missing Terari, though they may not be aware that the queen is screening them for the post.

Chaumont 15, AC 1018: Exhibition of Wonders.

Location: Town of Crownhaven, Kingdom of Notrion, Bellissaria, Nayce. *AS*

Description: A festive carnival, Magister Formiesias's Traveling Exhibition of Wonders, has arrived here to the delight and astonishment of the local populace. The fair includes numerous acrobats, entertainers, and exhibits of all sorts, including monsters and magical rarities. But the major focal point is the colossal mountain of a man, which towers above everything in the town! Among the visitors to the fair is one Boyar Viktor Zhucharnob, come from Norwold to see the mighty metal machine for himself. Viktor is pleasantly surprised to take a tour of the mechanical marvel, known as Earthshaker! Viktor absorbs all that he can during the tour, and the tour guide, Milos, is quite helpful answering his many questions. (See *Va.* 1, *Va.* 2; *Jl.* 4, *Va.* 26.)

What This Means: Zhucharnob has proved the existence of the rumored war machine, the mighty Earthshaker. The rumors fall far short of reality—Zhucharnob is stunned by the sheer size of the thing: it stands 1,280 feet tall! He immediately knows that gaining control of this marvel would

assure victory over King Ericall, and anyone else who dared to stand against him. But the thing is inhabited and controlled by a clan of gnomes who take no interest in his schemes, an obstacle that must be overcome. Zhucharnob gathers as much information on Earthshaker as he can, and hopes to bribe, coerce, or intimidate Milos Formiesias or the gnomes into his service.

What the PCs Can Do: If in the region, they can learn of the existence of Earthshaker, and also take a tour of the wonder. It is unlikely that PCs here will be aware of Zhucharnob's doings at this point.

Chaumont 15, AC 1018: Burn Them Out!

Location: Eastern fringes of Finsterwald, Territory of Heldland, Heldannic Empire. *NW*

Description: All along the eastern fringes of the Finsterwald, the domain of Helmut Jaschke, Count of Wolkenburg, Heldannic Knights from the villages of Seelitz, Treptow, and Nordberg set fire to the trees and shrubbery, fanning the flames where they can, and watching the forest burn. As the hours pass, the knights advance in the wake of the flames, lighting more fires wherever necessary. (See Th. 27, Fl. 10.)

What This Means: The freiherrn of these three villages conferred late last year concerning the potential threat posed by Count Helmut Jaschke of Wolkenburg, whose domain—the Finsterwald—lies west of their lands. An expedition of almost 1,000 men had been mounted against him last year, but few soldiers survived the experience, and almost no headway was made against their enemy, aside from killing over 100 of his warriors. Now, the people living in these dominions desire vengeance for their losses. It was decided that, despite the bad weather, the eastern forests should be burned, in order to clear more land, and to send a message to Helmut—should he hear of their act—that the Heldannic Knights do not consider their battle with him to be over.

What the PCs Can Do: PCs on the side of the Heldannic Knights could be ordered to stand as sentries, watching the burning forests for any sneak attacks that might be mounted. Otherwise, PCs working for Helmut might observe the knights in their act, and report what they have seen to the count.

Chaumont 15, AC 1018: Hard-Pressed Serenity.

Location: Barony of Serenity, Tranquil Coast. *NW*

Description: The Dikhoffian army, with its supplement of Heldannic Knights, continues to march against Serenity, and the stands of the Serenic cavalry at various places are not successful in stopping its advance. The arrival of mercenaries from Swordcoast, and also some from Dag, boosts the defense, but it is insufficient, and Dikhoff is inexorably conquering Serenity. Over several weeks all of Serenity is occupied except for Castle Serenity; even the city of Serenity is conquered, as are all the ranches in the countryside. The Heldannic Knights seize the good horses of Serenity, and become mounted, and while they lay siege to the castle they train some Dikhoffians to become knights; some additional horses are sent back to Oceansend where the landmeister can put them to use. (See Nu. 28, Va. 27; Va. 13, Kl. 28.)

What This Means: As expected, the support of the Heldannic Knights has been sufficient to break the stalemate between the warring baronies. The progress has been rather slow, mostly because Hermann Adalard has sent only a small number of his knights, but inexorable, and when Castle

Serenity falls there will be little resistance left for Dikhoff to conquer the Tranquil Coast, under the supervision of Heldann.

Chaumont 15, AC 1018: Wedding at Krondahar.

Location: Principality of Krondahar, Principalities of Glantri. *OW*

Description: At the Palace of Singhabad, the long-awaited marriage of Prince Kalindi Virayana of Krondahar to Lady Rina Krinagar, niece of Prince Armahid Krinagar of Brampra, is a spectacular event, celebrated by commoner and nobleman alike. In attendance, besides these two princes, are three other princes of Glantri: Prince Harald Haaskinz, Kalindi's mentor, together with his son, Sir Dominick Haaskinz, Kalindi's best friend; Princessa Carnelia de Belcadiz, friend of Lady Lan-Syn Virayana, Armahid's sister and wife of the former Prince Therek Virayana IV, and is escorted by young Doña Usabel de Fedorias; and most surprisingly, Princess Dolores Hillsbury, as a guest of Prince Armahid.

Although there were threats of an attack or disturbance by the Thousand Fists of the Khan, the ceremony proceeds without a hitch. (See Va. 18, Ch. 7; Fe. 4, Fe. 26.)

What This Means: House Singhabad and House Krinagar have been allies for years, and this politically-driven marriage comes as no surprise. However, Prince Armahid has been seeking to gain a power base of his own in Glantrian politics, and those who know the spirited and self-possessed Rina Krinagar can see that the marriage to the young Krondaharan prince is a step towards this end. Armahid's sister and Rina's godmother, Lady Lan-Syn is a good case in point, for she herself became Princess Regent of Krondahar for a time! Those in the know can also see the implicit alliances between Armahid and Carnelia, and Armahid and Dolores—as the two have been working closely together since the Alexander's Day situation.

The presence of Usabel de Fedorias, Kalindi's former lover and now Dominick's betrothed, raised eyebrows and set tongues wagging among the Glantrians, but whether her complicity is personal, out of friendship and love, or political, as a pawn of the Glantrian princes, remains to be seen.

What the PCs Can Do: The PCs could be involved in security precautions or espionage plots against the Thousand Fists of the Khan. Prince Therek Virayana IV of Krondahar was a relentless foe of the Thousand Fists of the Khan, and this belligerent sect would probably take much satisfaction in causing trouble on this very important day in Krondahar.

Chaumont 16, AC 1018: Political Priorities.

Location: City of Jonace, Jonace Island, Nayce. *AS*

Description: While Fabian Vern is away to organize his stand against the Jennite advances, the Council of Nayce has been discussing the matter of the Esterhold uprising. Some are wondering why Nayce hasn't sent troops to Esterhold, but Karszamon, the military commander, explains that he has already discussed the matter with Fabian who decided against it. Besides, Naycese forces are busy elsewhere. The council doesn't discuss much beyond that and soon moves on to other topics.

After the council session is over, King Verothrics has an informal meeting with Karszamon. He expresses his concern over the way things are going in Esterhold. Karszamon explains that as long as

Fabian doesn't officially request help from Nayce and accept the consequences of that, his hands are tied. Their meeting doesn't progress much beyond that and quickly ends. (See Nu. 20, Va. 8; Jfl. 11, Va. 1.)

What This Means: It is clear that Verothrics and Karszamon do not agree. The atmosphere is very cold during their meeting, but they both remain very calm. Verothrics suspects Karszamon has ulterior motives since he doesn't insist on sending troops to Esterhold. Verothrics doesn't really like Fabian Vern's ideals either, but Karszamon is a more immediate political enemy as the Naycese Commander in Chief, a position that should definitely have gone to someone from Veroth. So realizing this, Verothrics considers his options in the matter. If Karszamon won't send troops, that might be a point Verothrics can exploit to oppose him.

What the PCs Can Do: This is still just a political situation. It's too early for the PCs to become involved, unless they are political advisors or allies of either Karszamon or Verothrics.

Chaumont 16, AC 1018: The Ant Is on My Trail.

Location: Jungles of Lleweryn, Western Swanamutu. SK

Description: While Asterione and his friends traveled further in the jungles of Lleweryn, searching for the Scaly Temple of Kthurbash, a group of men from the Ant, the most important commercial organization of Western Swanamutu, were sent on their trail. They have finally found them and are now following them, waiting for them to get to the temple. (See Th. 5, Th. 8; Th. 19.)

What This Means: N'konga had stolen the information about the location of the temple and the diamond from the Ant, during a trip to their head office in Zambul. The Ant, a powerful organization, decided to send some agents on his trail: the result was the death of all of N'konga's companions before he could make it to the temple, although all of the Ant's agents were killed by the Durhanian adventurer. After hearing of N'konga's death in Dzibouti, the Ant has sent another group of agents after Asterione, N'konga's best friend, suspecting that he could know something about the diamond. And it seems they were right...

What the PCs Can Do: If the PCs are part of Asterione's expedition, they will have to bypass the traps set by the Ant, in addition to the other dangers they might encounter in the jungles of Lleweryn.

Chaumont 17, AC 1018: All's Not Quiet on the Home Front.

Location: City of Farend, Kingdom of Qeodhar, Nayce. AS

Description: The relative peace of Farend has been shaken in recent days by increasing incidents involving protesters against the ongoing campaign to subdue the Ostmarhavners. The sentiments expressed are not, however, in sympathy for the Northmen; instead, the protesters complain that there is nothing to be gained in fighting, and dying, for "a few rustic fishing villages and a bunch of ungrateful barbarians." While some call on Norlan not to step up his campaign against the rebels, and to hold the line, others go as far as to demand that he seek peace with his enemies, so that people can live their lives normally once more. Norlan, not known for being overly patient where dissent is concerned, has those protesters who can be caught arrested, tried for treason and collaboration with the enemy, and executed publicly. (See Nu. 13, Va. 24; Jfl. 2, Jfl. 3.)

What This Means: Despite Norlan's suspicions, the protesters have no ties with the rebels; the sentiments they are expressing are natural outgrowths of several years of war—first against the various nations of Norwold, and now against the rebels. There are few families now who have not lost a son, nephew, or cousin in the battles that have been raging within and outside of Qeodhar. Quite simply, many people have had enough, and while there is certainly little love for the rebels, the passions that led to last year's hostilities are largely absent now. Morale in Farend will begin to falter in the coming weeks, especially as many people fail to sympathize with Norlan's harsh stance against protesters of any sort.

Chaumont 17, AC 1018: A Budgetary Dilemma.

Location: City of Aaslin, Kingdom of Notrion, Bellissaria, Nayce. **AS**

Description: King Corydon, while reviewing his daily correspondence, is interrupted by one of his treasurers, who wishes to discuss with him a matter of grave import. With a mixture of annoyance and foreboding, Corydon bids the man to continue, and he receives the most shocking news: If the current situation holds, Notrion will not be able to contribute its share to the Naycese treasury this year, nor will it be able to repay the loans issued to it over the previous years to aid its economic development.

Shocked, Corydon demands to know the reason for this, and he is told that Veroth continues to pay less than market value for the kingdom's grain, and that Thyatian grain purchases are in decline from last year—presumably due to the economic recovery underway there. Thus, Notrion is left with falling income, and an increasing stock of grain that no one apparently wants. After absorbing all of this, Corydon dismisses his subordinate, and ponders what to do. (See Ru. 10, Va. 18; Fl. 6, Ci. 3.)

What This Means: Notrion has always been an agrarian kingdom, with the vast majority of its grain being shipped to the Alphatian continent—particularly to the markets of Stonewall and Vertiloch. In the nearly ten years since the sinking of Alphatia, Notrion has been largely unable to secure new purchasers for its grain, as most other Naycese kingdoms produce enough staples to feed themselves, or they simply do not have a large enough population to import significant amounts.

In the immediate aftermath of the Great War, Notrion was buoyed somewhat by a surge in demand from Thyatis, whose own grain stocks had been ruined by the mummy rot induced by Thothia. Now that Thyatis has largely recovered, another customer has been lost. In AC 1017, following the establishment of Veroth, Corydon hoped that demand for grain would rise again, but the price the Verothians were willing to pay was lower than expected, and Notrion lacks sufficient leverage to raise those prices. Unless new markets are found, Notrion will face a severe cash crisis in the near future.

What the PCs Can Do: PCs who are known to Corydon might be summoned to help him devise plans to sell more grain, or devise ways to reconfigure the economy to be less dependent on grain exports. The latter task would be very difficult, however, as any attempted change would fly in the face of centuries of tradition, and would have to deal with the fact that many Notrion farmers know little but their own profession.

Chaumont 19, AC 1018: Trading Post Latela.

Location: Town of Cibus Nova, Barony of Latela, Northern Great Bay. **NW**

Description: Starting their tour of the Great Bay dominions with the one most likely to be friendly to them, the Thyatian merchants sail from Nordenhafen to Latela, a rich barony on the northern shores. They set anchor at the capital of Cibus Noba, where they ask to meet the baron and the guild master.

The Thyatian envoys meet with Baron Longtooth and various guildsmen at the Guildhall. There, agreements are reached with Tano Tarantella, the guild master—probably the most powerful man in the barony, before even the baron himself—to allow Thyatian merchants that conduct business in Latela the same rights for joining the various guilds as those of native Latelans. (See Th. 3, Th. 9; Fl. 1, Fl. 10.)

What This Means: The Thyatians merchants now have the exact same rights and opportunities as local tradesmen. The barony is still run by Longtooth and the United Guilds' Senior Chairman Tano Tarantella is still in control of the guilds. However, most of the Latelans are of Thyatian extraction, and the Tarantellas are a famous and powerful Thyatian family with ties to the Thyatian crime organization known as Causa Nostra, so Latela is a de facto Thyatian dominion.

The Minrothaddan negotiators are quite nervous about the connection of the guild with a criminal organization, but the Thyatians seem not to be bothered by this.

What the PCs Can Do: The PCs can negotiate the closing of ties between Latela and the Thyatian Empire, or take advantage of the renewed relations thereafter. The PCs can also be hired by either side to keep an eye on the other; they might thus find themselves working for Causa Nostra without realizing it.

Chaumont 19, AC 1018: As Close to a Diamond as a Rabbit to a Carrot.

Location: Jungles of Uleweryn, Western Swanamutu. SK

Description: Finally, Asterione and his friends find the hidden Scale Temple. There, after a meeting with some undead guardians, the group enters it and breaks the seal of the treasure chamber. In the chamber, they find the fabled Krut Diamond—the eye of a pony-sized statue of a nightwing! Sensing an evil aura, Kobu Mari, the group's priestess, encourages the party to leave the temple, and to think well about the situation before acting.

Unfortunately, when they come out of the temple, they meet the Ant's agents. Convinced that Asterione has found the diamond, they ask him to give it to them, but he refuses, telling them that he hasn't taken it from the temple. Obviously, the Ant's agents don't believe him, and a desperate fight starts. At the end, only two of the agents survive, but all of Asterione's friends are killed. (See Th. 8, Th. 16.)

What This Means: The two surviving agents do not want to enter the temple. They are happy to have found the Scalp Temple, and now they will return back to Zambul to report to the top leaders of the Ant. They are sure that nobody knows of the location of the temple, and they are right...except for Malena, N'konga's wife.

What the PCs Can Do: Hopefully the PCs will not be killed by the Ant, and they will also solve the problem of the evil presence in the treasure chamber. Otherwise, if they are agents of the Ant, they could decide to take the jewel for themselves...but they should know how dangerous the Ant is!

Fourth Week

Chaumont 22, AC 1018: Black and White.

Location: City of Jerendi, Kingdom of Jerendi. **OW**

Description: City guards investigate rumors of a wild animal attack on some homeowners in the residential district. Some witnesses claim to have seen white gorillas attacking Thyatian residents in the area late last night. Several new homes show signs of damage, and the bodies of three murdered victims are discovered in the investigation—torn from limb to limb. The case is left open, but there is little hope the ineffectual city guard will find the culprits responsible.

What This Means: The white apes were actually shapeshifting druids from White Island—followers of the Immortal Orisis, who long ago pledged to keep the world safe from the powers that destroyed the ancient nation of Nithia. Their victims were members of a cult of Thanatos worshippers that set up base in Jerendi following their flight from Thyatis last year. Orisis learned of them recently, and has directed His followers in an unusual exodus from White Island to Jerendi to eliminate the forces of Entropy.

What the PCs Can Do: Though the city guard may not investigate further, there are others who want to know what is going on. Thanatos cultists, city agents, even scholars curious at the appearance of white apes so far from their known habitat may approach the PCs to investigate the attacks.

Chaumont 22, AC 1018: Fire in Skyfyr.

Location: City of Skyfyr, Province of Blackrock, Republic of Esterhold, Nayce. **SK**

Description: The Jennite aggressors, having failed to breach the defenses of Skyfyr, begin firing arrows and other missiles set aflame into the city. Several buildings catch fire, forcing the besieged city to devote serious resources to put out the fire. While they do so, the aggressors obviously use the opportunity to attack again. Some fierce battles take place, and at one point a group of rebels are successful at scaling the city walls, but although they are able to slay several defending soldiers, they are quickly pushed back when another group led by Lyriander reinforces the defenders. Eventually the defenders are able to both push the attackers out and put out the fires in the city, but a few buildings burn down and there are many casualties on both sides. (See Th. 3, Th. 13; Fl. 21, Fl. 26.)

What This Means: Although Skyfyr is far from being a major city of Nayce, the Alphanian concept of Fire Slayers is not unknown here. Fire Slayers are a sort of guard or watch whose members are wizards and priests using magic of cold and water to put out large fires in a city. Naturally the aggressors know this, but since the wizards and priests designated as Fire Slayers doubled as city defenders during a siege, they also knew that starting fires would divert these people from participating in the active defense of the city, and since the Fire Slayers were already committed to defense, they were more unprepared for a fire than they usually would be. Even so, the plan is not quite as successful as Talin and the other aggressors had hoped.

What the PCs Can Do: For Jennite PCs this is really just more confrontations, except for actually firing flaming arrows into the city. PCs on the Alphanian side will suddenly have to fight the

fire and the Jennites at the same time, though. PC wizards and priests may even find themselves recruited as temporary Fire Slayers.

Chaumont 22, AC 1018: A Rising Tide of Darkness.

Location: City-State of Kastelios, Serpent Coast. DV

Description: With the Forum filled to capacity with curious and anxious city folk, the Kastelian Assembly hears the personal testimonies of the survivors of the expedition to the Amalur Lowlands, as well as Sassteh's recollections of what happened to his village. The information recounted is shocking, the losses tragic, and the implications of what has been learned are chilling in the extreme.

What emerges is a fearsome tale of a group of formerly reclusive lizard man tribes, who arose from their homelands in the western reaches of the Amalur Lowlands to conquer their neighbors. Employing large numbers of ruthless troglodyte warriors, these fearsome creatures would invade their enemies by stealth, overcoming village defenses before anyone knew what was going on, and carrying off all the young lizard men and intact eggs that could be found for some unknown purpose—and presumably never to be seen again. The able-bodied villagers were enslaved, and led westwards. Those too old or weak to be of any use to the invaders, says Sassteh through a translator, were sacrificed to unknown Immortals and eaten.

After hearing the information, the assembly thanks everyone for their time, and expresses condolences for those who were lost. The assembly members then withdraw to discuss the matter. (See Va. 26, Th. 11; Th. 23, Kl. 15.)

What This Means: The events transpiring in the Amalur Lowlands have now become public knowledge, although rumors will soon replace facts in many cases. The Kastelian Assembly will now debate what has been heard, and develop an official position. Although many people suspect that something malevolent is afoot—more so than could reasonably be expected from a simple series of exaggerated inter-tribal quarrels—few people have any idea how entrenched this potential threat might be, nor how far-reaching it could become.

What the PCs Can Do: PCs who took part in the expedition will be asked to give their own testimony concerning what happened, and, depending on their stature in the city, they may be asked to provide advice to the assembly in its deliberations.

Chaumont 23, AC 1018: We Shall Watch... for Now.

Location: City-State of Kastelios, Serpent Coast. DV

Description: After spending the entire night debating what had been heard yesterday, the Kastelian Assembly announces that it will send spies to the Amalur Lowlands to observe the situation in greater detail, but it will do nothing else for now. Adventurers who wish to undertake such a perilous task are invited to apply in person to the assembly. (See Th. 11, Th. 22; Kl. 15, Kl. 25.)

What This Means: Although the news of what is going on in the lowlands is disturbing to say the least, a large number of the assembly members made a strong case that, although evil acts are no doubt being committed in that part of the continent, there is really nothing that Kastelios can do at the present time, and this is not really an immediate concern for the city-state. Some members go as far as to say

that Kastelian resources would be far better spent in further developing the new colony of Mykonos, and in deepening trading relationships with the nations of southeastern Brun. Nonetheless, something ought to be done, if only to show the populace that their elected leaders can be decisive.

What the PCs Can Do: Being adventurers, the PCs would be natural candidates for such a dangerous mission. They will be required to spend many weeks exploring the Amalur Lowlands, and untold dangers await them in the jungles—not all of them of the lizard man persuasion. Even when they find out what is going on, they will have to make their way back to Kastelios.

Thaumont 23, AC 1018: From Dike to Beach.

Location: Border between Kingdom of Randel and Kingdom of Cadrin, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: After weeks of intensive spellcasting, the group of Arogansan wizards decide that their efforts have been sufficient, and stop leveling the bed of the Thera River south of their dike at the fork with the Randel. The rushing spring water is exerting a great pressure on their wall of stone dike, and the Randel River is at an all-time high.

The wizards then dispel the dike. The water, which until now was wholly diverted toward the Randel, resumes its normal course, divided between the Thera and the Randel. A short distance away, however, the bed of the Thera disappears and the river cannot follow its old course, and the rushing waters spill over into the flatlands of Cadrin and Arogansa, flooding the lowlands that used to border the river. (See Va. 5, Va. 16; Th. 28, Fl. 19.)

What This Means: Inspired probably by the various canals that are under construction on the floating continent—more than they would care to admit, anyway—a group of Arogansan wizards decided to fill their kingdom's (and personal) desire to get new beaches to replace the lost ones. With no ocean surrounding the Alphatian continent anymore, they reasoned that the next best thing would be to have a lake within, or bordering, Arogansa. That's how they came up with the idea of diverting the Thera River and using its waters to create a lake at their border with occupied Cadrin.

Thaumont 24 AC 1018: Straßenburger Faction Takes Neuhafen.

Location: Town of Neuhafen, Territory of Heldann, Heldannic Empire. *OW*

Description: Soldiers loyal to Ordensgeneral Heinrich Straßenburger encircle the town of Neuhafen several hours before midday, and bar anyone from entering or leaving it. The townsfolk, seeing the sheer numbers of armed men in the surrounding fields, are at first confused at the development, and then, as they realize that the newcomers mean to occupy Neuhafen, they flee for their homes. The bürgermeister, observing the developments, passes through the gates to meet with the officers, and demands to know what is going on.

One of the officers tersely informs him that the soldiers are acting under the orders of Oberherr Heinrich Straßenburger, “the true leader of the Heldannic Order,” and that Neuhafen can either be occupied peacefully, or it can be put to siege, in which case the inhabitants will be considered enemy soldiers, and will be treated as such. Knowing that Neuhafen would not stand long against a sustained assault, the bürgermeister opts to surrender the town, but asks that he have one hour to inform the townsfolk. The officers agree, and the man returns to his town, and calls an emergency meeting in the

main square, during which he informs his fellow citizens of the choices laid out to him. He nervously explains that he would rather see Neuhafen safe under an occupier than destroyed needlessly in a battle that could not be won. The townsfolk, hearing this, murmur agreement, although it is clear they do not like the course of action they must take in order to protect their lives.

By early afternoon, Straßenburger's soldiers are filing into the town, but not before a large vessel leaves the port quickly, bearing those troops from the garrison who will not serve under the would-be usurper. (See Ru. 3, Va. 20; Fl. 2, Fl. 27.)

What This Means: Neuhafen is a lightly-garrisoned town on the Kamminer Bucht, or Bay of Kammin. It was founded in AC 1012, and has grown considerably since that time. The surrounding forests have been cut back, and the region has been given over to farming—attracting migrants from elsewhere in the Heldannic Territories, as well as from Hattias during the past year, who sought new lands and open spaces. As a result, the Neuhafeners are a fairly plain spoken, dependable folk who would be more than happy to let the outside world pass them by, while they occupied themselves with farming, logging, and shipbuilding. This is one reason why it did not declare for either Straßenburger or Oberherr Wulf von Klagendorf. The town has been lucky enough to avoid the strife of recent years, but no more. The locals hope that Straßenburger will leave them (and their town) alone, now that they have given to him what he wants.

Straßenburger ordered the seizure of Neuhafen primarily because of the strength of its shipbuilding industry, but also because of its location—roughly midway between Forton and Landfall. It will serve as an excellent stopover point for any naval campaigns against southern Heldland. Thus, he sent a force of roughly 700 men to take it over; the 250-man garrison knew it would have a tough, and ultimately futile, battle ahead of them if they resisted. Once the people became resigned to their fate, most of them decided to retreat to Landfall.

What the PCs Can Do: If they were part of the garrison of Neuhafen, the PCs will have an important choice to make—which side to support. Otherwise, if they are on Wulf's side, they might be able to perform a valuable service by spying on local troop movements, possibly uncovering future plans, or they could organize a local resistance movement (not everyone is willing to surrender).

Thaumont 24, AC 1018: Elves Step Up Raids in Geffron.

Location: Great Forest of Geffron, Kingdom of Denagoth. NW

Description: Elves in the Great Forest of Geffron make more effective raids against the Shadow Army, inspired by the heroic tale of the late Beasthunter. Aeleris the Wyrd profits from these raids by raising some of the fallen soldiers on both sides as zombies, to enlarge his army. (See Va. 8, Th. 14; Va. 25, Kl. 13.)

What This Means: Elven raids have been curtailed by winter and low morale. The Shadow Army is also increasing its activity and clashes are becoming more frequent. With Sylarion gone, Aeleris is keen to increase his own undead force and is profiting from the increase in Geffron battles.

What the PCs Can Do: Lead attacks on the Shadow Army for Beasthunter! Avoid Aeleris's minions.

Chaumont 24, AC 1018: Ersenbal Plans to Hunt the Dogs.

Location: Town of Ersenbal, County of Ersenbal, Malrus Island, Tranquil Coast. *MM*

Description: Although the Thyatians did not publicize their presence on the Isle of the Dogs yet, word has reached the County of Ersenbal of the Thyatian settlement on the islands to the south of the county. Lord Gerwen, who is in charge of Ersenbal in the absence of its rightful ruler, decides to nip the Thyatian expansion in the bud.

The navy of Ersenbal is not very mighty, and in fact consists only in eight ships, which are only lightly armed and armored, although they can be used as transport. Ersenbal has a lot of veterans from the Great War, who are willing to take arms against the Thyatians again to prevent any expansion of the empire in the north.

A large force of 400 men, plus sailors, is assembled. It will sail south and land on the Isle of the Dogs, where it is expected to easily crush the Thyatian defenders, who are estimated at about one hundred fighting men. Once the outpost is destroyed, the Thyatian vessels will probably leave the area—Ersenbal does not plan to engage the superior Thyatian war fleet. (See Va. 18; Fl. 7, Fl. 18.)

What This Means: Ersenbal is inhabited by many veterans from the war, and is notably hostile to Thyatians (and to Heldannic Knights). The Heldannic Knights have already conquered Norwold up to the city of Oceansend, facing Ersenbal, although the knights have not landed on the well-defended Malrus Island. Norwold has been free from imperial Thyatian presence for quite some time now, and Ersenbal wishes it to remain that way. Unlike the Heldannic Knights, the Thyatians have come in rather small numbers, so Lord Gerwen thinks he can stop the Thyatian expansion right now and there.

What the PCs Can Do: Veteran PCs who have settled in Ersenbal might yearn for some action, like many of their comrades.

Chaumont 24, AC 1018: A Swift Strike.

Location: Town of Arregghi, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. *MM*

Description: In a surprise move, a large detachment of Stonewall soldiers attack near Arregghi and force the defenders back. The defending soldiers are forced to retreat to the town, which is once more under siege. (See Va. 20, Ch. 2; Fl. 8, Fl. 27.)

What This Means: General Selcomad has chosen to move on Arregghi. With the recent reinforcements arriving from Foresthome, the town thought itself relatively safe. With all the towns on the Crystal Lake reinforced, Selcomad simply chose to attack them one at a time. Intelligence reports suggested the alliance expected Stonewall to concentrate its attacks on either Ceafem or the new Amburesse allies in Keer, so Selcomad decided on a surprise assault on Arregghi. This was a decisive move that took the Foresthome forces here by surprise, and they lost a good portion of their force. The recent alliance boosted morale among Arkan, Amburesse, and Foresthome men, but Selcomad thought they might underestimate Stonewall as a result, and he was proven right. The Foresthome troops have bitterly learned that Stonewall is still a force to be reckoned with!

What the PCs Can Do: PCs on the allies' side may be able to organize a more ordered retreat to Arregghi and so avoid too many losses for Foresthome. If they are scouts, they can also be the first to

discover the Stonewall offensive and warn the allies. PCs with Stonewall can fight back the defenders or be an advance group sent to intercept scouts and prevent them from bringing word of the offensive to Arregghi.

Chaumont 25, AC 1018: The Forgotten Menace.

Location: Somewhere on Bellissaria, Nayce. AS

Description: Since he lost his throne in Verdan, Nicodemus has been hiding from the wrath of Broderick and Nayce by living under a false identity. Now, however, he receives word from some old loyal friends at Jonace that some refugees from Esterhold are sympathetic to his ways. He decides to look into the matter by contacting a few friends on the subject and eventually agrees to meet with these refugees. (See Nu. 20, Va. 8; Fl. 19, Va. 5.)

What This Means: Esterhold seems to have forgotten Nicodemus, but he hasn't forgotten anything. With the way things are going in Esterhold, he begins to realize that there is an opening for his return, which he then promptly begins plotting.

What the PCs Can Do: This is a behind-the-scenes event, which the PCs cannot influence.

Chaumont 25, AC 1018: Dragonslayers Head for Denagoth.

Location: City of Mendar, Kingdom of Mendar. OM

Description: The Dragonslayers ride out from Mendar City toward the menacing Mengul Mountains, bound for the dark land of Denagoth. (See Nu. 19; Fl. 2, Va. 10.)

What This Means: The Dragonslayers are hunting Siren the Sorceress and black dragons. They know that Siren may even be a black dragon. They also know that Siren has some powerful wizardly friends who escaped with her from Scar Mesa after the Orb of the Great One was destroyed. They know precious little about their destination, except that the Church of Idris originates in Denagoth.

Chaumont 26, AC 1018: The Crimson Avengers Unleashed.

Location: Countryside, Esterhold Peninsula. SK

Description: The Crimson Avengers, one of several groups of adventurers recruited by Fabian Vern to stop the Jennite advance, begin their campaign against the Jennites. It quickly becomes a campaign of horror. The Crimson Avengers are some of the more horrible Alphasians one could meet, and they consider the Jennites to be beneath contempt. Whenever they meet Jennites or anyone allying with them, they brutally assault them and kill all involved, be they men, women, or children, and it doesn't take them long to make the name of the Crimson Avengers feared throughout the Esterhold Peninsula, particularly the symbol they have chosen for the banner they carry around to make them appear more grandiose, which is that of a falling eagle, apparently struck down by an arrow resembling a lightning bolt still piercing its body. (See Nu. 26, Va. 28; Fl. 21, Va. 24.)

What This Means: The Crimson Avengers are a disease created by the hardships Alphasians have seen over the last decade. They have seen Alphasia sink because of what they consider cowardly actions by Glantrians, Alphasian lands on the Isle of Dawn and the Alatian Islands fall to the Thyatians, and Esterhold slowly slipping away. As a result, they see themselves as Alphasia's just revenge—if

Alphatia must endure such hardships, then so must everybody else! At first little is heard of this since there are rarely survivors after someone encounters them, but over the next weeks and months, the horrors they commit will make them both infamous and feared.

The symbol of the Crimson Avengers, the falling eagle with a lightning bolt through its body, is a reference to the Empire of Thyatis whose symbol is that of an imposing eagle. Apparently this is the sort of contempt the Crimson Avengers feel for Thyatis.

Meanwhile, Fabian Vern, who unleashed the Crimson Avengers, remains on Jonace in Nayce and so stays blissfully ignorant of what this group does in his name. Because of this, it will be some time before Fabian hears of those atrocities, let alone realizes that he has made a severe mistake in choosing them as his soldiers.

What the PCs Can Do: PCs on either side shouldn't meet Crimson Avengers, both because of how this plot unfolds and because they are a harsh and powerful group. However, it is more than appropriate that they see some of the atrocities they have committed, such as finding Jennite camps where everybody—men, women, and children—have been killed by the Crimson Avengers. If the PCs are loyal to Fabian, they might be noticed by Jennite troops as they explore the carnage and so be mistaken for the Crimson Avengers themselves, whereas Jennite PCs might find such Alphatian groups examining the remains and so think they committed those acts of horror.

Thaumont 27, AC 1018: There Is Much Anger in the Forest.

Location: Eastern fringes of Finsterwald, Territory of Heldland. NW

Description: The Heldannic campaign to burn down a swath of the eastern Finsterwald hits a snag today, as spontaneous snowstorms smother the fires. Undeterred, a group of Heldannic Knights, axes in hand, begins to chop down the trees, only to be confronted with a pack of snarling wolves, who spring suddenly from the underbrush. Quickly, the knights regroup and deal with this new threat, but as they do this, several enraged bears emerge from the woods to one side, and attack another group of Heldannic soldiers. A few volleys of arrows manage to drive off the beasts, but many of the common soldiers lose the will to press on; they implore upon their commanders to acknowledge the progress made thus far, and keep what has been gained, lest the forces of nature strike them with increased fury. The commanders consider this, and order scouts to enter the forest once more, in the hopes of locating the people who sent the animals against them. (See Th. 15; Fl. 10, Pa. 4.)

What This Means: Count Helmut Jaschke of Wolkenburg not only receives the support of those native Heldanners who live in the Finsterwald; he has also made an alliance with a druid who has appointed himself protector of the forest. It was this druid who used weather-controlling magic, and animal-summoning spells, to attempt to drive away the attackers. In this the druid was largely successful, as the Heldannic soldiers suffered some casualties, and their morale suffered.

The higher-ranking knights suspected that magic was at work; hence the order to dispatch scouts to ferret out the source of their problems.

What the PCs Can Do: PCs on the side of the Heldannic Knights will have to contend with vicious bears and wolves, and they may be among those sent into the Finsterwald as scouts. Once inside, the PCs could be the target of many varieties of magical and mundane attacks, both at the hands of the druid, and of Helmut's own army.

Chaumont 27, AC 1018: Survey Finished.

Location: City of Greenwood, Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: The surveyors for the Foresthome Rim Canal are back. Due to the civilized nature of the region they had to cross the work went fast. On the other hand some sections of the canal are disputable as they pass through the estate of one noble or another. Queen Kikania decides to use the most appropriate route regardless of whose estate is affected. (See Va. 5, Th. 3; Fl. 9, Fl. 11.)

What This Means: That decision will stir up some trouble, but only one or two of the nobles are mighty enough—politically, socially and magically—to challenge the queen. Anyhow, one royal estate is affected as well, so the queen has the unbeatable argument that she does not hesitate to offer her own property for the welfare of the kingdom. Of course she will have to offer some compensation nevertheless.

Chaumont 28, AC 1018: Wet Feet.

Location: Town of Deipan, Kingdom of Cadrin, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: The town of Deipan, which normally borders the Thera River, finds itself under one foot of water, and rising. The aristocrats in town protect their estates with spells and the hard work of their slaves and servants, but commoners don't have nearly the same resources to save their houses (which are also less resistant against the surging water). Whole fields and orchards around Deipan and elsewhere in the lowlands are flooded as well, and their crops most likely spoiled. The Arogansan soldiers, who currently hold the town, are just as surprised as the inhabitant, and are put to work by their commanders in keeping their camp out of the water. (See Va. 16, Th. 23; Fl. 19, Va. 4.)

What This Means: The Thera, without its riverbed, is flooding the whole countryside. The riverbed near Deipan is actually intact because the wizards did not destroy it near settlements to avoid attention, so it acts as a drain but not enough to significantly alleviate the inundation.

What the PCs Can Do: PCs can be hired to help save people, or they may feel compelled to do so out of the goodness of their hearts. Aristocrats who have estates in the region are also hiring additional servants, so if the PCs are still restricted to that caste it may be a good opportunity for them to switch masters.

EVENTS: FLAIRMONT

First Week

Flaurmont 1, AC 1018: Fair of Adunapolis Starts.

Location: City-State of Adunapolis, Confederated Kingdom of Minaea. **SK**

Description: In the city of Adunapolis, the first ten days of Flaurmont are dedicated to the Fair of Adunapolis.

This is the most important holiday for the Minaeans in general, and those of Adunapolis in particular. During these ten days about 15-20,000 visitors from all over Minaea and Tangor come to buy, sell, find adventuring possibilities, take part in the athletic games or the philosophical debates, or to watch or perform in the public demonstrations held at the Theatre of Arts, or simply take part in the celebrations, held since AC 917 to remember the victory of the confederated cities over a green orc invasion. (See Fl. 4.)

What This Means: Nothing more than what it seems: it is a long celebration, very close to the heart of all Minaeans. It is noteworthy that in the month of Flaurmont, considering the amount of goods that flow in the region because of the fair, piratical activities are double those normally found during the year.

What the PCs Can Do: As is always the case with fairs, PCs have lots of things to do, especially if they are pirates, or if they are employed by wealthy merchants to protect their goods from pirates. If the PCs are not from Adunapolis but are in Minaea during this period, it is highly recommended to send them there, and let them understand the meaning of this festivity to the Minaean people.

Flaurmont 1, AC 1018: Dwarves Probe Their Worth.

Location: Jarldom of Vithesford, Kingdom of Ostland. **OW**

Description: King Finn, by invitation of Jarl Throfar of Gråbjerge, visits the Mlodrigswerg Jarldom of Gråbjerge. As he is traveling through the domain of Vithesford, a group of mercenaries attack the king. The royal guard proves inadequate, and just as the leader of the mercenaries strikes the first blow against King Finn, a group of Mlodrigswerg dwarves, led by Jarl Throfar's daughter Gilis of Gråbjerge, come to his rescue.

Once the mercenaries have been dealt with, an interrogation reveals that they were contracted by a shady person in Soderfjord. The mercenaries are taken prisoner and left to the Jarl of Vithesford to dispense justice over them. The king is impressed with the prowess of his new dwarven allies. (See Va. 18, Th. 12; Ei. 4, Ei. 24.)

What This Means: Throfar, acting through middlemen that can't be traced back to him, set up this attack to gain the trust of King Finn. The gamble pays off, as Finn will believe the Mlodrigswerg to be trustworthy allies. Asgrim the Bowed suspects foul play at the hands of the notoriously untrustworthy Mlodrigswerg, but is unable to probe anything, though he will make enquiries.

What the PCs Can Do: PCs could conceivably be tricked into attacking King Finn, taking the place of the mercenaries, in which case they will have some explaining to do, and an escape to plan. They could also be hired to protect the king, in which case they'll likely be overwhelmed by the enemy and fall from the king's graces.

Flaurmont 1, AC 1018: A Cold War under the Ocean.

Location: Kingdom of Underocean and Sunken Alphatia, Nayce. AS

Description: For a while any encounters between anyone from Underocean and anyone from the rest of Nayce have been ignored by both sides. If people from either side meet, they tend to turn around and leave the area without even talking to each other. (See Va. 25, Th. 14; Kl. 1, Fe. 8.)

What This Means: Since King Juliast's protest to the Naycese Council, the atmosphere between Underocean and the rest of Nayce has been bitter cold.

For that reason Underocean and the rest of Nayce are likely to keep out of each other's way for a while, so as to not stir up further trouble. Underocean will continue to hunt down the undead, and Nayce will continue to protect some of the Alphadon settlements whenever they can find them. Where the two forces meet, both sides are likely to withdraw and so not instigate hostilities. Nayce doesn't want to force Underocean out, and Underocean doesn't want to have Nayce as an enemy, so this will remain the status quo for a while. A consequence of this is that Alphadon will be "saved" when discovered by Naycese forces and killed when Underocean finds them first, meaning that over time the Alphadon will be concentrated in the settlements of Sunken Alphatia known to Nayce.

What the PCs Can Do: The DM can set up several cold war scenarios here.

Flaurmont 1, AC 1018: Timely Intervention Gains a New Ally.



Location: North of Pasuko Tribal Lands, Jungle Coast. DV

Description: Continuing its eastward journey, the Thyatian expedition, sailing close to shore, sees several pillars of smoke rising above the jungled shores, and the more perceptive crewmembers hear human-sounding screams. Grasping the situation, the captain of the marines advises Julius Ambrosius that his men will go ashore to assess the situation, and render any possible aid. Within moments, both squads of marines board the landing craft, and they row to shore rapidly, while the ship's crew break out the spare crossbows in the armory, in order to cover any retreat staged by the marines if necessary.

On shore, the marines discover a primitive village—little more than a collection of wood-framed grass huts—being attacked by a party of jungle orcs. The battle is going badly for the human villagers: The warriors are outnumbered by the raiders, and they are falling under the stronger blows of their orcish adversaries, who do not discriminate in terms of who they attack. All this is taken in within seconds, and the captain orders his marines to take up positions and strafe the orcs with crossbow fire. The first volleys catch the orcs completely by surprise; over 20 of them are dead before they realize that another foe has joined the fray. Splitting their forces into two groups, the orcs turn their attention to both groups of humans, but now that there are more targets, the native warriors have a better chance to reorganize themselves, and their morale is boosted slightly at the sight of these strange men who are fighting on their side.

The battle soon becomes a vicious melee, where the marines are forced to drop their crossbows and draw their swords. No quarter is asked or given, and while Thyatian blades still the beating of many orcish hearts, the orcs' axes and spears take their toll, too. The battle soon looks as though it will turn into a stalemate, but the captain then orders the advance of his fighting clerics, who had until this time remained hidden. Casting hold and protection from evil spells strategically, the clerics are able to neutralize several opponents, while boosting the Thyatians' impact in the battle. Before long, the orcs are forced to withdraw, but not before more of them are cut down by a final volley of crossbow bolts.

The natives, surveying the scene around them, cautiously approach the Thyatians, and, smiling, make grand gestures of thanks for their help. Without a word, the clerics sweep the village for survivors, and use their available spells to render what aid they can, while the captain orders a runner to report back to the ship to provide Julius and the crew with an update of the situation, and a suggestion that a formal meeting with these natives should take place. (See Va. 21, Th. 6; Fl. 2, Va. 7.)

What This Means: The Thyatian expedition has encountered one of the Dasuko tribes, a people who vaguely resemble the Ochaleans. The Dasuko tribes and their hereditary enemies to the south, the Turkhoshan jungle orcs, have been fighting over these jungle territories for as long as most people living here can remember. For centuries, it seems, an uneasy stalemate was maintained—until recently. The Dasukan villagers will tell the Thyatians (their language has some similarities with Ochalean) that a powerful chieftain has gained control over the orcs, and has crushed internal rivalries. Now, the orcs are a more unified force, and they have surged northwards, overrunning the central hills of the Dasuko lands (which provide the tribes with gold and silver with which they make their jewelry, and whose valleys provide the best croplands), and killing anyone who stood in their way. The Dasukans' own grand chieftain, Ama-Dasuko (their chieftains all go by that name during their lifelong tenure), was killed during the most recent raids, and now it seems the Dasukan legends are true, "When Ama-Dasuko falls to his blood-enemies, so will the old ways die forever." This raid that the Thyatians repulsed is the northernmost yet; the Dasukans are certain that all that remains of their lands are the coastal territories.

Julius will see the gravity of the situation, and meet with his advisors tonight. Tomorrow, a formal discussion will take place between the Thyatians and the Dasukans. Although he cannot forge policy for the empire, Julius knows that Thyatis would much prefer a strong Dasukan presence in this region than to see it controlled by jungle orcs, who might threaten imperial interests in the future. With this in mind, he will see what might be done to aid the natives.

What the PCs Can Do: Depending on how well Julius knows the PCs, they may be among his trusted advisors on this expedition, and therefore they might take part in the meeting.

Flaurmont 1, AC 1018: Formalization of Ties with Panteria.

Location: Marquisate of Panteria, Kingdom of Alpha, Nayce, Northern Great Bay. *NW*

Description: The Thyatian expedition continues its tour of the Great Bay dominions by another friendly territory, the Marquisate of Panteria. They meet both with Marquise Celia and Governor Weston, as well as with several guildsmen, including Lucci Day. There, unlike in Latela, the Minrothaddans among the Thyatian envoys take the fore, and easily have the favored trade agreement extended to merchants from the whole Thyatian Empire.

The Thyatians also meet with several prominent Oceansenders that came to Panteria when their city fell to the Heldannic Knights.

The Thyatians then sail toward Leeha, bypassing for now the Duchy of Chitine (a less friendly Alphan vassal) and other small landlocked dominions, and also not making contact with the northern expense of Nordalheim for the moment. (See Th. 9, Th. 19; Fl. 10, Fl. 20.)

What This Means: Minrothaddan merchants have long benefited from a favored status in Panteria, before their country became part of the Thyatian Empire. These advantages include cheap anchoring fees, lighter bureaucratic procedures, reduced tariffs (this contingency being useful now only on those circumstances when tariffs are not waived entirely as a result of the treaty between Nayce and Thyatis), and more generally local guilds taking care of a lot of things for them. Panteria is a mercantile nation, with access to exotic goods from northern Norwold—Shiye clans, Littonia, Kaarjala.

Panteria and Latela are both mercantile petty dominions, ruled by guilds, and fierce competitors. Latela is more Thyatian-friendly, and now basically a Thyatian client-state; Panteria is more pro-Alphatia, but also on excellent terms with Oceansend and Minrothad, and now by extension with Thyatis itself. The Thyatians plan to play on the rivalry between the two states to further their own plans, by playing one against the other as required, or by advantaging one to force the other to make concessions, or using any other scheme that might work to Thyatis's advantage. The goal is, of course, to gain more and more influence over them, and use them to further plots in other Great Bay dominions. The standing allegiance of Panteria to Alpha is notably perceived as an annoyance, and the Thyatians would very much like to have it break away so as to better control and infiltrate it—but the marquise has her own networks and acquaintances within Alpha that she is not ready to give up. The infiltrated agents of Causa Nostra from Latela might come in handy.

The King of Oceansend and part of his court reside in Alpha, but many merchants have taken exile in Panteria instead, whence they continue their businesses, as do several other court members and gentry. It is important for the Thyatians to make contact with them, as the Thyatians would very much like to restore the city as either an independent city-state or as an exarchate, because they could use the markets

of Oceansend—a trading partner even after it became independent from the empire—which is unlikely as long as the Haldannic Knights remain in control of the city.

What the PCs Can Do: The question of the extension of the trade agreements is an obvious one, and the real work resides in all the underground maneuverings of the various factions—which means a lot of employment opportunities for PCs. Investigation and infiltration of the other factions, secret or official meetings (from protection to organization to participation to spying), and other thuggish activities are all possible. Possible employers include Marquise Celia, the guilds of Panteria, the guilds of Latela, Causa Nostra, Naycese officials, Oceansender merchants, Thyatian or Minrothaddan merchants, Thyatian spies, and more.

Flaurmont 1, AC 1018: Radiant Voices.

Location: Across the Principalities of Glantri. *OW*

Description: The members of the secretive Brotherhood of the Radiance in various places in Glantri make contact with one another on this summer solstice night. Some are surprised upon hearing the voice of a woman, which many suppose to be a new member of the brotherhood. But many are disturbed when it appears that the Radiance itself is addressing them, although in words unintelligible as of yet to their mortal minds. (See Pa. 10, Sb. 1.)

What This Means: The woman's voice is simply Danira Voshane's, a long-time practitioner of the Radiance but only recently revealed to the brotherhood, since her becoming the Baroness of Egorn. She was a student of Prince Etienne d'Ambreville and is an ally of Prince Harald Haaskin and Viscount Gerrid Rientha.

The other voice is indeed the Radiance itself, which seems to have become sentient. Whether this sentience is the Immortal Rad or some other sinister entity remains to be seen.

Flaurmont 2, AC 1018: Showdown in Almisford.

Location: Town of Almisford, Kingdom of Qeodhar, Nayce. *AS*

Description: In the misty early dawn hours, a host of some 550 Northmen, a large portion of the rebel army in the area, swoop down from a row of grassy hills southeast of this town in central Qeodhar. Among the men leading the charge is Harald Porlsson, one of those men who had been turned away from this very town a little over a year ago, under different circumstances. The battle is soon joined by the defenders, a slightly greater number of Qeodharans, some of whom have fought the rebels before. The two forces meet just outside town, on its eastern side. The din of battle is so great that it can be heard for miles away, and the townsfolk look on with a mixture of curiosity and fear.

Hours pass, and the battle breaks off several times due to fatigue, and the need to regroup, but, amazingly, the two forces go at it again and again, with each skirmish seeming to be more ferocious than the one before. The battle line moves back and forth during the day, with scouts and archers taking up positions along the fringes to try and aid their sides, but neither side seems to make much headway. By sundown, the defenders pull back to the town, and take up defensive positions behind its walls. The attackers, seeing that they could not take Almisford in their current state, rest and regroup beyond bow range. (See Pa. 24, Th. 17; Fl. 3, Fl. 4.)

What This Means: The Ostmarhabners and their Ostlander allies have mounted a fierce campaign over the past few weeks to try to push the Qeodharans out of those lands they claimed for themselves—mainly the northern and eastern portions of the island. The cold and rugged lands north of the Qeodim Mountains have remained largely under rebel control for the duration of the civil war, as Norlan had little interest in those territories, and they are far too poor in his eyes to be worth wasting men in any effort to take them. The central and eastern plains of Qeodhar, however, are a different story. Here, even in this harsh realm, is where agriculture is possible, and where the greatest mineral deposits may be found, and this is why all of the battles have been fought here.

Almistord lies roughly in the middle of the plains, and is situated at a crossroads, connecting the mines in the north to the coastal villages of the south, as well as Farend. Not only is it a strategic town; it is also symbolic because it is where many Antalians were expelled, and where many more were refused entry, following Norlan's decision to expel the Antalian minority from the Qeodharan heartland in AC 1016. Today's battle cost each side almost 200 men, although the attackers' losses were slightly greater.

What the PCs Can Do: PCs on either side of the conflict will face numerous tough opponents today, and more to come in the future! Stealthy PCs may find their services as spies and scouts in demand, as each side tries to break the stalemate and become the victor.

Flaurmont 2, AC 1018: Back from the Dead!

Location: City of Freiburg, Territory of Heldann, Heldannic Empire. **OW**

Description: Still reeling over the capitulation of Neuhafen to his enemy, Ordensgeneral Heinrich Straßenburger, and reviewing fresh reports from the field, Oberherr Wulf von Klagendorf is interrupted by a knock at the door of his study. More than a little irritated, he angrily demands who it is. The low voice of one of his aides responds that one of his ordensgeneralen wishes to see him; it appears that there is fresh news from the field. Bracing himself for the worst, Herr Wulf tells his subordinate to show the officer in.

Nothing prepares him for the shock of seeing Anna von Hendriks standing before him, delivering a crisp salute and handing him a full listing of those soldiers who survived the expedition to Helskir last year. Before he can respond, she relates her experiences over the past year quickly, and mentions that she has noted where her tactics left her army at a disadvantage against the allied force of Thyatians, Alphatians, and Helskirans. Stunned for a few moments, the oberherr soon regains his composure, and welcomes his subordinate back to the Heldannic Territories. He tells her that there will be time enough for a full report in the coming days, but in the meantime he would be pleased if Anna would join him for a meal, so that he can both bring her up to date on recent events, and grab a respite from the current situation with someone he feels he can trust. (See Va. 20, Th. 24; Fl. 27, Va. 1.)

What This Means: With the utter collapse of the Heldannic offensive in Helskir late last year [AC 1017. Ed.], and the lack of news about the expeditionary force since that time, many people in Heldann assumed that Anna was either dead, or she had been captured. Unbeknownst of almost everyone, she and a handful of her soldiers managed to escape Helskir during the final battle, and they made their way to Kammin, where they rested and recuperated in secrecy, as advised to do so by the Landmeisterin, Julia von Kolmburg. In the meantime, Anna has managed to keep abreast of recent developments, though she will not tell Herr Wulf of this (she does not wish to steal his proverbial

thunder). Anna knows little of Straßburger, having met him on only a couple of occasions, but she feels that his assertions that Herr Wulf is unfit to lead the Haldannic Order are untrue. She has seen the order grow in power under the oberherr's leadership, adding new territories and attracting new converts, and restoring the order's prestige in the eyes of Vanya Herself.

Herr Wulf is honestly surprised to see Anna alive, and pleasantly so. Despite her lack of success in Stonehaven in AC 1011, and in Helskir in AC 1017, Anna has remained loyal to the principles of the Haldannic Order, and has maintained the discipline of her subordinates—even under situations others would deem hopeless. During the conflict to come, he will need people like her.

Flaurmont 2, AC 1018: First Skirmishes near Rock Harbor.

Location: Town of Rock Harbor, Province of Southrock, Republic of Esterhold, Nayce. SK

Description: Jennite warbands have their first conflicts with the people of Southrock. Governor Darik Rockroll considers the matter and tries to calm his people, but eventually tells them that mercenaries will be hired to keep Southrock and especially Rock Harbor safe from the Jennite advance. (See Th. 3, Th. 16; Fl. 11, Pa. 1.)

What This Means: Rock Harbor is rich from the nearby gold mines, so although it is against his better nature as a dwarf, Darik was convinced by Fabian Vern last year he would have to use some of those riches to protect his community against the Jennites. Fabian Vern recently learned that Jennites were marching on Southrock and then went to see Darik about preparing his defenses. So mercenaries are actually standing by already, only Darik didn't want to alert his people unnecessarily. Now that the Jennites have arrived, however, he is better served by having his mercenaries act immediately. Over the next weeks they will clash with the Jennites on a regular basis.

What the PCs Can Do: PCs could be mercenaries hired by Darik and Fabian to protect Southrock, in which case they will find it relatively easy to defend Rock Harbor itself since the escarpment makes it very difficult to attack, but they will also find that defending the rest of Southrock is far more difficult. Jennite PCs would first attack the lands around Rock Harbor and easily drive off the Alphatians, only to find themselves deadlocked once they get near Rock Harbor itself which is all but impregnable because of the terrain.

Flaurmont 2, AC 1018: Dragonslayers Learn More.

Location: Geron Bridge, kingdom of Denagoth. NW

Description: After becoming familiar with the guard movements on Geron Bridge, the Dragonslayers easily defeat the Denagothians, taking their commanding officer captive. After initial resistance, the prisoner suddenly becomes very friendly with the Dragonslayers' mage Alminthrar and probes quite informative about Denagoth. Unfortunately, the officer has never heard of Siren. (See Nu. 19, Th. 25; Pa. 10.)

What This Means: The Dragonslayers now have a good idea of notable sites on the Denagothian Plateau and the identities and locations of the main groups of the land. The Dragonslayers will now head for Idris Tower, hoping Siren will be there.

What the PCs Can Do: Assist in the battle on Geron Bridge.

Flaurmont 2, AC 1018: Pasukans To Receive Aid.

Location: Northern Pasuko Tribelands, Jungle Coast. **DD**

Description: Julius and his advisors meet with the Pasukan village headmen, and there, through a pidgin mixture of Thyatian, Ochalean, and Pasukan, both sides are able to share information in basic terms. The Thyatians say that they are willing to provide aid to the Pasukans in the form of weapons and helping them build better fortifications, and in exchange they would request a stretch of coastline upon which to build a small fort. The Thyatians make it clear that they consider the Pasukans to be allies against the orcs; they do not wish to conquer them. The Pasukans listen to this, and ask for clarifications on a number of occasions due to linguistic difficulties, and in the end seem content with the arrangement. (See Th. 6, Fl. 1; Pa. 7, Pa. 18.)

What This Means: One of the goals of the Thyatian expeditions is to establish ties with friendly cultures, in order to secure exotic goods for trade, exchange information, as well as facilitate the establishment of outposts for these purposes. This Pasukan tribe represents the first friendly encounter so far, and Julius was quick to build upon the feelings of goodwill and gratitude that already exist in order to lay the foundations of the first outpost, as well as the start of what may prove to be a beneficial relationship. Realizing that the threat posed by the orcs is far from ended, Julius will make arrangements for one squad of marines and a handful of scholars to remain behind and establish a temporary fort on the coast, as well as study the locals, while he leads the remainder back to Seagirt (which lies due north according to his charts) to inform the authorities of the situation, and to bring supplies for the new outpost as well as the natives.

What the PCs Can Do: The PCs might volunteer (or be ordered) to remain behind. If this is the case, anything could happen while Julius is away, although another orcish raid is most likely.

Flaurmont 2, AC 1018: Survey Team Retreats.

Location: Northern region of Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: The second survey team heading east on the route of the Shiell-Crystal Canal must retreat. In the last days there have been too many military operations near their position. They are able to leave the region without being captured. (See Ru. 13, Va. 9; Fl. 27, Fe. 18.)

What This Means: Now the work of surveying has come to an end in the north. This is a major drawback, of course. Some more paranoid team members even suspect that they have been sold out to the Stonewall army.

What the PCs Can Do: A group of creative adventurers would be a good assurance for the rest of the time to break free.

Flaurmont 3, AC 1018: The Battle Continues.

Location: Town of Almisford, Kingdom of Qeodhar, Rayce. **AS**

Description: The battle for Almisford resumes before dawn with several volleys of arrows fired by both sides, followed by daring attempts by the attackers to scale the walls—none of which succeed. On several occasions, the defenders attempt a few sorties of their own, but these are brutally beaten back to

the town's gates, for, much to the surprise of the Qeodharans, there appear to be more Northmen besieging Almistford than there were the day before!

Hours pass, and while the Qeodharan line appears to hold, the pressure applied by the besiegers does not let up; feinting attacks are mounted to draw the attention of the defenders, while the real attacks are mounted several hundred feet further down the wall. Once these are blocked, more attacks are staged elsewhere. Unlike the previous day, only small units of men are thrown at the defenders, forcing the Qeodharans to divide their forces in order to watch their perimeter. Although each such attack costs the attackers a few men, in many cases they manage to take a few of their foes with them as well. By evening, some of the townsfolk begin to wonder if the invaders will actually be driven off at all, while the skirmishing continues intermittently through the night. (See Th. 17, Fl. 2; Fl. 4, Fl. 6.)

What This Means: The Antalians are trying a different tactic. This time, instead of mounting bold frontal assaults (which gained them nothing yesterday), they are now trying to wear down their opponents, attacking in limited groups while the remainder rest in concealment, well outside of bow range. Thus, the Northmen have the luxury of resting at least some of their men, and thereby are able to maintain pressure on their foes. Their cause was helped, as well, by the arrival of over 60 Ostlander warriors, fresh from looting the countryside further south.

What the PCs Can Do: Qeodharan PCs might be given the task of trying to break the siege—either by sneaking outside of Almistford and causing confusion, or by seeking reinforcements further west. PCs on the side of the Northmen might be entrusted with the task of finding a way to undermine the Qeodharans' defenses, and entering the town.

Flaurmont 3, AC 1018: There Is a New Restaurant in Town.

Location: Town of La Nouvelle Daens, Colonie de la Nouvelle-Renardie. SC

Description: A new restaurant, L'Écaille du Coquillage, opens in La Nouvelle Daens, in a shop that used to be occupied by a barrel-maker, until the owner sold his business following the death of his son and daughter-in-law and their two pups in a brutal gurrash attack. This would have been an unremarkable event, were it not for the fact that there is a growing buzz in town about the place serving excellent dishes, and notably fish and shellfish. Soon enough, the restaurant is always full, and you have to make reservations well in advance to get a table. The place, although located in a rather common part of the town, becomes the rendezvous of the budding bourgeoisie of La Nouvelle Daens, and the owner, Fabien Morais, suddenly becomes very rich and famous. Eventually, the renown of the establishment reaches all over Nouvelle-Renardie.

When patrons ask to see the chef and congratulate him for his excellent recipes, Monsieur Morais always answers that the chef is very protective of his recipes and does not want to even discuss them. (See Nu. 17; Fe. 19, Am. 6.)

What This Means: This is not just a fad: the food really is excellent, and the Nouveaux Renardois are gourmets. It is not uncommon for Renardois to keep secret their special recipes for dishes (and the fabrication of their wines), but it is generally the case only with very special recipes and wines that may win at contests the lupins are so fond of.

What the PCs Can Do: Rivals, or wealthy patrons, covet the secret recipes. The PCs may be hired to steal the recipes, or, if they are not written (the chef seems so paranoid that he may have

committed nothing to writing), to kidnap the chef. Alternatively, the owner may hire the PCs as bouncers during the day (to keep people from trying to reach the cuisines) and as guards the night (to prevent burglary and kidnapping).

Flaurmont 3, AC 1018: We Have Ways of Making You Talk...

Location: Town of Xarda, Milenian Empire. **HW**

Description: Friedrich von Dreiburg and his followers have been imprisoned by the Milenians for several weeks, providing only basic information about their reasons for being in Milenian territory. Even as the interrogation methods became more intense, von Dreiburg and his men refused to give more information. Today, in part out of desperation, the interrogators send a runner to the nearest oracle, in order to persuade him to use his divinatory powers to discern the truth. (See Th. 4, Th. 5; Jfl. 8, Jfl. 9.)

What This Means: Von Dreiburg underestimated the tenacity of his interrogators. Thinking the Milenians to be uncivilized worshippers of weak Immortals, he was able to convince his followers to resist their questioners, convinced that they would ultimately win out. The oracle, however, may be able to tell the Milenians what they need to know. Unbeknownst to him, however, is that a number of the Milenians have noticed subtle differences in the behavior of their captives. They have noticed that there appear to be two distinct groups—the Antalians, and a small group of men (of which von Dreiburg is a member) who resemble the other Northmen in many ways, yet their mode of speech and mannerisms seem in some ways different. The chief interrogator, in particular, suspects something is amiss, and he secretly hopes the oracle can shed some light on this, too.

What the PCs Can Do: If they are with von Dreiburg, the PCs will face a significant challenge in not succumbing to their interrogators. If they are crafty enough, they might be able to escape, but pursuit will not be far behind.

Flaurmont 4, AC 1018: Reaping What You Sow.

Location: Town of Almisford, Kingdom of Qeodhar, Rayce. **AS**

Description: Following a lull in the skirmishes that have continued from the previous night, the resting Qeodharan soldiers are aroused by an urgent call of alarm—the Northmen have scaled a portion of the wall! Losing no time, the defenders rush to meet the threat, to be greeted by fallen comrades and a battle still in full swing. As the conflict ensues, some of the invaders drop down onto nearby roofs, and then into the streets, in order to sow further chaos. Some soldiers are dispatched to hunt these men down, and while some are caught and killed, the screams of commoners begin to be heard from down below—the Northmen are beginning to loot and burn.

Before long, another section of the wall is scaled, and more men are tied down trying to hold off the invaders, while still more Northmen break through the defenses and begin to run wild in the streets. Within an hour, several buildings are already ablaze, and while commoners frantically try to quench the fires, more spring up in other areas. Despite the chaos, the situation seems to hold, until a horn sounds from one of the gates! Suddenly, the besiegers on the walls stage a fighting withdrawal, dragging their wounded with them. The Qeodharans, sensing victory, pursue their foes with vigor, killing many of them in the process, but their reverie is short-lived: the streets are now filled with groups of

Northmen running rampant, pursuing townsfolk, looting homes and shops, and fighting those soldiers on the streets that they can find.

What was once a clear combat degenerates into a frenzied free-for-all, and soon most of the town is burning, its streets running red with blood. The flames illuminate the ghastly scene of primal bloodletting well into the evening, and even after dark the fighting continues, until a section of the wall collapses in a thunderous roar, silencing the battlefield for a few moments. Then, the quarreling loses its edge, as the surviving Northmen pull back to the east, looting and killing as they go, and the remaining soldiers round up the surviving townsfolk and evacuate them. (See Jfl. 2, Jfl. 3; Jfl. 6, Jfl. 17.)

What This Means: Months of brutal warfare have been building up to this, a last, great assault of vengeance against the Qeodharans. The attack cost the Northmen dearly—over two-thirds of them are either dead or injured—but the havoc they wreaked was absolute. The town of Almistford has been almost completely destroyed, and most of its residents and defenders have either been killed or driven away. Although many Qeodharans acknowledged that the Antaliens were good warriors, none could have conceived that this civil war would lead to the complete destruction of an entire town. What shocked the surviving townsfolk, and what will be retold many times, however, was the near-bestiality of both sides in their violence towards each other. No quarter was asked or given, and those injured combatants who could not escape their foes suffered horrible deaths.

What the PCs Can Do: Survive the battle, if they are lucky. There is great glory to be had on either side, though some PCs might very well become disturbed by what they see, and possibly by what they do.

Flaurmont 4, AC 1018: Adunapolis's Day.

Location: All over the Confederated Kingdom of Minaea. **SK**

Description: This is the main holiday in all Minaea. It is a day of great festivity, with great celebrations in all the cities that make up the confederacy. Adunapolis is obviously the center of the holiday, due notably to the presence of the fair; on this day, in the Theatre of Arts, demonstrations are held continuously from sunrise to sunrise, and the finals of the main athletic competitions are held. In the rest of Minaea, athletic games are played, and in every city the main temple hosts an important ceremony to thank the Olympian Immortals for the victory against the green orcs in AC 917. During the ceremony, one hundred oxen and one black goat are ceremonially sacrificed by the highest-ranking priests, and their entrails burnt as offerings to the Olympians. The black goat's meat is eaten by the priests, while the rest of the meat is served to the ruling bodies of the city. (See Jfl. 1.)

Flaurmont 4, AC 1018: Zhucharnob Returns to Norwold.

Location: Alak Dool's Tower, City-State of Dool, Tranquil Coast. **NW**

Description: Zhucharnob returns to Norwold and meets with Alak Dool to update him on the progress of their plan. Viktor informs Dool that the Earthshaker is indeed a mighty weapon, but that it may not be a sure thing versus Eriall. He expresses his frustration at the gnomes' lack of interest in bribes and his failure to persuade Milos Formiesias to assist in any way. Milos and the gnomes are steadfastly neutral and apolitical, and have no desire to see Earthshaker fight for any cause, no matter

how noble. Viktor also has doubts that the machine could be controlled without the complete cooperation of the gnomish clan that inhabits it. Viktor recalls something that Alak alluded to during their earlier planning—a means to control the war machine. Dool reveals that he learned of the Earthshaker from a third party, the renegade cleric Coiger de Mory. After some discussion, they decide to extend an overture to Coiger in the hope that he can provide further information. (See Va. 2, Th. 15; Fl. 19, Va. 26.)

What This Means: Zhucharnob's attempts to coerce the gnomes or Milos to help him in his struggle against the "tyrannical" King Ericall have failed. It was apparent that there was nothing, probably not even magic, that would bend them to his will. Thus, an alternative had to be devised. They calculated that Coiger may be able to aid them, despite the risks of bringing a third player into the plot.

Flaurmont 4, AC 1018: Tsar Catches On.

Location: City of Zuyganeb, Zuyeban Empire. **WB**

Description: The Tsar of Zuyebo has for the last year placed considerable trust in his apparently erstwhile Minister of State, Vasily Stolbov. However, the tsar's suspicions have been rising about his minister—and the tsar quietly orders a band of loyal adventurers to investigate several claims that Stolbov has made in the last year—including the opening of Zuyeban gold mines in the Bplot Hills and the sending of supplies to the Olgarian resistance against Hule. (see Fy. 1.)

What This Means: The tsar is not a foolish man. Initially he thought he could trust his minister of state but now he is not so sure. He has no intention of letting Stolbov know of his suspicions, however, and continues to play along as if nothing has changed. If the PCs are in Zuyebo and have proved themselves previously to the tsar, they may find themselves employed for a substantial reward to go on a long range reconnaissance trip via the Bplot Hills and Olgar. The journey will be dangerous, and they will need to be careful not to alert the diabolical agents of Hule to their task.

Flaurmont 4, AC 1018: The Siege Is Broken... Almost.

Location: Town of Ceafem, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: With so much of Stonewall's army concentrated near Arregghi, the allies in Ceafem mount a counterattack to push the besieging Stonewall force away. They are only partially successful.

The Arkan and Amburesse force, commanded by General Lotaran, push away the besiegers and advance far enough to destroy a portion of the catapults and ballistae Stonewall has set up outside Ceafem, particularly those close to Crystal Lake that threaten ships. Meanwhile, the Foresthome force still in Ceafem board ships, which leave the Ceafem harbor and sail south in an attempt to reach Arregghi and reinforce their countrymen there.

However, after destroying some of the Stonewall siege engines, the Arkan and Amburesse forces are pushed back toward Ceafem, and the siege is resumed. The move has cost Stonewall, particularly in war material, but the allies have lost valuable troops that aren't easy to replace. (See Th. 2, Th. 24; Fl. 8, Fl. 27.)

What This Means: News of the Stonewall offensive near Arregghi reached Ceafem quickly because Wolf-Hunter is still in or near Arregghi, and he was able to contact General Lotaran through the use of his falcon. With this news, Lotaran decided to move against the Stonewallers while a portion of their force was committed elsewhere. His plan was only partially successful, because, while they destroyed siege engines, they were still pushed back to the city in the end, and the defenders lost more people than Stonewall. On the other hand, with the siege engines mostly destroyed, Ceafem can now be further reinforced from Ailpon or, more likely, Ambur.

What the PCs Can Do: There is plenty of action for the PCs here. If they are among the Arkan or Amburese forces in Ceafem, they can help fight their way to the Stonewall siege engines to destroy them. If they are with the Foresthome force, they can sail south, though they won't be much help unless they are experienced sailors. Stonewall PCs have more than enough to do fighting off the opposition.

Flaurmont 4, AC 1018: A Grand Hunt!

Location: City of Calimnis, Empire of Selhomarr. *HM*

Description: Amid much fanfare, Emperor Tamaris of Selhomarr announces the commencement of a grand hunt for one of the legendary artifacts of Selhomarr—the Trident of Killina. The various eager treasure hunters and other personages assembled in the audience hall hear the palace sage describe the lost weapon, as well as some of its rumored properties. Once the elderly man finishes speaking, the emperor formally blesses the crowd before him, and requests that the successful hunter return to the palace for his or her just reward.

What This Means: Being an ancient nation, Selhomarr has produced a considerable number of unique magical items, many of which have gone missing over the millennia. A large number of these powerful items were lost during the ancient wars against the Carnifex of P'hog, and the Lhomarrian Emperor at that time decreed that a hunt should take place to retrieve those items to aid in the war effort. Since the transposition of the Lhomarrians and Hlarmians to the Hollow World, this hunt has been ritualized thanks to the Spell of Preservation. Once every few years, the emperor, in consultation with his closest advisors, announces a Grand Hunt, in which would-be treasure hunters from all over the empire seek out a known treasure. The hunter who manages to find the item, and bring it back to the imperial palace, traditionally receives many gifts from the emperor, including money, land, a position, or other favors. On occasion, they might even be allowed to keep the item in question, but in most cases it is understood that the hunters are performing a service to the empire.

Grand Hunts can take many years to complete, and, as many involve treks through the wild fringes of Selhomarr, as well as forgotten ruins and other places, they are often quite dangerous. It is not unknown for many hunters to never return from their quests.

What the PCs Can Do: Selhomarrian PCs could be among the treasure hunters, in which case they could have a long quest ahead of them. DMs are encouraged to work out the precise details of the hunt in question—where the trident is located (if it even exists at all anymore), what dangers must be overcome in obtaining it, and so on. As always, the obstacles should be commensurate with the reward.

Flaurmont 4, AC 1018: Redbeard Strikes the Serpent.

Location: Merry Pirate Seas. **HW**

Description: Captain Redbeard Kray, sailing the two-masted brigantine the Butchery, launches an attack on a sloop flying the jack of Baharu the Serpent, Pirate King of Kota-Jayang. Although the sloop is faster and more maneuverable than the Butchery, Kray's attack has caught her crew unawares. The Butchery closes to artillery range and scores several hits, which, along with spells from Kray's ship mage, hinder the sloop considerably. Eventually, the sloop is caught and Redbeard's crew boards the vessel, overwhelming the inferior numbers of the smaller ship. They loot the ship's hold and make off with a fair take of treasure. The surviving crew of the sloop are locked in the hold and Kray orders the ship to be torched. (See Sv. 2, Sv. 16.)

What This Means: Redbeard is making a statement that he is not afraid to target ships of a pirate king, and the king of his home port, nonetheless. The ruthless Kray will earn the enmity of Baharu, once he finds out what happened, but this is just what Redbeard wants. He feels strong enough to challenge the Serpent's supremacy in Kota-Jayang, and hopefully supplant him as that town's king.

What the PCs Can Do: Help raid the ship.

Flaurmont 6, AC 1018: All Brothers under the Skin?

Location: City of Hattias, Duchy of Hattias, Thyatian Empire. **OW**

Description: Many have welcomed the influx of Milenians into Hattias, especially with the emigration of many Hattians (notably those most loyal to Vanya) out of the empire—but others are less welcoming. Today in a private club several Hattians and Thyatians meet to found an organization known as the Bruderbund, or Brotherhood. They plan on recruiting like-minded members into their organization and opposing "Milenian influence." They don't believe that everyone is a brother under the skin, and, at least where Milenians are concerned, reject the dominant Thyatian attitude of openness to other cultures and peoples. (See Th. 12.)

What This Means: The organization seems to have a lot in common with the Storm Soldiers, but is entirely distinct from it. Actually it is initiated as a Plot by Vanya. She was unable to stop the empire from allowing Milenian refugees in, because Her attentions were directed elsewhere (primarily with the Heldannic Knights and also with encouraging Hattians to join them), but Her dislike of Milenians is deep seated. She doesn't wish to have Her followers in the empire act against them openly at this time, because She wants to keep Her influence from being undercut further by the likes of Ixion and Valerias.

She thus promoted the creation of this group to serve as Her tool against the Milenians within Thyatis (while having Her Heldannic Knights wage war on them in Dabania). For now the Bruderbund will be fairly quiet, concentrating more on recruiting members by spreading rumors of vices and crimes committed by Milenian refugees. Their aim will be to build up strength and support over the coming months before taking any actions.

Flaurmont 6, AC 1018: Desperate Times Call for Desperate Measures.

Location: City of Aaslin, Kingdom of Notrion, Bellissaria, Nayce. **AS**

Description: As a partial response to the ongoing financial crisis being experienced by his kingdom, King Corydon decrees that henceforth, there shall be a surtax of 2% on all consumer goods and services. Anticipating discontent over such a move, he explains that the kingdom needs added revenue to make up for the continuing decline of grain sales, while still being able to maintain its commitment to enchant domes for the Torenal site. Although there is indeed some public discontent, most people are persuaded by Corydon's argument. (See Va. 18, Th. 17; Da. 26, Ci. 3.)

What This Means: Corydon has told his people a partial truth. Notrion is still continuing to suffer a shortfall in grain sales, and its ongoing commitment to the Torenal effort is becoming increasingly onerous, but not all the revenues gained from this new tax (applicable to all sales of consumer goods, as well as such services as laundering, deliveries, and accommodations at inns) will go to the kingdom's coffers. Roughly one-third of the new monies will instead be given to the various spellcasters who continue to enchant domes for the Torenal site, as the Naycese government is no longer providing subsidies to Notrion for its contribution. Spellcasters do not work for free, and the kingdom cannot afford to pay them at their current rate, so new money had to be found.

What the PCs Can Do: If they are working for Corydon, the PCs may be entrusted with the task of ensuring that the truth behind the tax does not become public knowledge. Alternatively, the PCs could be instructed by a political opponent to determine whether Corydon is doing anything shady. This could certainly qualify.

Flaurmont 6, AC 1018: What Price Victory?

Location: City of Farend, Kingdom of Qeodhar, Nayce. AS

Description: News of the destruction of Almistord has spread like wildfire across Qeodhar. While the battle was technically a victory for Norlan's forces—it was the Northmen who withdrew, after all—their victory was an empty one: a ruined town, whose blackened buildings are now empty. What is also known is that almost 500 Qeodharan soldiers died during the battle, and it is still unknown how many townsfolk died. The knowledge of what happened stirs up numerous protests across western Qeodhar; too many people have died, or seen their livelihoods destroyed, by this civil war, which has still not been won. People begin to ask publicly what it would take to finally end the Antalian threat, how many more men must die until every last rebel has been either imprisoned or killed. The protests culminate with a march on Norlan's castle, where, blocked by spear-wielding guards, several hundred people demand that Norlan seek peace with the Antalian rebels, and negotiate the return of any Qeodharan prisoners still being held.

At first, upon witnessing the protests, Norlan prepares to order his soldiers to crush the people gathered before his castle. Before he can do so, a messenger interrupts him, bearing an urgent message from some of his commanders. The message is brief, relating that Antalian scouts have been spotted in the past couple of days in several locations, and outlying farms have been attacked sporadically. What attracts his attention, however, are the reports of unrest among the commoners—people are beginning to fear for their safety, despite the military presence in every settlement of note, and some are beginning to mount protests of their own. Norlan comes to the realization that he no longer has widespread support for his war against the Antalians, as he did only two years ago. His people no longer wish to sacrifice their lives for a conflict that seemingly has no end.

He sags in his chair, letting the message fall to the ground, and stares listlessly for a few moments. Then, noticing the messenger still standing expectantly by his side, he orders the man to go to the front gate, and tell the mob that their king will seek peace with the rebels. (See Jfl. 3, Jfl. 4; Jfl. 17, Jfl. 20.)

What This Means: The hostilities between the Qeodharans and the rebels are now officially over; domestic pressures, plus the horror at what happened in Almisford, are what finally broke the Qeodharans' will to fight. Knowing that his people no longer support him, Norlan realizes that, if he pursues this war, he could very well see the protests turn into full-scale rebellions against him.

In the next few days, Norlan will assemble his advisors to draft a message to send to the rebels, outlining his proposal for peace, as well as the terms he expects in return. Although news of this will spread quickly, some isolated skirmishes will continue, but these will become less frequent as the days pass. The current battle lines remain as they are, though.

What the PCs Can Do: PCs working for Norlan may be asked to advise him on how to propose peace to the rebels, and they may be called upon to relay the message to the rebels themselves, and act as messengers afterwards.

Flaurmont 7, AC 1018: Ersenbal to the Dogs.

Location: Village of Portus Canium, Barony of Canium, Isle of the Dogs, Thyatian Empire, Tranquil Coast. *NW*

Description: A half dozen ships are spotted north of the Isle of the Dogs by a Thyatian patrol ship. Those ships bear the colors of Ersenbal, a dominion that lies to the north of the new Thyatian colony. Horns are blown to call for reinforcements. The Ersenbal ships do not slow their course, though, so the lone Thyatian warship engages them in an attempt to prevent them from reaching the coast and disembarking their men. The Thyatian vessel is more powerful than her Ersenbal counterparts, and sinks two before the combined attacks of the Ersenbal ships destroys the Thyatian galley. Two more galleys and a longship join in the fray, but two of the enemy ships have time to reach the shore and start disembarking. The Thyatian and Ostlander vessels make short work of the remaining ships, but about 70 men have disembarked before their ships are sunken at shore.

The Ersenbal troops regroup and march toward the little-defended (as yet) village of Portus Canium. They inflict damage to the Thyatian garrison and collapse some buildings, but two galleys sail into port and two scores of additional Thyatians join in the defense of the city. With the additional help, the Thyatians are able to stand their ground. Both sides lose a few dozen men, until the Ersenbal side surrenders when the Thyatians that sunk their transport ships and disembarked after them catch up from behind, encircling and overwhelming them. (See Va. 18, Th. 24; Jfl. 18, Va. 7.)

What This Means: The Thyatians were expecting a possible attack from the Heldannic Knights primarily, but they were not excluding the possibility of hostile action from other dominions as well, and notably from the close-by County of Ersenbal.

Ersenbal's casualties are high, as more than 350 of its veterans drowned before they were even able to land on the island, or in the following battle that they fought with a much-reduced advantage than they expected; the rest are prisoners. The Thyatians also suffered losses and damages, but the goal of driving them away has failed.

What the PCs Can Do: PCs who are engaged with either side can alter the course of the battle significantly.

Flaurmont 7, AC 1018: The Lord Regrets.

Location: City of Errollyn, Kingdom of Theranderol, Floating Continent of Alphatia, Alphatian Empire. **HU**

Description: General-Major Quoos and Lord Abolon, the famous Alphatian engineer, convene a meeting to talk about the construction of the upcoming Bigos-Sasdil Canal. The talks are going badly, as Abolon does not want to fulfill the requirements the general is presenting, so he regretfully leaves the capital. (See Ru. 19, Th. 7; Fl. 9, Fl. 28.)

What This Means: As he has said last circle, Abolon does not have the necessary workforce to help Theranderol. So the project would have to be put on ice—something not acceptable for the army. As an alternative Abolon has offered the massive use of magic, with almost no assistance by commoner workers. For this solution the general does not have a sufficient budget, however. Both sides cannot come to terms now.

Second Week

Flaurmont 8, AC 1018: Further Reinforcements Arrive.

Location: Town of Arregghi, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: The ships from Ceafem carrying Foresthome troops to strengthen Arregghi arrive. They manage to enter the harbor and unload their troops without too much trouble. (See Ch. 24, Fl. 4; Fl. 27, Pa. 1.)

What This Means: All of Foresthome's troops in the war are now concentrated in Arregghi under the command of Commander Trallans. It may not seem to be more than a rearrangement of their troops, but it's an advantage to Trallans because he is now close to the borders to his homeland with all his troops. It is also obvious that Stonewall is ill equipped for sea battles. They built primitive river boats to bring them to Arkan last year, but those are still at the Fris River, and they wouldn't be any good in battle anyway. Selcomad is contemplating building ships, but he will need to capture one of the Crystal Lake towns first, either Keer, Ceafem, or Arregghi.

Stonewall did try to stop these ships from entering the harbor, but the speed with which they attacked the forces around Arregghi didn't allow them to bring siege engines, and building new ones is a slow process.

What the PCs Can Do: There are some skirmishes here the PCs can participate in, but nothing major. Scouting missions to discover what the enemy is doing would be more relevant.

Flaurmont 8, AC 1018: A Most Interesting Revelation.

Location: Town of Xarda, Milenian Empire. **HW**

Description: After several sleeps, the runner returns from the oracle, bearing interesting news. After relating the situation to the oracle, the enigmatic oldster wrote his response on a scroll, and gave it to the petitioner, instructing him to bring it unread to his master. The chief interrogator takes the scroll, and reads the following:

"Beyond a great wall of stone, where Atlass cannot be discerned,

There shalt thou find 'twixt earth and water

A domain of the river men.

From thence hath the swordswoman's servants

But recently fled."

Puzzling as the revelation may be, everyone present is certain that it is extremely important. The runner is immediately dispatched to Corisa, to relay the information to the authorities, where they might make better sense of the cryptic message. The other Milenians, seeing that von Dreiburg and his men are of no further use to them, inform their captives that they will be sent to Corisa in two sleeps, where they will be interrogated in more depth, before their final fates are determined. (See Ch. 5, Fl. 3; Fl. 9, Sb. 16.)

What This Means: The Milenian oracle was able to obtain the information that brute force could not. Fortunately for the people of Lothar, the oracle divulged only vague information about Lothar (he was not able to divine its name, for instance). It will not be long, however, before the Milenians determine that the “wall of stone” mentioned by the oracle is the Bahl Masib to the southeast, and that the “river men” are likely the Nithians (whose own empire is centered around the River Nithia). Efforts to locate and destroy this Nithian outpost will commence once this is deduced.

The oracle also provided vague clues as to the nature of some of the captives, namely, that there are followers of Vanya (the “swordswoman”) in their midst. The Milenians’ disdain for the followers of Vanya is well known to Friedrich von Dreiburg and his men, and, although he instructed his followers to give no indication as to their true faith (instead, they pretended to follow the Horse pantheon), the fact that more interrogation is to come does not bode well. Normally, prisoners who outlive their usefulness are enslaved; von Dreiburg has the distinct impression that he and his men will not be so fortunate.

What the PCs Can Do: If they are part of von Dreiburg’s entourage, the PCs might be focusing their efforts on the immediate task of escaping.

Flaurmont 8, AC 1018: Where Are My Subjects?

Location: “City” of Ichnizoy, “Kingdom” of Omegaran, Underside, Floating Continent of Alphatia, Alphatian Empire. *HWA*

Description: In the lone tower that he magically erected, “Emperor” Zandor goes into one of his fits of rage, one of his infamous tantrums. The subject of his displeasure is that he has so few people to do his bidding: his empire, he realized, is one without subjects to obey their rightful emperor! There are no servants to attend to his needs, and abide by his whims! Not to mention that slaves should be working on transforming his tower into the palace that his imperial stature deserves.

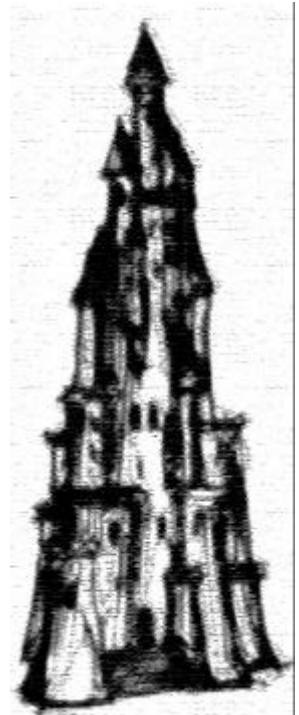
Once he has regained his composure, Zandor sends his minions out to locate his future subjects. (See Va. 27; Sv. 11, Ci. 18.)

What This Means: Zandor came to the Underside convinced that he could use his hard-acquired necromantic skills—he was afflicted with the curse of the Zargosians for his efforts, a condition that makes him incapable of withstanding sunlight—to surround himself with a swarm of undead he would control. In time, he had imagined, his control would spill over to the surface of Alphatia, and he would be able to reclaim rulership over the whole of Alphatia, his to be ruled by right. The only detail he had not yet decided upon in his fanciful dream of power was whether he would rule Alphatia from his dark palace in the Underside, or from the palace in Sundsvall, eternal capital of the Alphatian Empire—for Sundsvall either still stands unscathed or he will have it rebuilt (both prospects cross Zandor’s deranged mind at different times).

The reality, which Zandor cannot accept, is very different though: without the living to act as material or sustenance (or both) for the undead, Zandor cannot populate his empire! In fact, so far he has been enchanting more constructs than he has raised undead, a slow, exhausting process that does not fit with Zandor’s vision of his empire.

Thus, Zandor has sent the minions he has created so far to scour his empire for subjects—be they undead that have moved to the Underside to protect themselves from the sun, or living settlers that for some reason have moved to the unlighted side of the Alphatian continent.

What the PCs Can Do: An unusual type of campaign may be started by DMs whose players want to play in an undead campaign. In that case, PCs may be undead, or even the more bizarre types of constructs, who are tasked by their master Zandor to gather subjects for his empire. They may have many adventures while performing their mission: not only must they subdue the living and the dead and the undead, explore the Underside, and maybe venture on the surface, but they also have to fight for their own survival (including by finding their own sustenance, in addition to the more usual dangers naturally brought by their mission). At some point it is even possible that they would become king or queen of one of the kingdoms that Zandor intends to carve out from the Underside; note that PCs who are of a type of undead that can cast spells may be the only ones that are eligible, though Zandor has promoted commoners to such positions before, during his brief reign as Emperor of the New Alphatian Empire on the surface world.



Flaurmont 9, AC 1018: Von Dreiburg Escapes His Captors.

Location: Town of Karda, Milenian Empire. *HWA*

Description: The Milenian prison guards, thinking to check on von Dreiburg and his followers, are surprised to see that the Heldannic Knight and his men are missing! The guard who was on duty was apparently killed not long beforehand. A search of the town is mounted immediately, but no trace of the fugitives can be found. (See *Jl. 3, Jl. 8; Sb. 16.*)

What This Means: Von Dreiburg feared that escape would be far more difficult once he and his followers were moved to Corisa, and that if their true nature were uncovered, they would be executed. Accordingly, he pretended to lose all hope of escape, and ordered his followers to do the same. Thinking the prisoners to be little more than barbarians, some of the guards had grown complacent, thinking that there would be no trouble, since they had apparently been cowed. The guard on duty last night was lured to the cell by a strange noise, grabbed by a couple of von Dreiburg's Antalian followers, disarmed, and killed. The prisoners then unlocked their cell and made their escape.

Von Dreiburg and his followers are now heading northwards along the coast, looking for a small village where they can sneak in and steal another vessel, since they realize that crossing through the Milenian Empire would be foolhardy. They will then resume their journey northwards.

What the PCs Can Do: Assuming they are still with von Dreiburg, the PCs could be given the task of watching for any organized pursuit, or of seeking a decent-sized vessel to make possible a quicker escape. Alternatively, the PCs might come up with a more ingenious escape plan; this would provide a tense, but interesting encounter.

Flaurmont 9, AC 1018: Construction Started.

Location: City of Greenwood and Town of Sotcel, Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. *HWA*

Description: Two construction teams of Lord Abolon start to connect the two Foresthome harbor towns with a section of the Foresthome Rim Canal. They will meet somewhere in the middle, and Abolon and his subordinate engineer are optimistic that they will be able to open this first section to shipping before the year ends. Both construction sites are guarded by the 1st Marines, who don't have too much work to do as the protests organized in both towns are lower than expected. (See *Th. 3, Th. 27; Jl. 17, Jl. 28.*)

What This Means: The speed Queen Kikania demands is incredibly high, but Abolon has put enough resources and experience into the project to fulfill her wishes. Once ready the town of Sotcel will be reconnected to the interior Alphatian waterways, as was done for Tenoboa. The next section to be started, on the other side of the canal, is that between Tenoboa and Igoim.

Flaurmont 10, AC 1018: This Means War!

Location: Eastern fringes of Finsterwald, Territory of Heldland, Heldannic Empire. *NWA*

Description: The Heldannic commanders overseeing the operations against the forces of Count Helmut of Wolkenburg receive news—one of their scouts has returned! Losing no time, they rush to meet the scout at the camp that has been set up in the newly claimed lands just east of the Finsterwald.

There, the haggard woman tells them a tale of being stalked by seasoned woodsmen, ferocious animals, and of living under a sense of dread, as though her every move was being watched by someone... or something. When questioned about the fates of the other scouts, the woman notes that she heard screams on a number of occasions, but when she arrived at where she thought the noise had come from, there was nothing to be found but animal tracks, perhaps a discarded weapon, and blood. She feels convinced that it was only because of her knack for sensing danger that she avoided a similar fate.

Thanking the scout for her report, the commanders decide to mount a full-scale campaign of destruction as a retributive strike against Helmut. (See Th. 15, Th. 27; Pa. 4.)

What This Means: Helmut has employed his warriors to good effect against the scouts, most of whom were highly competent woodsmen in their own right. His efforts were aided by the druid, who summoned bears, wolves, and lynxes to deal with the intruders.

What the PCs Can Do: If they were part of the scouting force, the PCs will find themselves faced with an unusually large number of encounters—much more frequent than one would reasonably expect. Furthermore, the animals encountered will be tougher than expected, and will fight with an intelligence that seems uncanny for “normal” animals. In addition, Helmut’s warriors are also patrolling the forests, and they have been instructed not to take prisoners. If they are on Helmut’s side, the PCs will be busy tracking down the scouts, and trying to kill them as quickly as possible. Given that the scouts are woodsmen themselves, the PCs will have to use their tracking and listening skills to good effect in order to locate their enemies.

Flaurmont 10, AC 1018: Leeha Tolls.

Location: City of Leeha, Shire of Leeha, Western Great Bay. NW

Description: The Thyatian merchants continue their counterclockwise tour of the Great Bay, and arrive in the hin territory of Leeha. They meet with Sheriff Shaedrik Dibotfoot, but the man is neither a haggling trader nor a sly politician, simply the custodian of the hin people and therefore quite unmoved by the various attempts of the Thyatians to gain anything that would give them an advantage. The toll to sail the White Bear River upriver remains unchanged, the same that every non-hin ship, regardless of flag, must pay.

The expedition decides to continue their tour of the Great Bay by sea rather than sail up the White Bear toward the rather unpredictable Kingdom of Siegeria. (See Th. 19, Fl. 1; Fl. 20, Pa. 8.)

What This Means: The traders knew it was unlikely that they could gain any concession from the hin, as they have throughout the centuries remained steadfastly impartial in their relations with outsiders. They expected this position, and plan on trying to make arrangement on a more local basis, with hin individuals, families or clans, to try and bend the rigidity of global hin policy of neutrality.

Flaurmont 11, AC 1018: An Informal Suggestion.

Location: Kingdom of Veroth, Bellissaria, Nayce. AS

Description: King Verothric makes it known that many Alphatian areas in Esterhold, particularly Rock Harbor in Southrock, are seeking mercenaries to protect their towns and population. He doesn’t order anyone to Esterhold, but strongly implies that soldiers and mercenaries ought to seize the

opportunity to go and help Nayce end the threat that the free and rebel Jennites represent to their empire, for who else but the brave people of Veroth would be more suitable warriors in this stand for Nayce. (See Th. 16, Fl. 2; Va. 1, Va. 5.)

What This Means: Though King Verothrics is uncertain why, he is convinced that Karszamon has his own motives for not having stepped in to deal with the situation in Esterhold. However, since Karszamon is the commander of the Nayce military and the Naycese Council hasn't pushed him into action, Verothrics's hands are tied. His conclusion is that Esterhold must seem very far from Jonace to Karszamon, but to the people of Veroth, it is fairly close, just across the sea, to the nations of Bellissaria. The Jennites cannot be allowed to show such insolence against the Alphasians so close to Bellissaria, which is the heartland of Nayce now, after all. That would only be a sign of weakness, and an invitation for the Jennites and others to invade Nayce further. That cannot be permitted, and Verothrics expects the much better trained forces of Veroth will be able to deal with the primitive Jennites in short order and so gain some influence in Esterhold which, in turn, may also reflect well on Veroth in the Naycese Council.

But while this seems to indicate that Verothrics supports Fabian's ideals, that is certainly not the case. Verothrics doesn't so much support Fabian as he opposes Karszamon. The Verothians tried to claim the position as supreme commander of the military of Nayce for someone from their own ranks last year, but it went to Karszamon instead. They have not forgotten that, and this is one way to set themselves apart from him.

However, there are also other reasons for this. Veroth has had few funds since it was founded, and while Verothrics doesn't like to admit it, he needs the grain from Notrion to feed his troops and people, only Notrion has been making a big issue of the prices and lack of payments. If mercenaries went to Southrock in Esterhold and were paid out of the wealth from the rich mines in that area, then that would surely be an income Veroth could use.

What the PCs Can Do: If the PCs are Verothians, they should obviously follow Verothrics's "advice" to travel to Southrock and fight the Jennites. If the PCs are merely traveling through the area, they will find they can hire many willing NPC mercenaries here. Even if they don't, they will certainly notice that the number of mercenaries traveling to the southern parts of Esterhold will rise dramatically over the following weeks.

Flaurmont 11, AC 1018: Most Unwelcome Visitors.

Location: Estate of Dentarthadint, near Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Alphatia, Alphasian Empire. **WW**

Description: While basking in the eternal sun on his estate, the peace of Dentarthadint, occasional member of the Grand Council, is shattered by the sounds of underbrush being snapped and leaves rustling. Slightly annoyed, he dispatches a couple of servants to investigate, and resumes his stately repose. His peace is shattered yet again when his servants return, escorting a rather plain-looking man dressed in traveling clothes.

The man identifies himself as Prostir, a representative of the Navy of the Lakes. He states his business on Dentarthadint's property: The Navy of the Lakes was granted a charter to develop a series of canals connecting Lake Ulyn, Lake Shiell, and Crystal Lake, under the patronage of Queen

Kikania. His particular surveying team has been working since that time, assessing the surrounding countryside to determine the best possible route for the canal. He tells Dentarthadint that his estate lies along that route, and, as a result, the canal will run through his property along the southern edge. Unfortunately, the mage's bed of prized petunias will have to be moved.

Speechless for a few moments, Dentarthadint regains his composure, and orders his servants to escort Prostir and his men off his property, and he tells the surveyor on no uncertain terms that he is not welcome to return. While being escorted away, Prostir calls back, "Then take your complaint to the Office of Surveys, in Greenwood!" (See Th. 27; Fl. 14, Pa. 3.)

What This Means: In Ambyrmont, AC 1017, the Grand Council approved a contentious proposal for the establishment of canals to both boost internal trade and make domestic transportation faster and more efficient. The Navy of the Lakes was one such party that was granted a charter to build its canals. Although most nobles became aware of the situation, some did not. In Dentarthadint's case, because he prefers to while away his time on his estate, taking little notice of what goes on in the world at large, the news of the construction passed him by entirely—this encounter has surprised him. Dentarthadint's property does, in fact, lie along the proposed route, but, feeling satisfied that he has won, he decides not to pursue the matter. Over the coming days, however, Dentarthadint's advisors will suggest to him that he should perhaps go to Greenwood, to the Office of Surveys, and make his case there. As an aristocrat, and a member of the Grand Council, he should surely be able to force the decision to be changed.

What the PCs Can Do: PCs in the employ of Dentarthadint might be given the task of investigating the mysterious Prostir and his men, to determine if they are in fact what they say they are!

Flaurmont 12, AC 1018: Let There Be Roads!

Location: City of Raven Scarp, Exarchate of Dabania Superior, Hinterlands, Thyatian Empire.
BY

Description: Leilah ben Nadir, Exarcha of Dabania Superior, announces that work shall commence soon for the construction of a paved road linking the city of Raven Scarp with Cittanova. The route shall follow the coast, passing through various coastal towns and villages, as well as the Barony of Fiorenza. (See Kl. 13.)

What This Means: Dabania Superior is the most settled of all the dominions of the Thyatian Hinterlands, and although it does have a network of roads and trails connecting its population centers, they are not to the same standards as one would find in Thyatis proper. Leilah has decided to allocate some of her treasury towards building more roads, which will open up more land for settlement, and give the local economy a bit of a boost (not only because there is work to be done; goods and people will travel more efficiently across the exarchate).

What the PCs Can Do: PCs could obtain work as guards while the construction is underway—someone will be needed to drive off monsters from the surrounding jungles, after all.

Flaurmont 13, AC 1018: Wings over Eastshire.

Location: North of Rollstone Keep, Shire of Eastshire, Five Shires. **OW**

Description: The gold dragon is again seen in the skies over Eastshire, this time north of Rollstone Keep. She appears to be in pursuit of a trio of riders on black horses, who take to the air as she approaches. All four disappear into the evening sky. (See Th. 6; Am. 20, Ka. 26.)

What This Means: Scholars suggest that this may be the dragon Azem. A hin master reportedly confirms her identity to the sheriffs later.

Flaurmont 14, AC 1018: Irate Magist: 0; Imperial Bureaucracy: 1.

Location: City of Greenwood, Kingdom of Foresthome, Floating Continent of Almathia, Almathian Empire. *HWA*

Description: Grand Council member Dentarthadint, having decided to give the Office of Surveys a piece of his mind, has arrived in Greenwood to challenge the imperial bureaucracy over its decision to dig a canal through his prized petunia patch. In relatively little time, he locates the building—little more than an imposing block of granite decorated with statuary—and makes his way inside...

... Only to be surrounded by absolute darkness. Muttering, he determines that the darkness is magical, although his attempt to dispel it fails. Slightly annoyed at this meager attempt to dissuade the general public from interfering with the machinery of government, he casts batsense, a spell of his own creation that allows him, via echolocation, to navigate the silent, furniture-strewn foyer without tripping. Soon, however, his senses become addled—did he just make a right or left turn? Confused, he wanders aimlessly for a few moments, until he steps into a pit, falling several dozen feet before his ring of feather falling kicks in, and settles him gently to the ground, 100 feet below.

The confusion wearing off, Dentarthadint is quite angry now, and he stomps along the only other way out—a long corridor stretching into darkness. Within moments, the walls seem to shift and bend, and soon he finds himself in a maze of twisty little passages, all alike. Growling in frustration, he dispels the maze, and resumes his journey. Over an hour later, he reaches the end of the corridor (after dealing with several illusions and teleportation traps designed to bar his passage), and finds himself facing an imposing, wizard locked door of solid black iron, with the words, “Office of Surveys – Enquiries and Complaints” engraved upon it in flowing gold script. Grasping the prominent knocker, he pounds on the door, demanding to speak to someone.

His answer comes in the form of four giant cheese golems, who suddenly step through a dimension door from Frisland, and immediately attack the wizard. A few quick fireballs reduce the constructs to melted cheese, which Dentarthadint quickly samples, nodding in approval.

While he waits impatiently for a response, a rather small fellow appears next to him with an audible “poof,” and thanks the wizard for his patience. Before Dentarthadint can say anything, the man continues, “Unfortunately, all of our officials are busy today—so I’m afraid you’ll have to come back later. Perhaps next week.” Turning white with rage, Dentarthadint sputters a few curses, and angrily demands to receive prompt service, as befits a standing member of the Grand Council. “I’m afraid that won’t be possible, my lord,” replies the man, “we have our instructions to follow, and they say explicitly that all canal proposals, evaluations, and complaints must be processed in the order in which they have been received. Now then, your complaint was made after the original proposal and evaluation had been filed, since the canal had to have been built, or at least be under construction, in order for you to notice—and disagree—with it. That being the case, the canal’s construction precedes your complaint

in the temporal sense, as does the evaluation, which we are currently conducting now. Therefore we can't deal with your complaint until the actual canal in question has been evaluated, and of course that won't be possible until it has been built. Quality control and procedural accountability are our watchwords, you know."

"But that's ludicrous," shouts Dentarthadint, "my petunia patch will have been destroyed by the time your accursed evaluation is complete! I demand restitution at once!" At this, the bureaucrat shrugs his shoulders, and replies that he is merely following the regulations that have been put in place by his superiors, and that the original proposal had been posted at the Office of Surveys for "at least a couple of days;" the wizard would have had plenty of time to examine them and make comments at that time. "At any rate," says the bureaucrat, "my lunch break is about to start, and the rules state that I can't handle government business during that time." With that, he vanishes in a puff of smoke, leaving Dentarthadint, standing ankle-deep in congealed cheese, to fume silently. (See J1. 11; Pa. 3, Pa. 6.)

What This Means: Thinking his cause to be just, Dentarthadint tried to challenge the imperial bureaucracy, and force it to change its decision to approve the canal that is supposed to cut through his property. He lost.

What the PCs Can Do: PCs who are in Dentarthadint's employ will find their boss more than a little angry upon his return from Greenwood. They may find themselves given the task of trying to track down the bureaucrat responsible for developing the rules pertaining to the approval of canals, in which case the PCs will have to brave the Office of Surveys themselves. Since they probably lack the magical repertoire of their employer, this mission could (and probably will) be quite dangerous. DMs are free to dig out Tomb of Horrors (if they have it) as the basis for the adventure, or they can cook up some fiendish adventure on their own. The PCs might even succeed in their mission, but that would be unlikely; a 2,000-year-old bureaucracy is a formidable opponent.

Third Week

Flaurmont 15, AC 1018: Iceberg! Right Ahead!

Location: Somewhere in the northern Alphatian Sea, Sunken Alphia, Nayce. AS

Description: The *Torpin*, while on patrol searching for Alphadon as so many other Naycese forces are, has a near-fatal encounter with an iceberg. The submersible doesn't see the iceberg until it is too late, and a jarring sound seems to suggest a threat to the very hull of the ship. Chief Engineer Dlanor hurries to cast spells, but it is too late—the *Torpin* is already taking on water! Before he can cast a spell, half the deck is flooded. The *Torpin* crew struggle the entire day to save the submersible. They are eventually successful, but two decks are flooded and several crewmembers are dead. The *Torpin* begins a slow journey back to its construction site in Aquas.

Chief Navigator Thallyn was not on duty when the *Torpin* hit the iceberg, yet she fears she will be blamed for it, both because she is the chief navigator, but especially because she is a commoner, whereas the person actually navigating at the time, Tellesar, is an aristocrat. Nobody has blamed her yet, but then neither has anyone declared her innocent either... She fears that nobody is saying anything because of her relationship with Commander Dhallaq, and they therefore won't accuse her until they reach Aquas itself where Dhallaq can't protect her anymore. (See Pa. 24, Fl. 1; Pa. 12, Kl. 3.)

What This Means: Thallyn is indeed a skilled navigator, but even navigators have to sleep sometimes, and unfortunately the substitute Tellesar was a former skyship navigator not used to underwater conditions. Thallyn is a former skyship officer herself, but she has adjusted her navigation to the underwater conditions, whereas Tellesar has earned his position because he was a mage from a respected family in Seashield. This is once again an example of how the Alphatians still tend to place skill at magic over skill at whatever is relevant, and still refuse to accept it when that principle is not confirmed in practice. Thallyn knows this, which is why she is worried. She might even be right!

What the PCs Can Do: If the PCs are on the *Torpin*, they will have their hands full trying to save the submersible. This is an excellent opportunity for the DM to run an underwater submersible disaster adventure.

Flaurmont 16, AC 1018: The Famine Menace.

Location: City of Draco, Kingdom of Stonewall, Floating Continent of Alphia, Alphatian Empire. HW

Description: In his palace in Draco, King Koblan Dracodon is considering Stonewall's war in the north. Though General Selcomad has been largely successful, the war is taking longer than expected, and the reactions in the Grand Council are a major concern as well. Even more alarming is the fact that people are now beginning to die of starvation. Already it is estimated that about 2,000 people have died from starvation, either directly or indirectly.

However, with Randel's recent support, Koblan decides to call for help in fighting the famine. He calls for clerics to use magic to create food and water and purify food and drink. Stonewall already has many clerics able to do this, but they just cannot create enough food to save the population.

Apart from that, Koblan begins considering other alternatives in case the Arkan war continues even longer than expected. It was hoped that by now food would be produced in Arkan, but the war is still unresolved. (See Va. 3, Th. 10; Va. 1, Va. 9.)

What This Means: King Koblan does several things. First, he authorizes General Selcomad to bring more Randel military to Arkan if he desires it. Koblan could order it, but Selcomad is in command of the conflict, and Koblan is content to let him organize the war. The war may not have gone as well as he hoped, but he can hardly fault Selcomad for the unexpected intervention of Foresthome or Ambur. Naturally, Koblan also confers with Selcomad and makes him aware of the situation in Stonewall.

He also asks for clerics from Randel to help fight the famine in Stonewall. This is the sort of request Queen Karatnora is likely to respond to because it requires few resources of Randel, and carries no political consequences beyond better relations with Stonewall, so a fair number of clerics will likely arrive.

Finally, Koblan begins looking into other alternatives. That might involve other hostilities with other nations, but as he decided last year, if that is the price for Stonewall's survival, so be it. He begins discussing plans with his advisors and recalls Rogart from Arkan to Stonewall to help in his considerations.

What the PCs Can Do: PC clerics will be very welcome in Stonewall at the moment. Otherwise PCs might serve as couriers, or they could be scouts or spies used by Koblan once he begins considering his "alternatives."

Flaurmont 17, AC 1018: Gnomes Reach Soderfjord.

Location: City of Soderfjord, Kingdom of Soderfjord. *OW*

Description: The gnomes of the Torkyn Clan reach Soderfjord, where they gain an audience with King Ragnar. He eventually agrees to let the gnomes move into the Falun Caberns. The gnomes in turn agree to trade artifacts for food, tools, etc. (See Ru. 5, Th. 7; Va. 19, Va. 22.)

What This Means: Ragnar has long been at a loss as to what to do with the Falun Caberns, now that they've been cleared of kobolds. Since most of the caberns are too cramped to be homes to humans, he has tried to get dwarves to move in there. Though small numbers of dwarves have agreed, Ragnar would rather have an entire clan living there, since that would provide a more stable community. The gnomes seem to be the perfect solution to his problems.

Flaurmont 17, AC 1018: Meeting the Enemy.

Location: Plains south of Town of Almisford, Kingdom of Qeodhar, Nayce. *AS*

Description: Tense meetings, agreed-upon beforehand, take place between Norlan's representatives and Harald Porlsson, Olvi, and a number of Ostlanders. The feeling of mutual distrust is palpable, but Norlan's emissaries reiterate his proposals to the rebels, which have already been sent to them via messenger. The rebels state their own counter-demands, and a round of negotiations ensues, as both sides try to minimize the other's benefit and maximize its own gains. The discussions continue into the evening and night. (See Fl. 4, Fl. 6; Fl. 20, Kl. 8.)

What This Means: This is the test to see if both sides can come to an agreement. Neither side wishes to continue the conflict, as both have lost many people and have grown weary of the constant warfare. What emerges from these discussions will likely determine the future shape of Qeodhar for many years to come.

What the PCs Can Do: If they played prominent roles on either side in the civil war, the PCs could very well be present here, giving their own perspective and providing players with good roleplaying opportunities.

Flaurmont 17, AC 1018: Last Harbor Sealed.

Location: Town of Orfil, Kingdom of Foresthome, Floating Continent of Almathia, Almathian Empire. **HW**

Description: With the completion of the last dam in the harbors of Foresthome another phase of the Foresthome Rim Canal is finished. Queen Kikania promises that in no more than two circles the canal will be fully operational. (See Th. 27, Fl. 9; Fl. 28, Ka. 5.)

What This Means: The important work of reconstructing the harbors is done now, and Lord Abolon withdraws the workers to relocate them to the canal construction sites proper. Indeed he hopes that at least one half of the canal will be ready by the end of AD 2018 [Watermont 28, AC 1019. Ed.], followed by the rest in AD 2019 [AC 1019. Ed.].

Flaurmont 18, AC 1018: Out with the Mibosians!

Location: Cities of Tyrnae and Syropolis, Mibosian Empire, Meghala Kimata Plains. **DV**

Description: Large-scale revolts are staged in several parts of the former city-states of Tyrnae and Syropolis, all of which commence just before noon. The Mibosian garrisons, having faced increasing, but manageable, troubles from the occupied city-states' inhabitants, are caught by surprise, and before long some parts of Tyrnae and Syropolis are free of Mibosian control. Street battles erupt in a sporadic fashion, and although the Mibosians manage to regain control of certain parts of the cities, others remain free. (See Va. 4, Va. 21; Va. 2, Va. 5.)

What This Means: The plan outlined by Governor Wolfgang Stimmel of Polakatsikes, and the allied Army of Meghala, has been put into motion, although it was decided to try a larger-scale revolt anyway, partly to test the resolve of the Mibosians. Weapons have been sneaked into both Tyrnae and Syropolis, for the use of the nascent resistance movements there, and more agitators have made their way into the city-states. The Mibosians did not expect the rebels to be so well coordinated, or disciplined.

What the PCs Can Do: PCs could take part in the uprisings, assuming they are opposed to the Mibosians. In this case, they could ambush patrols of Mibosian troops, try to sneak into barracks and other government buildings to steal equipment, weapons, or other valuables, or perform other tasks aimed at destabilizing the Mibosian regime. The PCs could also be organizing resistance cells.

Flaurmont 18, AC 1018: Church of Idris Active in Western Wendar.

Location: Towns of Oakwall and Woodgate, Kingdom of Wendar. **OW**

Description: Agents of Bensarian spot mysterious caravans from Denagoth reach Oakwall and Woodgate with new acolytes of Idris and packed goods. The acolytes quickly disappear inside each town's temple of Idris before the agents can ascertain anything further. (See Va. 4, Th. 3; Kl. 6, Fy. 7.)

What This Means: The High Priestess of Idris is building a power base in the predominantly human towns of Woodgate and Oakwall to launch an all-out assault on Mendar.

What the PCs Can Do: Find out more information and report back to Bensarian.

Flaurmont 18, AC 1018: Dogs Bite Back.



Location: Town of Ersenbal, County of Ersenbal, Malrus Island, Tranquil Coast. *NU*

Description: The Thyatians from the Isle of the Dogs retaliate after the failed attack from Ersenbal. Five war galleys are diverted from their regular patrolling and strike at the harbor of Ersenbal, where they sink the two remaining ships of the Ersenbal navy, as well as several fishing ships that cross their path. They bombard the docks with flaming oil, setting fire to a good portion of the harbor. They even send some boulders at Castle Ersenbal, but when the aim of the defense catapults from the castle starts to gain in accuracy, damaging a galley, the Thyatians retreat out of range. (See Th. 24, Fl. 7; Va. 7, Va. 8.)

What This Means: The Thyatians have responded to the attack on their new colony on the Isle of the Dogs. The goal was not to capture Ersenbal, but to show that unprovoked attacks would be answered in kind, and to cripple Ersenbal by destroying its navy. Although Ersenbal has a strong infantry, it has a weak navy, and now that it has been destroyed it is isolated from the rest of the world, with Thyatian ships sailing freely in its own waters.

The failure of the assault on the Thyatian settlement, doubled by the successful riposte, is a hard blow to Lord Gerwen, as Laurida Tremaine blames the seneschal for these costly setbacks.

What the PCs Can Do: PCs who came with the Thyatians might lead the counterstrike.

Flaurmont 19, AC 1018: Roses Against Amber.

Location: City of Thyatis, Duchy of Thyatis, Thyatian Empire. *OU*

Description: At a social function at the Thyatian imperial court, Dame Catherine d'Ambreville, the Glantrian Ambassador to Thyatis, meets a charming Thyatian gentleman, who seduces her and

promises a night of unbridled passion. The ambassadress is seen leaving the affair with the handsome gallant.

Shortly after dawn, the imperial court is awakened by the arrival of Dame Catherine and her diplomatic retinue, bringing with them the same handsome gentleman encased in a giant piece of amber, frozen in a very uncompromising position—he is totally naked, with a murderous look on his face and a dagger in one hand, his privates exposed and aroused, and a thorny rose tattoo on his groin. Emperor Eusebius Torion and Dame Catherine spend most of the morning in a closed-door session. (See Nu. 5, Va. 24; Fe. 15, Fe. 15.)

What This Means: Diplomatic relations between Thyatis and Glantri are being put to the test with the recent troubles with the zealous clerics of Valerias. The man who seduced Dame Catherine was an assassin, who the powerful Glantrian wizardess was able to stop—even in the midst of their bedchamber activities. Whether the would-be assassin was actually connected to the Temple of Valerias, or is only trying to implicate the order, remains to be seen.

What the PCs Can Do: The PCs may be present to stop the assassination attempt, or may be assigned later to investigate it. Alternatively, the PCs may be approached by fanatical clerics of Valerias (or some party pretending to be such) to assassinate the Glantrian ambassadress.

Flaurmont 19, AC 1018: Coiger Is Enlisted.

Location: Coiger's Lair, Tyrannie de Mory, Icereach Range. *NW*

Description: Viktor Zhucharnob and Alak Dool meet with Coiger de Mory, at Coiger's cave complex in the Icereach Range. Coiger is quite surprised that they have tracked down the Earthshaker so quickly. Viktor describes the thing's power and size, and how it would bring ultimate power to whoever controls it. He fails to mention that they are already planning to march it on Alpha, although it is clear that they wish to strike at their enemies. Coiger says that he will help them gain control of the colossus, provided they allow him to use the operational mechanoid first, to crush his enemies in Chitine and elsewhere. He also demands help from Dool's humanoid forces and Viktor's criminal network to cause trouble for his archrival, Lambert Bohn. After arguing and threatening each other for some time, the trio comes to agreement. Coiger tells them of the Mind Gem, whose existence he has deduced from legends regarding the ancient Earthshaker. If the Mind Gem can be recovered, whoever controls it can control the Earthshaker without the help of the gnomes. The three agree to begin searching for the gem, using all of the resources at their disposal. (See Th. 15, Fl. 4; Va. 26, Fy. 14.)

What This Means: Coiger is a collector of ancient magical relics and rarities, including artifacts. Thus, he has considerable knowledge of legends and lore regarding such treasures. Coiger originally mentioned the Earthshaker to Dool in the hopes that he would help him to search for the thing. The fact that he also added Zhucharnob and his resources, and also moved on this so quickly, is especially pleasing to the obsessive cleric. Now he has an entire team to search for the ancient gem, which he can add to his collection, and also use to control the Earthshaker and destroy his enemies. Lambert Bohn was a key player in driving Coiger and his efrete allies from neighboring Chitine last year, in the Burning War. He seeks vengeance on Bohn, the sollux who aided him, and Duke Ney of Chitine. Dool and Zhucharnob agree to his demands, since they each plan on killing the others and taking the Earthshaker for themselves anyway.

What the PCs Can Do: The forces that will spread out over Mystara to search for the Mind Gem will be adept at not drawing undue attention to themselves. It is unlikely that the PCs will learn of their efforts—though they may be hired to help locate or retrieve the artifact, without knowing its ultimate purpose.

Flaurmont 19, AC 1018: A Meeting in the Shadows.

Location: City of Ionace, Ionace Island, Nayce. AS

Description: Nicodemus secretly travels to Ionace to a surprise meeting with Noral Alska and a few of his allies. The refugees pledge their loyalty to Nicodemus if he can only get their land back and save the Alphathians still trapped and hunted by the barbaric Jennites. Nicodemus promises that he will try to save refugees with his magic, but also tells Noral and his allies that to get Esterhold back, he will need the support of the Naycese Council which doesn't think highly of him at the moment. Noral Alska agrees to begin a campaign on his behalf to have Fabian Vern removed from office and have Nicodemus return. They seal the agreement and go about their plans. (See Va. 8, Th. 25; Va. 5, Fe. 8.)

What This Means: Nicodemus knows that the refugees currently have a lot of goodwill in the Naycese Council, so if they spoke out in his favor, it certainly couldn't hurt him. He can't do so himself, however, because it was the Naycese Council that removed him from office originally, and until he regains their good graces, they are just as likely to put him in prison as listen to him. They are far more likely to listen to refugees who have suffered first-hand at the Jennite aggression. Noral isn't completely tricked into this, though—he knows exactly what sort of man Nicodemus is, but he doesn't consider this a bad agreement at all. He could never do what Nicodemus can do with his magic, so if he can get their land back and gain a powerful aristocratic ally at the same time, so much the better.

What the PCs Can Do: More behind-the-scenes plotting. The PCs may eventually find out, but probably not just yet.

Flaurmont 19, AC 1018: Flood Stabilizes.

Location: Lowlands, Kingdom of Eadrim and Kingdom of Arogansa, Floating Continent of Alphatia, Alphatian Empire. HW

Description: The lowlands of the two kingdoms bordering what used to be the southern branch of the Thera River are completely flooded, including the town of Deipan in Eadrim. The water level stabilizes, but it has risen by two feet on average, though even in that flat landscape irregularities exist where the water has not submerged small hills at all, or on the contrary depressions are drowned under several feet of water. In addition, the old riverbed had not been flattened out everywhere, especially near the larger settlements and notably Deipan, where it acts as a partial drain. Nonetheless, the Arogansan troops that held the town abandon it.

Everywhere the scene is terrible, with fields and crops submerged while forests and trees are partially drowned, animals flee the flood or drift dead, and the inhabitants themselves either flee, leaving their inundated houses behind, or try to resist to the rising of water as best they can. Some wizards try to magically move earth to create hills under their estates (and several towers topple as a result of such often badly executed attempts), or erect dikes—magical or mundane—to protect their estates from the

rather slow-moving waters. The road between Errollyn and Archpoint becomes impassable along a good part of its length. (See Th. 23, Th. 28; Pa. 4, Pa. 15.)

What This Means: The Arogansan wizards had omitted to warn anyone about their plans, or to take any measures to save people, plants, or animals in the area they knew they would be flooding. Now as the calamity strikes, everyone do what they can to save their skins and their possessions.

Flaurmont 20, AC 1018: Dark Ceremonies.

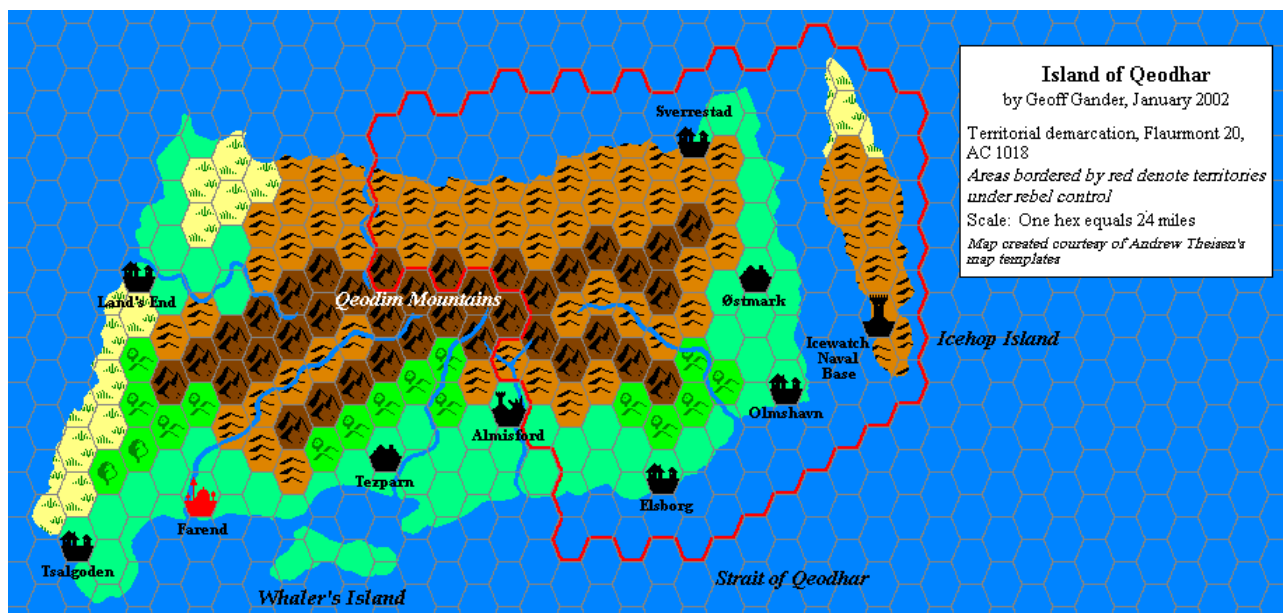
Location: Northwestern Wendarian Border, Kingdom of Wendar. *OW*

Description: Hunters and herders in the northwest are growing more concerned: they report seeing hooded figures chanting near the outer fringes of the Dark Woods of Baamor. Rumors identify them as witches, dark fey or even fiends, trying to awaken something long forgotten and buried inside the cursed forest. (See Th. 6; Pa. 5, Kl. 6.)

What This Means: It is unknown if the Baamor is a single powerful being or a race of evil beings. Whatever the case, the Baamor is said to be imprisoned in the dark woods. Just who these chanters are is a mystery, but it seems clear they are attempting to free the Baamor. The locals are certainly not game enough to discover more and the authorities in the towns of Wendar are too distant to be concerned with spooky stories from these simple folk.

What the PCs Can Do: The PCs will hear these rumors and may decide to test their validity first-hand.

Flaurmont 20, AC 1018: Peace Declared.



Location: City of Farend, Kingdom of Qeodhar, Nayce. *AS*

Description: After tense meetings with some of the rebel leaders in neutral territory, a treaty has been drafted, which is acceptable to both sides. This is what Norlan presents to his people in a special ceremony in the main square of Farend today. Basically, the treaty, which took effect on Flaurmont 18, states the following:

All Antalian advances must hereby be halted, and their troops must withdraw to their positions as of Flaurmont 1.

All prisoners held by either side are to be returned, unharmed, within one month's time.

The town of Almistford, and a zone stretching 100 feet around it, is hereby declared to be "no man's land"—no person may settle or bear arms within its ruined walls. Each side will commit sufficient resources to build a low wall delimiting this zone.

The battle lines as of Flaurmont 1, stretching north and south of Almistford, will hereby delineate the respective territories of Qeodhar and Østmarhabn. The latter territory is not obligated to bear allegiance to Nayce. (See Fl. 6, Fl. 17; Kl. 8, Fe. 12.)

What This Means: The civil war is now officially over. Soldiers from both sides will now begin to stand down and return home, while others will remain and erect fortifications to mark their territories. The sweetest element of victory for the Østmarhabners is that their imprisoned friends and relatives, who number about 800 in all, will be returned within the month, and that a definitive border has been recognized. For the Qeodharans, there is now a guarantee that there will be security along their new eastern border (although some people will soon be calling for a wall to be built, stretching from the mountains to the sea), and their own imprisoned friends and relatives, numbering around 400, will soon be free and returned to them.

Despite the collective relief that there is peace again, there is considerable dissatisfaction in some quarters. Many Qeodharans, despite being sick of the war, are angry that the town of Almistford, which was technically retained by them at great cost, is now no-man's land. Also, many are convinced that the rebels are getting too good of a deal; essentially, they are getting their own nation, even though Morlan will never willingly mention it by name, or acknowledge that it even exists. Privately, he begins to feel anger and frustration about his position; Nayce did not send him aid when he most needed it, and now he is forced to accept the loss of part of his kingdom out of a tacit recognition that those lands are well and truly lost—the Naycese Council's silence on this matter is testament to the level of support he enjoys now. Likewise, many Østmarhabners feel that, as their forefathers once ruled the island, all of it should be theirs—to let the Qeodharans keep even a portion of the island is seen by some as an insult to their glorious ancestors.

Despite the passions on both sides, there is a lot of rebuilding to do, and, even though there is peace, there is no trust. It will be many years before either nation officially speaks to the other; old hatreds die hard, and in this case, those sleeping hostilities were allowed to roam free for over a year before being subdued once more.

What the PCs Can Do: PCs allied with the rebels, and who acted valorously, might be rewarded with lands (alongside the Østlanders who came here last year), or positions in the new Østmarhabner government. At the very least, they will have the friendship and gratitude of the Antalians. PCs allied to the Qeodharans may find themselves employed as spies along the new border, or they may find themselves patrolling the frontier to ensure that no Northmen cross it.

Flaurmont 20, AC 1018: On to Alpha.

Location: Great Bay. NW

Description: Halfway between Leeha and Nordenhafen, rather than turn south and circle the maelstrom, the Thyatian trading expedition keeps its eastward course, makes a stop at Nordenhafen, then sails on to Alpha. (See *Jl. 1*, *Jl. 10*; *Va. 8*, *Va. 11*.)

What This Means: The dominions of the Southern Bay Marches, Kameloth, Ablaat-nor, and the Free Plains, are minor domains, not very rich, powerful, or influential; some are Alphan vassals while others are independent but all are quite wild and chaotic. The Chaosarchy of Redhorn is the most weird and chaotic of them all, and it is populated by the alien diabolis with whom few dare trade. Minrothaddan traders have little contact with them, and the Thyatian commander decides to not delay the expedition for them, but head straight for Alpha and come back later.

Flaurmont 21, AC 1018: Talin Meets with Other Jennite Leaders.

Location: Countryside, Province of Blackrock, Republic of Esterhold, Nayce. *SK*

Description: Following the actions committed by the Crimson Avengers, Talin is called from his siege of Skypyr to meet with several other Jennite leaders so they can learn more about the rumors they are hearing of a new bloodthirsty enemy. The siege of Skypyr is left mostly in the hands of the free Jennites while Talin and a few of his men meet the other leaders. Once they meet, they exchange rumors they have heard recently. They realize that several groups of adventurers now stand against them and that one in particular is determined to slay them. They then assign forces to hunt these groups down and end the threat they represent. (See *Th. 22*, *Th. 26*; *Jl. 26*, *Va. 6*.)

What This Means: Though the Crimson Avengers are obviously more eager to kill Jennites, the other groups of adventurers recruited by Fabian are also causing the Jennites no end of trouble. Clearly they will have to do something about them, though it is easier said than done—adventurers are skilled and resourceful people, and just a few of them can match a fair number of soldiers if they are experienced enough. Because of this, the adventurer groups fighting for Fabian Vern are able to harass the Jennite offensive even in those cases where they wouldn't actually pose a threat in direct battle. As time passes, this problem will only grow for the united Jennites, and they will have to commit more and more military resources to it.

What the PCs Can Do: The PCs could escort Talin to and from this meeting as elite guards. Along the way they could clash with Alphatian adventurers sent by Fabian and see the carnage the Crimson Avengers have caused for themselves.

Flaurmont 21, AC 1018: Blood Thirst Needs Quenching.

Location: Barony of Two Lakes Vale, Icereach Range. *NW*

Description: Sylarion's vampires in Two Lakes Vale are growing restless: The human food reserves are dwindling. The alternative food source offered by Sylarion is the death leeches. But their internal fluids, albeit nutritional, are disgusting even for vampires, and provide no vital energy. To quell the ranks, Sylarion allows some of them to leave the vale and feed on nearby populations. (See *Nu. 1*, *Nu. 3*; *Jl. 26*, *Je. 7*.)

Flaurmont 21, AC 1018: Stop the Thief! Stop the Thief!

Location: City of Darokin, Republic of Darokin. *OW*

Description: The day of the Darokin Masked Ball arrives, and Allana Mauntea still has her necklace. She and Mauntea House in general are very pleased with themselves at having obviously discouraged the alleged theft, and she looks forward to wearing it at the ball in all its splendor. Because of the rumors, she speculates that wearing it will be an even greater demonstration of Mauntea House's prestige this year.

And she is right, because there is even more admiration and jealousy in the eyes of the other women at the ball, clearly visible even under their masks. Allana revels in the greatness of the moment... and then cries out in shock—the necklace is gone!

Suddenly the masked ball explodes in chaos. Guards storm the room to catch the thief among the frightened guests, but since everybody is wearing a mask, the search for the thief is nearly hopeless. Chancellor Corwyn Mauntea is even harassed by one of the guards until he takes off his mask and orders the guard away. He then orders all men arrested and their possessions searched, much to the protest of several wealthy and influential merchants. The women are all ordered home. Despite the protests, all men are searched, but with little effect. Nobody has the necklace, and after an hour Chancellor Mauntea has to allow everybody to go home. A few merchants, particularly from the Linton and Umbarth Houses, tell him that this will not be the end of the humiliating experience he has subjected them to this night! (See Va. 19, Ch. 8; Fl. 22, Kl. 11.)

What This Means: The Shadow's "prophecy" has come true after a fashion—Allana wore her necklace only during part of the masked ball. Shadow intended to steal it during the confusion of the masked ball all along, realizing that at a social event where everybody was dressed up and wearing a mask, catching a thief would be all but impossible. And what everybody has failed to realize is that Shadow is actually a woman! So tonight she simply dressed up and stole the necklace (she's a master thief), then left the masked ball with all the other women.

What the PCs Can Do: This is a good chance for the DM to run a fun adventure of confusion against an upper class background and a "gentleman thief" plot. The PCs should dress up like everybody else and try to keep their eyes on Allana at all times. They may even act as her bodyguards, though she won't exactly make it easy for them as she's carried away by the glory of the moment. Catching Shadow should be next to impossible. Beyond being a highly skilled thief, she also has the aid of a few magical items she has collected over the years. For example, she might have some extra-dimensional space to hide the necklace in, or she could have a ring of invisibility. Make sure to give Shadow more powerful magic items if the PCs are more experienced—catching her should be difficult. Even if the PCs do see her, they will be slowed by the guards entering the room and demanding they reveal who they are. Needless to say, they will be taken for the thieves if they resist. Even if they spot Shadow in the act of pilfering, it won't help them that much later if she escapes because she is a master at disguises, and she is wearing one disguise now and will wear another the next time. They might get a vital clue others have missed, though—they are looking for a woman!

Fourth Week

Flaurmont 22, AC 1018: Bounty for a Shadow.

Location: City of Darokin, Republic of Darokin. **OW**

Description: After the humiliating theft of Allana Mauntea's necklace during the Darokin Masked Ball last night, Mauntea House raises the bounty for catching the thief called Shadow to 15,000 daros, 25,000 daros if alive. The return of the necklace, undamaged, will be worth a reward of 20,000 daros. (See Th. 8, Fl. 21; Kl. 11.)

What This Means: The reward for the necklace is less than it's worth, but then not many people know that, and it would be very difficult to sell it anyway. Corwyn Mauntea prefers to catch this Shadow alive—he wants someone he can punish publicly for this outrage.

These rewards will call many bounty hunters to Darokin, ruthless mercenaries and would-be treasure hunters alike. They will cause a lot of problems and confusion in Darokin in the next months, all of which will make it a little more difficult to actually find the real Shadow because the confusion will spawn many rumors, some by nefarious bounty hunters who aren't above leading competitors astray.

Naturally Mauntea House will also use their own contacts and agents to find Shadow and the stolen necklace.

What the PCs Can Do: There should be plenty for the PCs to do here—sorting the rumors from the facts should be a major challenge alone! Shadow herself will be lying low for a while. She had all this planned in advance, so finding her will be exceedingly difficult until she makes a move again. She has also put out false clues to her whereabouts, so it is entirely possible for the PCs to reach incorrect conclusions and catch the wrong "Shadow"... (After all, you don't become an experienced thief by being careless, and nosy adventurers are one of the first things a successful thief seeks to protect herself from!)

Flaurmont 22, AC 1018: An Engineer Hires On.

Location: Headquarters of the Navy of the Lakes, Town of Lakim, Island of Lakim, Kingdom of Foresthome, Floating Continent of Almathia, Almathian Empire. **HW**

Description: Admirals Halzunthram and Clarendon hire the engineer Zas Ubul to construct the canals the navy is planning. Zas Ubul is another of the famous engineers of Almathia, although his methods are very unique. (See Va. 9, Fl. 2; Fl. 28, Kl. 24.)

What This Means: Zas Ubul is not a noble, but he is known as a capable engineer who does not have to hide behind the famous Lord Abolon. There is not one noble on his salary list, but that does not prevent him from hiring one as a freelancer when some spell power is needed. It does not prevent him from using magical means and tools which are usable by commoners either. His family has a long tradition of building and constructing, and the magical equipment they have acquired over the time is astonishing. Today nearly every worker is equipped with a magical shovel or pick, and he has several hundred workers. Besides Zas Ubul is brave—some say silly—enough to test the inventions of the siblings Bleek and Daker. Those creative spellcasters enjoy spending their time creating new and

fantastic tools and carts. Their fame is not the greatest as some of their inventions malfunction strangely from time to time, and, after all, constructing “machines” which can be used by commoners has a distinct “gnomish” touch that is generally frowned upon (when not laughed at). They are normal humans, though, not gnomes. As some of their work depends on unusual technologies they were somewhat neutralized in the last circles, but recently they have undergone the process of acquiring the full range of magic again. Now they are eager to complete an old idea—the caterpillar. It will be an earth-moving juggernaut, and the siblings and Zas Ubul are hoping that it will work soon.

Flaurmont 25, AC 1018: Neighborhood Dispute.

Location: Village of Stryna, Duchy of Vvolstagrado, Final Range. NW

Description: The barbaric and ruthless knight Heimgarlson leads a border raid on the village of Stryna. The raiders ride into town, with a larger contingent of footmen following close behind. The surprise attack takes place during a festive town fair, with many women and children caught in the onslaught. The men of Stryna are rallied by the village burgomeister, Ruba Kolchitsky, but not soon enough. Heimgarlson hacks down everyone in his path, and seeks out Kolchitsky, hoping to challenge him to battle. But Kolchitsky is occupied with the organization of the defense, which has begun to push the invaders back. Heimgarlson comes upon the burgomeister’s home, and, not finding him there, decides to take out his savagery on those who are—Kolchitsky’s parents, wife, and four children are all slain. The raiders then flee, crossing the ford back into the Duchy of Stamtral. (See Pa. 18, Kl. 12.)

What This Means: This is another skirmish in an ongoing dispute between Stamtral and Vvolstagrado, although this one is considerably harsher than most. The brutal knight Heimgarlson has taken things beyond the intentions of Duke Stano by killing innocent townsfolk. Heimgarlson will deny the outright murder of civilians and claim that the peasants were all rising up to defend the village, and some were unfortunate enough to be caught in the battle. He also hopes that the severity of his attack will lead to an overreaction by the army of Vvolstagrado. Despite Kolchitsky’s pleas for revenge, Duke Nebik is content to increase his troops on the border and perhaps launch a small retaliatory raid or two. He is not yet willing to take the bait, which would lead to all-out war with his neighbor.

What the PCs Can Do: Fight for either side. As defenders of the village of Stryna, they may be able to lessen the damage caused by the surprise attack and save townspeople from harm. If they are raiders from Stamtral, they can batter the village’s defenses even more, while discouraging attacks upon townsfolk. PCs who do so will earn the enmity of the brutal Heimgarlson, however.

Flaurmont 26, AC 1018: Vampiric Attacks in Heldland.

Location: Territory of Heldland, Heldannic Empire. NW

Description: Vampire attacks are reported to local clergy in the northern farming communities of Heldland. The clergy immediately associate the attacks with the ominous cloud to the north and request assistance. (See Th. 24, Fl. 21; Pa. 4, Fe. 7.)

What This Means: The attacks are being carried out by Sylarion’s vampires to satisfy their feeding needs. A collateral advantage of their feeding is the creation of more vampires from their victims. The

Heldannic Knights are better equipped than most states to deal with undead, however it will take some time before troops and high-level clerics will arrive in the region, especially with the schism affecting the Heldannic Order. In the meantime, the nightly attacks will continue.

What the PCs Can Do: If they are in or near the Heldannic Territories they may answer the call to hunt the vampires down, possibly to the ominous cloud in the north.

Flaurmont 26, AC 1018: The Cost of Misunderstandings.

Location: City of Skyfyr, Province of Blackrock, Republic of Esterhold, Rayce. **SK**

Description: While Talin is away to meet with other Jennite leaders, the aggressors again attempt to set Skyfyr ablaze with flaming arrows and missiles. The defenders are better prepared this time and are able to put out the fire while holding the Jennites off. The Jennite aggressors lose as many people this time, but the defenders' losses are lesser than before.

Even so, Kalin is tired of this harassment and sends a messenger out to offer the aggressors an attempt at a peaceful end to the siege, not knowing that Talin is not currently in the enemy camp. When the messenger nears the Jennite camp and calls for a truce, they mistakenly think he is offering it because the Alphatians think the aggressors' side has weakened. They are enraged and in their fury one of them fires an arrow that kills the messenger. They then bury the messenger and decide to keep the matter secret since the messenger came in peace.

Obviously Kalin and the other defenders of Skyfyr are furious over this misdeed, but for now there is little they can do about it. (See Ch. 22, Fl. 21; Pa. 6, Pa. 18.)

What This Means: This is what happens when tensions are high. The free Jennites are not as used to large war campaigns and negotiations, and the defenders didn't know most of the rebels were not present. Since Talin will remain unaware of this once he returns, this will further complicate matters.

What the PCs Can Do: Not much to do here for the PCs unless they are Jennites and are willing to kill the messenger themselves.

Flaurmont 26, AC 1018: The Grey Lady Strikes Again.

Location: Gulf of Corisa, Milenian Empire. **WM**

Description: Alexis the Lawless returns to Milenian waters after cashing in his previous take back in Baraga. This time, he prowls the Gulf of Corisa, which is heavy with sea traffic going to and from the Milenian capital. His three-masted frigate, the Grey Lady, harasses numerous merchant galleys over the next few sleeps. Some ships are merely chased, while others are fired upon, and a few are grappled and boarded, their cargo looted. More than a few Milenian vessels are sunk, as the pirates have a grand old time for themselves. With the arrival of Milenian war galleys, the Grey Lady sails away, avoiding a direct confrontation. Nevertheless, Alexis remains in Milenian waters and continues to terrorize merchant ships while steering clear of the warships. (See Ru. 20; Pa. 2, Pa. 17.)

What This Means: Alexis is growing bolder in his quest against the Milenians, and is meeting with a good amount of success. His tactics and sailing skills are no match for the Milenian galleys, and he is putting a good scare into the merchants. However, his games will not last, as he has even bolder action planned.

What the PCs Can Do: Participate in the raiding of the ships. Milenian PCs can try to track down the notorious Alexis the Lawless in defense of their territorial waters and shipping lanes.

Flaurmont 27, AC 1018: Eusebius Receives an Unexpected Guest.

Location: City of Thyatis, Duchy of Thyatis, Thyatian Empire. **OW**

Description: While discussing economic policies with his advisors, Emperor Eusebius Torion receives word from one of his aides that a woman wearing the garb of a Heldannic Knight officer has requested an audience with him. Intrigued, Eusebius directs the aide to lead the woman to one of his audience chambers, and to inform her that he will see her at his earliest convenience. He then dispatches a few aides to investigate the reason for her arrival, and to report to him their findings before the meeting.

Once his meeting is over, Eusebius strides into the room, coming face-to-face with a person he did not fully expect to see—Anna von Hendriks. Not losing the initiative, he welcomes his guest to Thyatis City, and asks of Anna the purpose of her visit. Slightly disarmed by the emperor's congenial manner, Anna nonetheless mentally steels herself, and states her purpose for being here: A factional dispute has arisen within the Heldannic Order, and a high-ranking member has attracted followers to stand against Oberherr Wulf von Klagendorf. Even now, armed forces on both sides are on the march, and, although the outcome is by no means certain, prolonged armed conflict seems likely. She then asks the emperor if Thyatis would be willing, despite past hostilities, to support Herr Wulf's faction in whatever manner is feasible in the event that hostilities erupt.

Eusebius ponders what he has been told, and tells her he will meet her on the following day, at noon, to give his response. (See Th. 24, Fl. 2; Pa. 1, Pa. 23.)

What This Means: Herr Wulf knows that, in aftermath of the failed invasion of Helskir, the Heldannic Order has become isolated diplomatically; it no longer has any allies upon which it can fully depend, since it seems that his faction will not be able to beat Straßburger's alone. When Emperor Eusebius ordered the diversion of Thyatian funds away from the order in favor of the Vanyan faith within Thyatis itself [Chaumont, AC 1017. Ed.], the Heldannic Knights saw their financial resources shrink considerably. Nevertheless, due to cultural ties, and the fact that Vanya is venerated widely in Thyatis, it was determined that if any nation would provide aid, it would be Thyatis. Herr Wulf has further decided that if anyone should be sent as an envoy, it should be Anna. He felt that he would be needed in Heldann to strategize; Anna is also known to the Thyatians, and she is an ordensgeneral as well. Furthermore, as the Thyatians know that Anna led the Heldannic army in Helskir, and fought bravely, she might win respect not only for her courage in seeking an audience with the emperor; her martial skills might also win her a degree of respect.

What the PCs Can Do: If the PCs participated in the Heldon campaign on the Heldannic side, and made a name for themselves there, they might be sent in Anna's place, but only if they are of a high enough level (Name level at least).

Flaurmont 27, AC 1018: Survey Team Makes Report.

Location: Headquarters of the Navy of the Lakes, Town of Lakim, Island of Lakim, Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: The survey team which has retreated from the north has finally made its way to the headquarters of the navy in the Lyn Lake. Of course the senior officers are very worried, and they decide to start an investigation into the other team—the one that has been captured by Stonewall. (See Pa. 9, Fl. 2; Fe. 18, Fe. 25.)

What This Means: The war in the north has become a real threat for the plans of the navy, and the admirals and captains must react now. One option is to ask the empress, who has her own options (e.g. aerial observations from skyships), to learn such relevant facts.

What the PCs Can Do: Besides the option to simply ask the empress, the navy is looking for adventurers who can search for the missing team.

Flaurmont 27, AC 1018: I Am the Dark.

Location: Woods of Aknar, Duchy of Vrancea, Confederation of Klagorst. **WB**

Description: Lord Jozef Drulovic, Duke of Vrancea, is seriously wounded during a hunting accident in the Woods of Aknar, the private hunting grounds of the dukes of Vrancea. He is brought to his castle near the old castle of Aknar, where he fights for his life all night. On the next morning, he is finally declared out of danger by his clerics and attendants. The news relieves the worried (and still having hard times recovering) population of the duchy. (See Pa. 15.)

What This Means: On Flaurmont 27, by tradition, the Duke of Vrancea leads the land's nobles for a hunt in his personal hunting grounds in Aknar. This tradition was ignored by Vrancea's former Duke Rhorg. Duke Jozef restored the tradition in order to show the population that his rule will lead to better days.

The accident, however, was not an accident, although this information will be kept secret as long as possible. The truth is that one of the surviving Reptile Knights, who knows all the secrets of the woods, attempted to kill Duke Jozef. Before the hunting companions of the duke managed to understand what happened, they saw the duke fall from his horse with four arrows in his chest. The would-be killer can't seem to be found.

What the PCs Can Do: If they are so important that they can be part of Duke Jozef's hunting party (or if they are scouts who know the forest and are hired to guide the hunt), they can change the outcome of the event. If they are allies of Rhorg, one (or more) of them could be the one attempting to kill the duke. Obviously, the duke, after his recovery, will put a reward on the man's capture, creating interesting opportunities for both sides.

Flaurmont 27, AC 1018: Uncomfortable Suspicions.

Location: Towns of Ceafem and Arregghi, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **WB**

Description: General Lotaran in Ceafem receives a message from Wolf-Hunter, still in Arregghi, that something strange is going on in the Stonewall camp. Wolf-Hunter isn't sure what's happening, but promises to find out. (See Fl. 4, Fl. 8; Pa. 1, Pa. 9.)

What This Means: Both Lotaran and Wolf-Hunter have had their doubts about some of the Foresthome officers for a while, and Wolf-Hunter suspects some might be secretly meeting with the enemy.

What the PCs Can Do: PCs with the Wolf Pack should definitely join Wolf-Hunter's mission. They'll risk being captured by Stonewall, but if they succeed they could discover some very valuable information.

Flaurmont 27, AC 1018: Gnolls Band Together.

Location: Howling Lands, Delta Kingdom, Nithian Empire. *HWA*

Description: Greeah-Oog, formerly known as El-Daman Khu, arrives at a gnollish encampment, along with his escort. They immediately attack the camp's sentries, fighting in a berserk rage until their opponents are slain. The camp rouses to action to repel the intruders, but Greeah-Oog abruptly ceases his attack and launches into an inspired oratory about the chosen of Kaniborus. The gnolls listen in awe, and their chieftain submits to his authority. (See *Mu.* 1, *Va.* 22; *Va.* 18, *Fy.* 5.)

What This Means: Greeah-Oog has been spreading the faith of Kaniborus and uniting the various gnollish tribes in this region of Nithia under his leadership. The gnolls have been persuaded by his clerical skill, superior intellect, ferocity in battle, and outright madness, that the time is ripe for them to claim Nithia as their own. The gnollish uprising is just one aspect of Soth's evil machinations.

What the PCs Can Do: Adventurers traveling throughout the wilderness of the Howling Lands, the Uplands, the Punishing Hills, or other areas of eastern Nithia may encounter savage bands of gnolls, intent on killing anyone they may come across.

Flaurmont 28, AC 1018: Engineers Wanted!

Location: City of Errollyn, Kingdom of Theranderol, Floating Continent of Alphatia, Alphatian Empire. *HWA*

Description: General-Major Quoos gets a negative reply from Zas Ubul. The engineer has committed to the service of the Navy of the Lakes only a week ago and will be occupied for circles. Quoos requests a strategic meeting of the senior officers, and General-Lieutenant Olmon makes the call. The senior officers debate for many hours. Finally they decide that Brigadier Okano from the engineer corps will build the canal. (See *Fl.* 7, *Fl.* 22; *Sb.* 15, *Ei.* 25.)

What This Means: The most renowned engineers are booked up for a long time now, and instead of searching further the generals have found an internal solution. The engineers of the Royal Army of Theranderol now will do the job. Although it might take longer and will be more expensive than a civilian solution, the army can hide the costs better as the engineer would have been supplied anyhow. So now planning and execution are done by the army. The generals like this.

Flaurmont 28, AC 1018: Next Section Started.

Location: Towns of Tenoboa and Igoim, Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. *HWA*

Description: Lord Abolon now has another two teams at work. Their task is to build the Tenoboa-Igoin section of the canal. The remaining gap between Sotcel, Orfil and Igoin will be closed later.

Interestingly, there are virtually no protests in both towns. (See Jfl. 9, Jfl. 18; Ka. 5, Ka. 10.)

What This Means: Jolinar and Zallaras have decided to stop any action against the Foresthome Rim Canal. The reason is not that they have made themselves familiar with the idea of canals but that there is no support in Foresthome anymore for their stance. The commoners range between cheerful expectation and standard indifference to the ideas of nobles. The aristocrats who supported the protest last circle have reconsidered their position and many are now eager to buy land on or at the planned canal. Either way they can benefit from the project, so resistance would be against their own interests.

EVENTS: PARTHMONT

First Week

Parthmont 1, AC 1018: Anna Goes Home.

Location: City of Thyatis, Duchy of Thyatis, Thyatian Empire. *OW*

Description: Early this morning, Anna von Hendriks boards her small vessel, and instructs her crew to set sail for Freiburg. (See Fl. 2, Fl. 27; Pa. 23, Fy. 11.)

What This Means: Anna met with Eusebius the previous day, as he had instructed, and there she received a sealed note, in which, it was explained to her, were detailed the conditions that would be imposed by the Thyatian Empire in exchange for aid of any sort. Eusebius told her that only Herr Wulf was to see the letter, and that he expected a response before the end of Felmont. Now, Anna is returning to Heldann with the message.

What the PCs Can Do: If the PCs were sent in Anna's place, they would have received the same instructions. To prevent them from reading the note, there are several wards in place, which are designed to explode into flame should anyone other than Herr Wulf attempt to read it.

Parthmont 1, AC 1018: Foresthome Withdraws!

Location: Town of Arregghi, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: It becomes clear that Foresthome has been conducting secret negotiations with Stonewall. During these meetings, the two nations have decided that if Stonewall allows Foresthome to keep the town of Arregghi in Arkan, Foresthome will withdraw from the war and no longer oppose Stonewall or aid Arkan (or Ambur).

There is some resistance in Arregghi, but with the concentration of Foresthome troops in the town, they are easily put down. Commander Trallans declares that Arregghi hereafter belongs to the Kingdom of Foresthome. He tries to calm down the Arregghi population by telling them that, as part of Foresthome, they are in no danger of being conquered by Stonewall and that the war is over for them now. Some people accept that, but many people loyal to Arkan attempt to escape north to Ceafem or across the Crystal Lake to Ailpon.

Outside the town, the Stonewall force pack their gear and head north to aid the siege of Ceafem. (See Fl. 8, Fl. 27; Pa. 9, Pa. 14.)

What This Means: This is a major event of the Arkan war and a serious blow for King Qimm. In one move, he has lost both an important town and an ally, while Stonewall has eliminated one of its opponents. Stonewall has dropped its claim on Arregghi, but then it really came here for the farmlands anyway, and there are two more towns on the shore of the Crystal Lake.

Foresthome has agreed to this deal because it really is mostly interested in the canal project initiated by the Navy of the Lakes. Once the project advances far enough, the Queen of Foresthome thinks

Crystal Lake will become a major crossroads for traveling the canals, so having a port town on the lake will greatly benefit her kingdom. Foresthomers don't like Stonewall much, but a continued Stonewall presence seems all but inevitable now, in which case it's better to be on friendly terms with it. In return, Stonewall has received some promises concerning future trade on Crystal Lake.

For Arkan and Ambur, this is quite a shock. Arkan fears that, since Foresthome has abandoned them, perhaps even turned against them, it might persuade Ambur to abandon the conflict too. If that happens, Arkan will be doomed. Ambur is obviously reconsidering, but they still don't want to be surrounded by Stonewall, so they won't drop the matter now that they are involved.

What the PCs Can Do: If the PCs are part of Wolf-Hunter's Wolf Pack, they can find out beforehand and warn Arkan and Ambur about Foresthome's treachery. That might allow some people to escape Arregghi before it is captured by Foresthome. It might also permit countermoves against the Stonewall troops now traveling north to Ceafem. PCs with Foresthome or Stonewall can be guards trying to stop potential spies. If they are with Foresthome, they can also help calm down the populace of Arregghi once Commander Trallans claims the town, whether by diplomacy or force.

Darthmont 1, AC 1018: Jennites Clash with Mercenaries from Veroth.

Location: Town of Rock Harbor, Province of Southrock, Republic of Esterhold, Nayce. SK

Description: The growing number of mercenaries arriving in Southrock from Veroth is beginning to have an effect. The new Verothian mercenaries push the Jennites out of Rock Harbor, then take the battle beyond the town to the countryside. The Jennites are forced to withdraw from Rock Harbor itself to rethink their strategies and reorganize their troops. (See Fl. 2, Fl. 11; Pa. 5, Pa. 18.)

What This Means: This is the initial success of the Verothian mercenary troops. Though the free and rebel Jennites are motivated, neither side of their alliance is as well trained as the battle-hardened forces of Veroth, nor are their efforts as well coordinated. The Verothian mercenaries are sure they've already broken the Jennite offensive, but it is actually rather premature, given that the Jennites were surprised by the Verothian soldiers. Since Nayce hasn't responded before, the Verothian troops had surprise on their side, and the Jennites definitely expected that any help from Nayce would come to Skyfyr first. Thus they are unprepared for the Verothian counter-attack. Once they have reorganized their troops, they will be in a much better position to deal with the Verothian mercenaries. Since they are so confident of their success, this could be an ugly surprise for the new arrivals from Veroth.

What the PCs Can Do: Jennite PCs may be able to slow down or even stop the Jennite retreat if they are good leaders. PCs on the Alphatian side can be among the Verothian soldiers or the other mercenaries pushing the Jennites out of Rock Harbor. Either way, there should be plenty of combat.

Darthmont 1, AC 1018: A Challenge Is Renewed.

Location: City of Baraga, Merry Pirates Seas. HW

Description: Captain Luciano "Barbarossa" Sabiola challenges Captain Theodor Merryweather while both men are relaxing at the famous Golden Skull, the most renowned tavern for pirate captains in Baraga. Nobody is surprised as in this tavern the legendary challenge had already been spoken out last circle when Captain Merryweather had challenged Barbarossa to a naval race round the Island of

Baraga and the northern islands. After a hard race Barbarossa had lost and he had sworn revenge. Merryweather is pleased to oblige his rival. (See Da. 13, Da. 14.)

What This Means: The feud between Captain Sabiola and his former ship cook Theodor Merryweather has become a legend among the Merry Pirates. Sabiola has always suspected that Merryweather had stolen gold from him to acquire his first own ship. Even worse, although Barbarossa is the better sea officer, Merryweather fulfills the cliché of a “merry pirate” much better. Last circle Captain Merryweather had initiated a race between their ships, and he had won it. The Merry Pirates have been eager for many sleeps now to see if a new race would be disputed this circle.

One telltale sign for this rematch was that both captains have acquired new ships. Captain Merryweather has replaced his old *The Banquet* by the new *The Big Banquet*. Sabiola has sold the old *Tornado* and now commands the *Cyclone*. Many take side for—and wager on—the ship they believe will win the race.

What the PCs Can Do: Like last circle both captains might hire additional sailors or fighters. Of course both will be more suspicious than ever to hire new crewmen. Nobody can say whether a sailor is working for him or for his rival. At the same time both will have tried to send some men to the other captain’s ship to commit acts of sabotage.

Parthmont 2, AC 1018: Revolt Fails in Syropolis.

Location: City of Syropolis, Mibosian Empire, Meghala Kimata Plains. DV

Description: After over a week of vicious street fighting, the Mibosian garrison reasserts its control over the city-state of Syropolis, after having called in reinforcements. The crackdown is quick, and ruthless—rebels who surrender are in many cases cut down in the same manner as those who fight to the end, and those few who are spared are interrogated severely over the following days, before being publicly executed themselves. Once full control over the city-state is regained, spare troops are sent to Tyrnae, in order to finish off the resistance forces there. (See Da. 21, Fl. 18; Da. 5, Da. 9.)

What This Means: The Mibosian army had to undertake a massive effort to regain control over Syropolis, and well over a hundred of its troops were killed in the process, but it was successful. Even so, the Syropolans witnessed the success of the uprising, short-lived as it might have been. They know now that their enemies are not invincible. In the coming weeks and months, Syropolis will be under a strict state of martial law (more so than it was beforehand), and the Mibosian military commander controlling the city-state will grow ever more suspicious of his subjects—the revolt happened once, it can happen again, after all. So convinced will he become that the populace is simply biding its time until the next uprising that he will not press the local young men into the Mibosian armies; far better not to give them any weapons. Instead, he will request more troops to be transferred from territories further north to bolster his own force.

Many of those rebels who are interrogated will break under the strain, and reveal the identities of a number of their companions. This will fuel Mibosian suspicions even more.

What the PCs Can Do: Although the resistance movement in Syropolis has been damaged severely, it has not been completely destroyed. The PCs can play an important role in rebuilding the resistance network, but this will take time—the authorities will be watching suspicious characters very closely, and the PCs might have been mentioned by a captured rebel during his or her interrogation. If

the latter scenario were to occur, the PCs might find themselves the target of several assassination attempts.

Parthmont 2, AC 1018: Imperial Canal Started.

Location: City of Andaire, Kingdom of Alphas'ar, Floating Continent of Alphatia, Alphatian Empire. *HWA*

Description: Despite the fact that the surveyors have not yet delivered their final report, Lord Frandar has decided to start the construction of the canal. Durgan, the construction engineer, had a different opinion, but his advice was ignored. Furthermore, the team has decided to do the work without the protection of the marines.

So now the spectators—aristocrats, as the construction site is closed to commoners—watch with great interest two charmed purple worms digging their way through the soil. Surprisingly fast, the huge creatures are out of sight. (See Nu. 21, Th. 4; Kl. 19, Kl. 21.)

What This Means: Lord Frandar has told Major Sarond that he and his team will not be needed. The major is astonished but shrugs away and departs to make a report to Rear-Admiral Clarendon. Until he receives new orders the marines will stay in Andaire should they be needed.

Durgan is beginning to regret that he has hired on for Frandar and his friends. Instead of listening to his opinion as an engineer, the noble team members shrug away and proceed according to their wishes. Perhaps they are motivated by the fact that the work on the Foresthome Rim Canal is already underway. The sight of digging purple worms is spectacular anyhow.

Parthmont 2, AC 1018: The Burning of Moreus.

Location: Town of Moreus, Milenian Empire. *HWA*

Description: Having lured the local flotillas defending the coast out to sea, Alexis the Lawless sails inland toward the town of Moreus. The Grey Lady's artillery sinks several of the village's fishing boats and then starts bombarding the town. Alexis drops anchor, and his marines put ashore, attacking the town in force. The slingmen of Moreus put up a valiant resistance, but they are outnumbered by the pirates and demoralized by the continuing artillery barrage. The pirates storm into the town, singing chants of glory to Vanya, and the defenders are routed. The townspeople also flee in panic or defend themselves as best they can as the pirates loot, pillage and burn. With the town in flames, and much of its wealth in their hands, Alexis calls for a return to the ship. They sail away and set course for home. (See Nu. 20, Fl. 26; Pa. 17, Ci. 5.)

What This Means: Although Milenia has long been plagued by the Merry Pirates, attacks of this severity are rare. Alexis has raised the stakes by torching an entire town in the name of his patron, Vanya. His reputation has spread throughout the coastal settlements of the empire, and this episode will only further exaggerate his exploits.

What the PCs Can Do: Take part in the attack on the town or in its defense. Alert Milenian PCs may be able to give warning to the townspeople to allow them to evacuate, or to turn the pirates back at the gates.

Parthmont 3, AC 1018: Tensions Still High.

Location: City of Kelvin, Kingdom of Karamaikos. **OW**

Description: What starts as a minor argument between a Thyatian merchant and his Traladaran customer erupts into a near riot in the streets. Thyatian-Karamaikans and Traladaran-Karamaikans hurl invectives and fists at one another. Baron Desmond Kelvin II is forced to call in the city guard to break things up. There are several injuries among both sides, but fortunately no fatalities. (See Au. 1; Kl. 15, Jy. 17)

What This Means: Tensions between the Thyatians and Traladarans in Karamaikos have been high ever since Thyatis conquered the region, but they have cooled quite a bit since those first days of occupation. Events of last year, wherein a militant anti-Traladaran faction of the Church of Karamaikos committed several acts of terrorism against Traladaran-Karamaikans, have caused the tensions to boil to the surface once more. Though King Stefan Karamaikos has taken several measures to attempt to quell the anger (such as the Davinos Reparation Acts of AC 1017), this event shows that all is not quite forgotten.

What the PCs Can Do: If the PCs are involved in the action, they may settle things before the city guard has to be called in. If the DM is of a mind to further this plot, perhaps the tensions are being led by a criminal mastermind—Thyatian, Traladaran, or neither—seeking to exploit the situation.

Parthmont 3, AC 1018: A Minor Bump on the Path to Progress.

Location: Estate of Dentarthadint, near Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: Prostir and his surveyors, accompanied by several crews of workmen, are making good progress in excavating a strip of Dentarthadint's estate for future development, until they see, just on the threshold of a well-tended garden of petunias, the irate, prone form of Dentarthadint himself, who refuses to move or be moved. The tense standoff (or lie-down, depending on your perspective) continues for a whole sleep, with Dentarthadint ordering his servants to bar the workers from entering his petunia patch, and Prostir ordering his men to hold firm. People are almost ready to come to blows, until Prostir's supervisor arrives, and orders his men to leave the estate.

Once the surveyors and workers leave, the man, an aristocrat identifying himself as Kordplin, calmly explains to Dentarthadint that the plans for the proposed construction of the canal have been available at the Office of Surveys in Greenwood for at least the last four months, and that the time for the lodging of protests has already passed. "After all," Kordplin says, "you can't stand in the way of progress, and if you can't be bothered to take an interest in these things, well, you'll have to accept what comes your way, I'm afraid." Dentarthadint, recalling his ordeal in Greenwood, angrily points out that the information is not exactly in an accessible, convenient location. Kordplin shrugs his shoulders, and replies that it is not his place to question how the procedures are developed, "I'm just following instructions, and you've got to have those. Otherwise, society would fall to pieces," he concludes. He tells the wizard that his workers will be back before long to continue their work. (See Jf. 11, Jf. 14; Pa. 6, Pa. 12.)

What This Means: The plans to construct the canals that will one day stretch across the Floating Continent of Alphatia have been drawn up carefully, and pains were taken to ensure that those

aristocrats whose properties would be affected by the construction were notified—sort of. Many of the larger towns and cities have offices set aside for such purposes for the duration of the construction, where aristocrats can send their servants to gather information. Unfortunately, this was done in a rather improvised, haphazard fashion, with Greenwood's offices being located in what was once the subterranean urban stronghold of a very powerful—and very reclusive—wizard. Dentarthadint did not appeal the decision until it was too late (not that much effort was made to inform him, at any rate), as he has remained ensconced on his estate since before the transition of Alphatia to the Hollow World in AC 1009-1010. Even when he did learn of the situation, he was soundly beaten by the bureaucracy when he tried to have the decision changed; a mere Grand Council member is no match for established government procedures, even ones that are not implemented systematically or in an organized fashion. He is obviously unhappy with the direction events are taking.

What The PCs Can Do: If the PCs are employed by Dentarthadint, they may be commanded to investigate the activities of the Navy of the Lakes, to determine the truth behind its activities, and to perhaps act as messengers to the Grand Council.

Parthmont 3, AC 1018: Emilio Pursues the Damsel.

Location: Merry Pirate Seas. *HW*

Description: At sea in his personal vessel, the three-masted barquentine *Black Raven*, Handlebar Emilio spots the all-woman crew aboard the *Damsel's Revenge* and gives chase. The women flee and elude the *Black Raven* for some time, before abruptly turning back and cutting in front of them, firing ballista shots across the bow. The *Damsel's Revenge* maneuvers away, and lands a hit with a flaming catapult shot on the deck of the *Black Raven*, hampering her pursuit. (See Th. 12; Fy. 15.)

What This Means: Emilio heard about the all-woman crew who attacked his men and, even worse, insulted him. Convinced that no woman can resist his charms, Emilio set out in search of this rebellious woman captain to set the matter straight. Unfortunately for him, Felicia Marlinspike was able to pull off a daring maneuver and sail away. Now, Emilio only wants to locate this “feisty little woman” even more.

Parthmont 4, AC 1018: The Battle of Finsterwald.

Location: Eastern fringes of Finsterwald, Territory of Heldland, Heldannic Empire. *NW*

Description: The Heldannic forces based in the region, numbering roughly 500 strong, advance into the Finsterwald, much as their compatriots did last year. In a great line, they sweep westwards, looking for any signs of the enemy, but find no one. A couple of hours pass, and the force finds itself at the edge of a shallow river—little more than a brook, really—where a good rest spot is found. It is here, while they are cautiously refilling their waterskins and resting watchfully, that they are attacked. A volley of arrows streaks from the forests on the western bank of the river, felling several men instantly. Before the Heldannic Knights can muster themselves, over a hundred leather-clad men dart across the river to engage the enemy.

The melee is fierce, and neither side gives quarter or expects it. More arrows fly in both directions, as do a number of spells, as well. Before long, it becomes apparent that both sides are losing a lot of men, and the Heldannic force withdraws to regroup. The *Wolkenburger* force gives pursuit, and takes

more casualties in the process before breaking off and retreating over the river once more. Some Heldannic Knights pursue their foes, but these are cut down by hidden archers lying in wait just on the opposite shore. Seeing that no further advances are likely to be made, the Heldannic commander orders a general withdrawal, but not before burning more of the forest as they leave it. (See Th. 27, Fl. 10.)

What This Means: A second bold campaign to eliminate Helmut Jaschke and his followers has ended in failure. Although the Heldannic Knights based in the area will not seek revenge immediately, they will remember what happened, and will bide their time until enough soldiers can be assembled for a grand campaign. In the meantime, forts will be built on the lands claimed from the Finsterwald, which are roughly a mile in width and run along the entire length of the Heldannic border here. In effect, they have succeeded in their goal of creating a buffer zone to protect their coastal territories from any potential threat from Wolkenburg, but it is not nearly as large as they would have hoped.

The Heldannic Knights lost roughly 200 men today, while their enemies lost almost 100, and, although this may not seem like much in the way of Heldannic losses, these are on top of those suffered last year. Many soldiers will not relish the thought of returning to the Finsterwald for some time to come.

What the PCs Can Do: Regardless of what side they are on, the PCs will have plenty of fighting to do.

Parthmont 4, AC 1018: Dettaria Ponders.

Location: City of Bluenose, Kingdom of Arogansa, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: Queen Dettaria Scarback, upon hearing reports of the flooding of the lowlands in her kingdom and that of neighboring Eadrin, with which she is currently at war, is unsettled. The war with Eadrin, which she initiated to prove that her nation was not just a beach resort, is not going as well as expected, with the siege of Archpoint still unresolved and Randel threatening to interfere. Now, the land that has been captured is being flooded, and her troops have abandoned the only real gain Arogansa had made in Eadrin!

Dettaria wonders whether it might be time to relent and discuss conditions for peace with Eadrin. (See Th. 28, Fl. 19; Pa. 15, Fe. 28.)

What This Means: The group of aristocrats that caused the flood did not warn their queen, either. They have, in their own manner, acted upon her suggestion: she had suggested that after the war they could build a dam at the end of the Thera and create a lake by flooding Eadrin lands. Their plan is a variation of the theme, performed earlier and slightly differently, and without permission at that, although in their own opinions they certainly were well justified.

Parthmont 4, AC 1018: Prisoners Reach Linn.

Location: City of Trollhattan, Kingdom of Linn, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: The Stonewall prisoners reach Trollhattan, and are taken before a magistrate. The magistrate, an elf, has them thrown in jail pending trial before a full tribunal. He does however allow them to send a messenger to their superiors in Stonewall. (See Nu. 19, Nu. 23; Da. 16; Da. 17.)

What This Means: The Stonewallers did clearly act in violation of Linnese law, even if they did, as they put it, “merely assist versus an attack from gnollish raiders.” The forces they attacked were the forces of Chief Sthool, a minor Linnese lord who wants to see justice applied to the perpetrators.

What the PCs Can Do: If the PCs are in Linn, it is possible that they are selected to bring a message to Stonewall, possibly being hindered by Chief Sthool, who wants to see the Stonewallers punished, one way or the other.

Parthmont 5, AC 1018: New Foundations.

Location: Duchy of Kerendas and Duchy of Retebius, Thyatian Empire. *OW*

Description: Two towns are founded in the newly settled areas of Thyatis. One, Chonae, is constructed along a bend in the Trebanion River in the hills on its western bank in Kerendas. The other, Castoria, is built on the western bank of the Mesonian River roughly halfway between Hillfork to the south and the Altan Tepes to the north. Both are to be walled and serve as market towns for the region and for shipping goods and produce south to the city of Thyatis.

The imperial government makes sure that these towns, as well as other communities built along the riverbanks, have several water mills. (See Th. 1, Th. 12; Da. 12, Kl. 1.)

What This Means: This is a natural result of the growth of settlement in the region. Neither town is very large at first, and they start out as almost rugged frontier communities, but both will grow over time, serving as focal points for civilization in central Thyatis. These communities further disturb the local naturalists who preferred it when the lands were wild and unsettled.

The construction of water mills is part of Eusebius’s efforts to increase industry and productivity in Thyatis and restore its position as a prosperous nation. They are used not only for grinding grain but also for operating lathes and looms, spinning pottery wheels, and powering bellows for smithies and in glassmaking. They thus do the work that was once done by slaves, helping Thyatis replace labor lost in the war, famine, and mummy rot plague, increasing prosperity. The empire is helping fund the construction of mills on the rivers and waterways throughout mainland Thyatis, though none are as large as the millworks systems built in the city of Thyatis last year.

Parthmont 5, AC 1018: Hounding the Bortaks.

Location: Bortak Tribelands, Ethengar Khanates. *OW*

Description: A dagam (100 warriors) of Bortak tribesmen is beset by a much larger alliance of three dagams of Murkit and Taijit warriors. Outnumbered and outmatched, the Bortaks are harried on their way to join with a larger contingent of Bortak warriors nearby. (See Nu. 11; Kl. 8, Am. 23.)

What This Means: This sort of encounter will be typical of conflicts in eastern Ethengar for the next several months. Having largely attended to insurrections within his own tribe, Manghai Khan/Jaku the Render is now seeking to bring other tribes under his subjugation, starting with the Bortaks. All the forces Manghai can spare, as well as allies from the Taijit Tribe, will be present in

the Bortak lands, and all the Bortaks will likewise be at high alert. The eastern Plains of Grass will be a dangerous place to be in for quite some time.

What the PCs Can Do: They may come to the aid of the Bortaks, though unless they have hordes of their own, they are not likely to make any difference. Perhaps they can simply delay the Murkit forces, allowing the Bortaks to meet up with their allies. If on the other side, this is a chance to distinguish themselves in combat before the leaders of the Murkit Tribe forces, and perhaps gain a promotion for themselves.

Darthmont 5, AC 1018: Genalleth Clan Council Held.

Location: Korrigan Forest, Kingdom of Mendar. *OW*

Description: Worried by rumors of strange activities in the Dark Woods of Baamor, Genalleth elves hold a meeting of all clans in the Korrigan Forest. However, they decide not to worry Bensarian with their concerns at this stage. Upon hearing the rumors, Bensarian himself sends his assistants to keep watch over the Dark Woods of Baamor. (See Th. 6, Fl. 20; Kl. 6, Fe. 7.)

What This Means: The elven sages are familiar with the legend of Baamor and are taking no chances in these dark times. Elven scouts are dispatched to the vicinity of the woods while the sages conduct further research and treekeepers commune with the Korrigans. Bensarian also finds it prudent to investigate the rumors. He suspects the Church of Idris's involvement, but needs to know more.

What the PCs Can Do: If they are involved with the Genalleth elves or Bensarian, they may be sent to investigate.

Darthmont 5, AC 1018: Shady Politics.

Location: City of Ionace, Ionace Island, Nayce. *AS*

Description: Nicodemus has been looking into the recent political climate in Nayce. Once he is certain he won't be arrested, he secretly meets with Karszamon to propose an alliance to their mutual benefit. Nicodemus wants Karszamon to keep Naycese forces out of the Esterhold conflict until Nicodemus can make his own move. At first Karszamon is unimpressed and considers arresting Nicodemus, until the former king assures him that he can get their common enemies, Fabian's idealists and the Jennite insurgents, to fight each other until they are so weak that he can reclaim his kingdom. All Karszamon really has to do is keep his forces ready until that time and then send them in to put down the last remnants of resistance when Nicodemus asks for it. They eventually agree and Nicodemus leaves for Esterhold. (See Th. 25, Fl. 19; Fe. 8, Fe. 28.)

What This Means: Nicodemus and Karszamon do intend to save Esterhold from the Jennites, but they need to destroy Fabian politically first or their efforts could be in vain. After all, Fabian will only resume his foolish ideas if he regains leadership of the area, and then it will only be a matter of time before the Jennites again exploit his misguided ideals. Only by getting rid of Fabian altogether can they truly save Alphetian lives and secure Nayce's interests in Esterhold.

Other than that, Karszamon has other interests. Karszamon was nearly voted out of his office as commander of the Naycese forces last year—if Nicodemus claims Esterhold instead of Fabian, Karszamon will lose an enemy and gain a friend, as Nicodemus has promised to support him, thus

securing his position. Also, Fabian is one of Karszamon's enemies as well as a friend of Broderick's, whose body Karszamon inhabits. It was clear that Fabian opposed Karszamon's "possession" of Broderick's body last year, though he didn't have the nerve to face Karszamon when he challenged him to a duel. However, if Fabian could ever sway the council, there is little doubt in Karszamon's mind that Fabian would try to convince them to help Broderick return to his body. Getting rid of Fabian would also serve the goal of reducing the likelihood that will ever happen.

And obviously, the recent increase of Verothian mercenaries won't help Karszamon remain the military commander of Nayce if they are successful. In fact, Veroth could be hailed as saving Esterhold from the Jennites if they are successful, so Karszamon has felt a little trapped between his reluctance to help Fabian and his unwillingness to see the Verothians, and so King Verothrics, take the credit if Esterhold is saved. If Nicodemus is successful, Karszamon can reveal their alliance and steal any credit for saving Esterhold from right under the nose of Veroth.

What the PCs Can Do: Unless the PCs are with Karszamon or Nicodemus, which is unlikely, they won't know about any of this yet.

Parthmont 5, AC 1018: The Stalkers of the Hills.

Location: Southern fringes of Mibosian Empire, Meghala Kimata Plains. **DD**

Description: While on patrol in the hills north of Syropolis, a squad of Mibosian troops comes across a disturbing sight—lying in the tall grasses around them are the bodies of another squad of their compatriots. A quick investigation shows that the soldiers were ambushed, but there is no indication as to the identity of the attackers. (See Fl. 18, Pa. 2; Pa. 9, Kl. 8.)



What This Means: The ambushed squad was the handiwork of a small party of Governor Wolfgang Stimmel's raiders, who have cut a small swath of destruction across this portion of the plains. As agreed with his allies in the Army of Meghala, he would send parties of raiders into the countryside to wreak havoc and otherwise hinder the Mibosian war machine. The raiders will continue their efforts over the coming weeks and months, living off of the land and stealing what they need, while attacking isolated Mibosian patrols whenever the opportunity presents itself. As news of similar attacks surfaces in the time to come, morale among the Mibosians will fall, as the countryside, once seen as firmly under control, now gains a more menacing aspect—despite their concerted efforts, the Mibosians will be largely unsuccessful in locating and eliminating the raiders, as they travel in small groups, and are capable of moving very quickly.

What the PCs Can Do: The PCs could take part in the raiding campaign.

Parthmont 5, AC 1018: Clogged Pole.

Location: North Pole. **HW**

Description: A large merchant skyship, loaded with the most expensive kind of goods that can only be found in Alphatia and in some remote parts of the Hollow World, flies toward the northern pole to her destination in Arkan, on the outer world. When she tries to fly through that dangerous gateway

between the two worlds, with its storms, darkness, and anti-magic, she is caught in the worst storm she ever had to sustain, replete with blizzards and tornadoes. Since the ship is using only her forward movement, with no magical motive power working, when she is hit by the hardest of the gale, she is violently shaken and cast off-course. With no other option left the sailors rig the sails, but the terrible gale only rips them off, taking several men along. After several minutes of desperate fighting against the elements, the ship crashes and is utterly destroyed, leaving only scattered debris and spread riches but no survivors. (See Sb. 7.)

What This Means: The weather at the poles is extremely dangerous, and thus so is the crossing. Only experienced crews try it, and even then they do not take the venture slightly. Occasional warships or explorer ships commute, but finally some Alphatian wizards have realized that with the dislocation of Alphatia some goods have become rare (and notably some magical components) and thus may be worth the risk. Those trading skyships, considering the cost involved with the loss of one, only carry the most precious of cargoes—rare magical components, fully-loaded magical items, and other such goods that are available only in one of the worlds but is craved just as much in the other.

Unfortunately the weather at the poles fluctuates over the years, due to the conflicts between the Immortally-enforced stability of the Hollow World weather (which itself experiences violent weather outbursts at times), and the natural changes of the outer world. The weather at the poles has been particularly clement for the past few years, but that mildness has now been succeeded by a particularly violent phase. Though the Alphatians use primarily the North Pole, due to its closeness with Nayce, the exact same phenomenon occurs in the south. In addition, Ka the Preserver does not approve of the increase in traffic between the worlds, which endangers the very purpose of the Hollow World. He has kept a close eye on the skyship traffic, but did not take action as long as it was limited to the occasional military or exploratory vessel. With the rising risk of permanent trade through the polar openings, he has decided at last to put a stop to it by initiating the change in climate, which is now the worst the poles have ever experienced. Flying through is not impossible, though it almost is, and in any case it is much more dangerous than ever.

What the PCs Can Do: PCs who want to cross the poles will have an even harder time than before, and if they attempt passage anyway it is very likely they will crash and have to make the difficult trip on foot (without even the benefits of a well-planned expedition). On the other hand wages experimented PCs can expect will skyrocket—but are they willing to take the chance even at that level of remuneration?

Barthmont 6, AC 1018: The Poison of Vengeance.

Location: City of Skyfyr, Province of Blackrock, Republic of Esterhold, Nayce. SK

Description: In a nighttime operation, a group of adventurers led by the Alphatian soldier Lyriander sneak out of Skyfyr and into the Jennite camp, where they plan to spy a little. One of them also takes this opportunity to pour poison into the main water supply of the Jennites as retribution for the recent slaying of the messenger at the hands of the Jennites. The spies are able to briefly eavesdrop on some plans Talin, recently returned, is making with the other leaders before they are discovered and flee back to Skyfyr. Most of the spies, including Lyriander, are able to make their way back into the city.

Shortly thereafter a few Jennites are found dead. Grath, a Jennite wizard trained to Alphatian standards, is able to determine the reason with his magic and discovers the poisoned water supply.

Jennite priests then purge the water and save those not already killed, but Talin and the other leaders are outraged by this cowardly tactic. (See Fl. 21, Fl. 26; Pa. 18, Kl. 4.)

What This Means: This is the “payback” some Alphatians and Jennites on their side feel is justified for the messenger the Jennites killed. In truth, neither Talin nor Kalin is aware of treachery on their respective sides. Talin is furious, however, since a poisoned water supply is no random occurrence. Naturally Kalin will find out shortly, but though he is disgusted by such an act, there is little he can do. Besides, the Jennites did kill a messenger. It doesn’t justify poisoning them in return, but then it is understandable to some extent and this is still war, after all. He will question Lyriander about it, who will admit that this happened though he is not sure whose idea it was.

The rebel Jennite wizard Grath was born in Blackrock. Most Jennites were always treated as slaves, but true to Alphatian standards, those considered sufficiently gifted were trained in the magical arts, and Grath is one of those Jennites privileged with the rank of aristocrat. Unlike most Jennites who had the good fortune of this fate, he sided with the rebel Jennites when they opposed Alphatian rule, which made him a loyal follower of the cause started by Talin and Draeh. Many Jennites, especially among the free Jennites, consider him to be “tainted” by the magic the Alphatians taught him, and so he is invariably shunned by his own people. This doesn’t exactly make him feel so lucky about having become a wizard, but even so, he is still loyal to the cause of his people.

What the PCs Can Do: PCs on the Alphatian side can join Lyriander’s team. If they have nefarious tendencies, they can even poison the water supply themselves, though they should be wary that Kalin might not respond well once he finds out. Either way, sneaking into the enemy camp is a good challenge for adventurers, and getting back to Skyfyr even more so. If captured they are likely to be slain by the Jennites, though. Jennite PCs could be guards who discover and capture some of the Alphatian spies, though they shouldn’t be victims of the poisoned water unless the DM is certain they can be saved in time. If they have the ability to cure poisoned victims, they might be able to save Jennites who drank from the water from death, though.

Parthmont 6, AC 1018: Taking the Issue to the Top.

Location: City of Andaire, Kingdom of Alphas’ar, Floating Continent of Alpathia, Alphatian Empire. **WW**

Description: Breaking an established tradition, Dentarthadint not only shows up at the Grand Council chambers; he actually takes the floor and raises an issue that, he promises, is of “utmost importance.” He then relates his dilemma concerning the proposed canal project, angrily denouncing it as a slap in the face of tradition, and as a project that could threaten the rights of the ruling class to enjoy their peaceful repose undisturbed. He paints a picture of a nightmarish Alpathia crisscrossed by canals, all carrying “barge-loads of crass commercial goods, undisciplined rabble, and all sorts of social deviants,” in which the sanctity of one’s personal country estate might be threatened. He urges his fellow council members to stand with him against the canal projects, and to demand their suspension. His tirade is met with scattered applause and muttering.

Jolinar of Haven, a rabid aesthete who has been known to rant for hours against anything (imagined or not) that might mar Alpathia’s beauty (at least, as he defines it), enthusiastically adds his support to Dentarthadint, adding that the time has come for the Grand Council to stand up for tradition and the proper way of things. Zallaras of Vertiloch stands up and adds his support, too, stating that imperial

resources would be better spent repairing the damages wrought by the Great War—particularly those inflicted on his suffering home kingdom. Dalamar, President of the Grand Council, recognizing that Dentarthadint's motion has been seconded, officially declares the discussion opened.

The debate continues for hours, as the various council members line up on either side of the issue. Leading the proponents of the canals is Solturnun, who is also a member of the Navy of the Lakes—one of the organizations that stands to make a profit from the arrangement. He and his supporters argue that, with the transferal of Alphatia to the Hollow World, and the loss of the surrounding seas and colonies, great changes are required in order to ensure that the floating continent's economy remains on a stable footing. The canals are one means by which internal trade can be boosted, which will help everyone. The canals will not destroy Alphatia's natural beauty, they argue; it could in fact enhance it, as artisans could be contracted to grace the canals with statuary, commemorative arches, and the like. The opponents to the canals will have none of those arguments, however, and so the debate continues. (See Fl. 14, Pa. 3; Pa. 12, Pa. 14.)

What This Means: Dentarthadint's proverbial "day in court" has finally arrived. This issue has angered him sufficiently that he has actually showed up at the council (notable enough in itself), and that attracted allies in this dispute (who took Dentarthadint's side for their own reasons, not necessarily because they like or trust him). In doing so, he has managed to touch a nerve amongst the ruling mages, and so the battle between the new ways and the old has commenced, although it will be suppressed somewhat by the Spell of Preservation.

What the PCs Can Do: Unless they are Grand Council members themselves, the PCs will likely have little to do here. As both factions are pretty evenly matched at the moment, the PCs (if they are employed by a council member) might be ordered to dig up some compromising information about an opponent, in order to silence them or bring them over to the other side through blackmail.

Parthmont 7, AC 1018: Walrus and Dogs Parlay.

Location: Town of Ersenbal, County of Ersenbal, Walrus Island, Tranquil Coast. *NW*

Description: A Thyatian ship approaches Ersenbal under a flag of truce. A Thyatian emissary meets with the seneschal, Lord Gerwen, and proposes an end to hostilities and the release of the prisoners if Ersenbal recognizes the independent Barony of Canium. Left with no choice, Gerwen accepts. (See Fl. 7, Fl. 18; Pa. 8.)

What This Means: Although Ersenbal is not really threatened by an invasion by the Thyatians, at least as long as they don't bring in more men, the county needs to end the current situation that has the Thyatians in complete control of the waters around all the islands, and the Heldannic Knights in control of the coast of the mainland. This agreement, though, will make Lord Gerwen even less popular with a large portion of the population of Ersenbal. The Thyatians have not too much to gain, but they want to appear friendly, as the purpose of the colony is to be a trading post and not the vanguard of a colonialist sweep. The Thyatians plan to make sure Ersenbal cannot but abide by the non-aggression treaty by keeping it from regaining offensive capabilities, though not by any direct actions on their part but by encouraging their Ostlander allies to raid Ersenbal—and destroy any ships they might try to build.

Parthmont 7, AC 1018: The Expedition Resumes.

Location: Village of Rokogana, Northern Dasuko Tribelands, Jungle Coast. **DV**

Description: Julius Ambrosius returned to the northern Dasuko Tribelands two days previously, but now that a second Thyatian vessel has arrived, bearing weapons, additional laborers, and a tulдум [Thyatian army field engineers. Ed.] regiment, his expedition is cleared to resume its eastward voyage, after taking on fresh crew members and marines to replace those who had been lost in the encounter with the Qonqetasana warriors. They bid farewell to the Dasukans, but not before a couple of young warriors, with the blessing of the village headmen, volunteer to accompany the Thyatians on their mission. Julius allows the two men, named Ishiruko and Tanakasho, to board his ship, and they cast off. (See Fl. 1, Fl. 2; Pa. 18, Pa. 20.)

What This Means: When Julius reached Seagirt and made his report, the authorities were pleased that he had established friendly relations with a native tribe. The lands upon which the Thyatian fortress of Kastra Jasubius (named as such by the marines stationed there—the name is a Thyatianized version of “Dasuko”) will be built have already been cleared, and deeper ties are being forged with the villagers of Rokogana (this, it turns out, is the name of the rescued village). The weapons supplied to the Dasukans will better equip them against the orcs, and the tulдум regiment will help them build a larger palisade to protect the village; both actions should reduce the havoc that the orcs can wreak here. While this is going on, Thyatian scholars will study the Dasukan language and culture in order to gain a better understanding of their allies.

Owing to the fact that the Dasukans already had an established, organized culture, the Thyatians will not interfere in local affairs as overtly as might otherwise have been the case; they will instead seek to cultivate the Dasukans as local allies, with whom they can obtain information and trade for exotic fruits and other goods. There are no plans to expand Thyatian suzerainty beyond the bounds of the fort. They hope the Dasukans will come to see the benefits of Thyatian friendship, in return.

What the PCs Can Do: PCs might opt to remain in the region and aid in the construction of Kastra Jasubius, or support the diplomatic efforts of the Thyatians. Alternatively, they might decide to provide more direct aid to the Dasukans, and mount raids against the Turkhoshan orcs, some of whose holdings are not too far away from Rokogana.

Second Week

Parthmont 8, AC 1018: The Gathering.

Location: City of Darokin, Republic of Darokin. *OW*

Description: The Gathering, as planned by Bastian Rodens and others from the Magic-User's Guild, takes place. Many wizards arrive to have their say and watch the creation of the new Mage's Guild. Many young and hopeful wizards have come to participate. Among the more experienced wizards is Ruthera Wocken, an aging wizardess and merchant from Hallonica House in Selenica. There is some demonstration of the skills of those gathered.

Among the more serious business, Bastian Rodens asks all to participate in the renewal of the Darokinian skill in the arcane arts. He repeats much of what he said at the Magic-User's Guild earlier this year and calls for responses from those assembled. There are numerous suggestions, though not all are realistic. Some suggest the proposed school is built on the ruins of Ardelphia, a town long destroyed by orcish invasions. To some this idea is very inspired by the decision to place the Karamaikan School of Magecraft on the ruins of the town of Krakatos, but others find the idea to have merit, and at last the idea is taken under consideration. Eventually it is decided that another Gathering will be held next year, and it is also decided that the old Magic-User's Guild will be officially renamed the Mage's Guild from now on. Finally, it is also decided that only members of the Mage's Guild may attend the Gathering next year. A lot of people join the guild right away. The last matter decided upon is to spread the word of the guild to all wizards of Darokin and seek them out with an invitation to join. Among the participants, there are already word of a score of wizards not in attendance, such the aging wizard for hire Rezak Xygar who travels all over Darokin, the mysterious Luther said to live north on Corunglain on the very edge to the Broken Lands, and the reclusive Graylock rumored to live south of Akorros. (See Pu. 20; Pa. 10, Pa. 19.)

What This Means: This is just what it looks like—a serious attempt to have Darokin rise to the challenge of the Karamaikan School of Magecraft and the Glantrian Great School of Magic.

What the PCs Can Do: If the PCs want to participate in the creation of an academy for wizards, this is their chance. Other than that, Bastian will seek out wizards who were not present or else hire people to do so for him, which can also give the PCs something to do. If there is a wizard in the PCs' group who did not attend the Gathering, and the PCs are adventurers of some reputation, it is also likely that the PCs will be sought out by Bastian or one of his people.

Parthmont 8, AC 1018: Thyatian Delegation in Alpha.

Location: City of Alpha, Kingdom of Alpha, Nayce, Southern Great Bay. *NW*

Description: The Thyatian envoys reach the city of Alpha, which is the major settlement of the Great Bay of Norwold.

King Ericall and his councilors, whom they meet in his royal palace, express their surprise when they are informed that Thyatis has laid claim to the Isle of the Dogs, near Oceansend, where they are building a new colony, the Barony of Canium. The Thyatians remind the king of the terms of the Treaty of Helskir, which permits Thyatian merchants to conduct trade within the borders of Naycese

territories, including Alpha and its satellite bassals, without paying import taxes as long as the merchandises come from Helskir. With the new colony, they claim, more Thyatian ships should arrive at the port of Alpha, to sell uncommon goods from the Thyatian Empire and other Old World countries or beyond, and to buy local goods that can fetch higher price on the home market. This would profit both Alpha and its bassals, and Thyatis. They explain that the heightened presence of Thyatian traders will profit both sides economically: the Thyatians as they make profit from the trade of course, but also Alpha as they will have access to more goods than before and at better price and they can send their own production to foreign markets where they will fetch better prices than locally. They add that the increased trading ties between the Thyatian Empire and Naycese kingdoms will serve to increase the friendliness between the two empires, building on the cooperation that was commenced with the Treaty of Helskir that settled the territorial disagreements and opened the way for mutual comprehension. Furthermore, they advance the fact that a Thyatian presence in Norwold will help stabilize the area, and notably stall Heldannic expansion.

King Ericall reassures his guests that Thyatian merchantmen are welcome in Alpha, and that he would gladly see more coming in from southern lands loaded with merchandise—there have been few Thyatian traders especially since the Great War, though Minrothaddan ships have continued to reach Alpha and Panteria. The king asks the Thyatian emissaries to be his guests at the palace for a few days, until they are handed a sealed letter that they are to give to their baron—an official invitation for a meeting with the king to discuss the possibility of recognition of the Barony of Canium. (See Fl. 20, Pa. 7; Pa. 11, Pa. 13.)

What This Means: The Thyatians merchants already had a deal with Alpha, in the form of the Treaty of Helskir, and they knew they couldn't gain more concessions from it—you can't vassalize Alpha like you can Latela, or even strike very favorable agreements as in Panteria or Nordenhafen (though the merchants hope to do just that in due time). Thus they oriented their mission to something less aggressive with regard to trade, merely restating the terms of the Treaty of Helskir and the benefits of increased commerce, and instead focused more on the political aspect of things. They notably revealed the presence of the colony on the Isle of the Dogs—whose existence is by now largely suspected, and they were informed that it stood its own against an early attack from Ersenbal.

Ericall learns of the return of the Thyatians to Norwold with mixed feelings—on the one hand the Thyatians present good arguments, both regarding trade and the possibility of keeping the Heldannic Knights at bay; but he also remembers that the last time Thyatians came it was an advanced war party that conquered some of his then-loyal dominions during the Great War (most of them did not return to the fold even after Thyatis withdrew). Ericall has lost his chimerical vision of control over the whole of Norwold, so he does not cling to the illusory claim of the Isle of the Dogs as he once might have, but he also does not wish to recognize the Thyatian colony hastily. So he delays it by the sending of the letter, so he can have time to gather more information about the upstart colony and the general state of affairs in the Tranquil Coast, and ponder the matter.

Parthmont 9, AC 1018: Tyrnae Subdued.

Location: City of Tyrnae, Mibvosian Empire, Meghala Kimata Plains. DV

Description: As with the city-state of Syropolis only a few days earlier, the revolt in Tyrnae fails after several days of intense street fighting. What is different, however, is that the resistance fighters

have heard about what happened in Syropolis, and so they resolve not to be captured. Many rebels end up killing themselves rather than falling into the hands of their enemies. In the end, however, the Mibosians are once again in full control of Tyrnae. (See Pa. 2, Pa. 5; Kl. 8, Fe. 11.)

What This Means: The rebels in Tyrnae had learned about the fates of their compatriots in Syropolis, especially of those who were captured and interrogated. Although they realized that they could not win the current battle due to their lack of numbers, and the arrival of Mibosian reinforcements into the city-state, they resolved to do what they could to ensure that the Mibosians would not learn too much about their organization. As a result, the Tyrnaean network of resistance fighters is still intact, although they will be laying low for a while.

The Mibosians will feel content to have reasserted their authority, but they will nonetheless be more suspicious of their subjects—Tyrnae will be under strict martial law in a similar fashion to Syropolis. In so doing, the Mibosians garrisoned here will focus more on rooting out rebels within their midst, real or imagined, to the detriment of paying attention to other potential threats.

What the PCs Can Do: Assuming they are part of the resistance network, the PCs will probably be busy enough over the coming days and weeks just trying to avoid capture. Aside from that, they might try to continue their campaign against the Mibosians.

Parthmont 9, AC 1018: Interlude in the Shadows...

Location: City of Draco, Kingdom of Stonewall, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: King Koblan Dracodon of Stonewall meets again with his advisors, among them Rogart, recently returned from Arkan. Although the war in Arkan is finally looking to be successful for Stonewall, it has taken so long that Stonewall is facing massive starvation now. Thousands of people are dying, and King Koblan refuses to let this continue, so the question remains what can be done now.

It is decided that there is little option but invading another Alphatian kingdom, so someone notes that in that case they might look to Haven. When Stonewall's plans for conquest became known last year, Haven reacted in a way that revealed them to be sorely unprepared for such an invasion. However, Stonewall is unwilling to start another war until the war in Arkan is resolved, so Rogart suggests a more subtle approach to a direct invasion. Instead of bringing an army into Haven, Rogart wants to use the obvious paranoia Haven demonstrated last year against them, so he proposes to send saboteurs, spies, and rogues into Haven to cause trouble. This will create a sort of "second front" inside Haven which will make a true invasion much easier once Stonewall decides to commit to a full invasion. The advantage of this is that it doesn't require Stonewall to commit military to the project until they decide to be serious about it.

Nobody objects to this idea and Koblan and Rogart take steps to set the plan into motion. (See Fl. 16, Pa. 1; Fy. 5, Fy. 19.)

What This Means: The dire situation in Stonewall is forcing drastic measures. If the other Alphatian nations had listened to Stonewall's pleas for help, much trouble could have been avoided. Instead, yet another nation will be dragged into war. The irony of this situation should not be

overlooked, since Haven is chosen as a target because of the paranoia the nation demonstrated when fearing a Stonewall invasion last year, so that, in a sense, their fears become self-fulfilling.

Over the next weeks and months, more people will sneak into Haven, only it will be impossible to tell the spies and saboteurs from genuine refugees fleeing the famine in Stonewall. Once the Stonewall agents in Haven begin their work, Haven probably won't know what hit it!

What the PCs Can Do: PCs in Stonewall can definitely be among Stonewall's spies and could be critical to the "second front". This will involve sneaking into Haven and finding information and causing trouble without being discovered.

Parthmont 10, AC 1018: Sablestone Under Siege.

Location: Principality of Sablestone, Principalities of Glantri. *OW*

Description: Prince Harald Haaskinz hastily teleports from the Great School of Magic to Sablestone Tower when he receives news that his dominion is under attack by the Followers of the Claymore, the belligerent group of fighters, clerics, and other militants opposing the Glantrian magocracy. Prince Harald finds his fief almost breached, as the Followers of the Claymore are equipped with powerful wizardly magic, not just the usual sword and paltry clerical spells. Many of the Sablestone troops have been severely injured or killed. Worst of all, his son Sir Dominick Haaskinz, a military wizard who had been leading the prince's troops, is tragically wounded and near death.

Knowing it would be futile to call for help, Prince Harald determinedly decides to face the invaders on his own. The Grand Master of the Great School of Magic calls upon all his powers of wizardry, his mastery of the Secret Craft of Water Elementalism, and even the secret forces of the Radiance, to single-handedly bombard his opponents. An unexpected giant wave never before seen in land-locked Glantri bursts forth through the ranks of the Followers of the Claymore, washing away, if not drowning, most of the foes. Water elementals, undines, hydrax, sirines, and other denizens of the Elemental Plane of Water arrive to do Harald's bidding. Finally, Prince Harald unleashes a sudden surge of deadly cold, freezing the remaining invaders in a lake of ice.

Sablestone is safe, but at the cost of many lives. (See Th. 7, Fl. 1; Ka. 17.)

Description: This attack by the Followers of the Claymore seems to be just one of the series of increasingly audacious attacks by the belligerent (and illegal) clerical groups, allegedly in reprisal of the attacks on the followers of Valerias on the Alexander's Day massacre last year. But as many things in Glantri are, the Sablestone siege is hardly clear-cut.

The Followers of the Claymore are more concerned with pursuing their own agenda of overthrowing the magocracy than avenging the Alexander's Day massacre. And their bold choice of taking on the strongest bastion of wizardry in southwestern Glantri was influenced in no small part by their mysterious benefactress, The Eyes Without A Face. The Eyes Without A Face is actually Leena Tijlen, and Leena Tijlen is actually the lover of the "deceased" Baron Pieter Vandehaar of Oxhill—and now also Pieter's secret identity. Lord Pieter was a bitter enemy of Prince Harald, and to avenge his fall from power he directed the Followers of the Claymore to attack Sablestone.

Lastly, while the unbridled magical power of Prince Harald Haaskinz should have been no surprise, least of all to the Followers of the Claymore, the raw brutality of his attacks were quite shocking.

Some say Harald's great distress over his beloved son fueled his savagery, but Harald himself fears to admit that his violent mania may have stemmed from some family madness (Harald's uncle Saghir is a psychopathic killer.), or possibly from his use of the Radiance, which he fears has recently had some sinister influence upon him.

What the PCs Can Do: It would be best if the PCs were not with the Followers of the Claymore in this episode, for they would surely be killed by Prince Harald's magic. On the other hand, even if the PCs were defenders of Sablestone, it would be no guarantee that they would not fall victim to Prince Harald's unyielding and indiscriminating attacks.

Parthmont 10, AC 1018: The Wizard Is Not at Home.

Location: City of Darokin, Republic of Darokin. **OW**

Description: Bastian Rodens, the founder of the Gathering of Wizards in Darokin, comes to the home of the wizard known as Master Staffels. He has come to inquire why the respected wizard did not attend the gathering and why he hasn't even responded to the reformation of the guild into the new Mage's Guild. However, when Bastian comes to Master Staffels's estate, he is surprised to find that it is abandoned, and when he asks around he finds that it has been put up for an auction. Master Staffels apparently decided to sell his estate, yet he and his assistant have both disappeared. (See Th. 15, Pa. 8; Pa. 27, Fe. 11.)

What This Means: For years Master Staffels has been a respected, though somewhat reclusive wizard of reputed experience in Darokin City. He has kept mostly to himself and out of sight, so he has been known mostly in the circles of wizards, but many young Darokinian wizards have studied under him at times. It has long been believed that he was a Glantrian wizard who wasn't respected there, and so moved to the less magically competitive Darokin, and he has frequently been known to be gone for months, though one could always make an appointment with his assistant, a young boy with a strangely gray skin (which most think must have been due to some "laboratory accident"). Yet now they have both disappeared.

The truth of this matter is not exactly as it appears, though. Master Staffels was never a Glantrian; quite the contrary, he is an Alphatian. He is actually yet another identity of Tylion, better known as Terari, the Master of the Karameikan School of Magic. Terari has many such identities set up over much of the Old World, and this is just another he set up years ago. Naturally this also explains his frequent absences from Darokin City. The gray-skinned boy working as his assistant is actually a young lightning zombie who goes by the name Crackle. He was "rescued" from his former home, Corran Keep, in AC 1004 by adventurers who then brought him here, where the disguised Terari took an interest in his unusual form of undead, though, contrary to popular belief about him, he never "experimented" on him. Through his position as Master of the School of Magecraft and contacts in Nayce, Terari has learned of the strange undead calling themselves the Alphadon on the continent of Sunken Alphatia and realized that they might be related to Crackle, and since he is going to Nayce to look into the matter of the Phylactery of Agmas anyway, he has decided to take Crackle along. [The DM can read more about Crackle and Corran Keep in the Wrath of the Immortals boxed set, though Corran Keep was destroyed when the meteor struck in AC 1006 and created the Great Crater on the border between Darokin and Glantri in the Silver Sierras. Ed.]

What the PCs Can Do: Bastian Rodens might hire PCs to find out what happened to Master Staffels, though this is likely only if he thinks they have better means, magical or otherwise, of finding him, and there are limits to how far he will investigate the matter. After all, if Master Staffels decided to leave, then that is own business—Bastian is merely curious.

Parthmont 10, AC 1018: Dragonslayers Captured.

Location: Idris Tower, Lothenar Forest, Kingdom of Denagoth. *NW*

Description: After easily overcoming patrols and monster attacks on their journey north, the Dragonslayers reach Idris Tower. The keep surrounding the tower seems well-manned. The Dragonslayers are well-equipped to deal with the situation, however. Alminthrar has cast permanent fly and invisibility spells on the group and the four bypass the town and keep, landing on the tower roof. A passwall spell from Alminthrar provides instant entry to the top level of the tower. To the Dragonslayers' dismay, the large chamber they find themselves in is full of undead creatures who have no trouble noticing the intruders. A warning gong is rung and the Dragonslayers are quickly immobilized by undead attacks and other invisible creatures. A black-robed figure suddenly appears before them and addresses them with a feminine voice. "Thank you for dropping in, after you tell me who you are and state your business, you shall receive my... hospitality." (See Ch. 25, Fl. 2.)

What This Means: The Dragonslayers thought they would avoid most guards and be able to surprise the upper echelons of the clergy they presumed resided on the top floor of the tower. Unfortunately, they have stumbled upon the high priestess's "pets" and have been captured. The high priestess will enjoy learning more of her new "guests" through use of lore spells and more traditional means. The high priestess is somewhat amused at the group's claim that they are just adventurers in search of booty.

What the PCs Can Do: If they have joined the Dragonslayers, they may wish to put forward a more cautious plan. If not, they will have a tough battle against invisible stalkers, a nightwalker, an undead beholder, and lesser undead.

Parthmont 11, AC 1018: Contact with Parrvikson.

Location: City of Alpha, Kingdom of Alpha, Nayce, Southern Great Bay. *NW*

Description: The Thyatian envoys, who are currently staying at the palace in Alpha while the king is preparing a letter for their lord, meet with King Parrvikson of Oceansend, the former ruler of Oceansend—conquered by the Heldannic Knights two years ago—who is currently in exile in Alpha and also residing at Ericall's palace. (See Pa. 1, Pa. 8; Pa. 13, Pa. 23.)

What This Means: The Thyatians hope to increase their dominion over Norwold beyond their small colony of the Isle of the Dogs or the economic or political control of a number of petty dominions. The late Emperor Thincol was born in Oceansend, and his son Eusebius would very much like to return the city of his father's origins to the empire's fold. This might not happen overnight, he realizes, but nevertheless he lays the groundwork for it so that, if the right conditions happen, Thyatis will be ready to reassert its authority over the second largest city of Norwold.

King Parrvikson, like his father before him, would very much like for his city to remain free from either of the imperial powers, but given that Oceansend is under the occupation of one of them he is not

totally unreceptive to the Thyatians' approach. Clearly he doesn't want to trade Heldannic occupation for Thyatian control, but the Thyatian diplomats think there might be room for discussion.

Parthmont 12, AC 1018: Landfall Under Siege.

Location: City of Landfall, Territory of Heldland, Heldannic Empire. *NW*

Description: Forces loyal to Ordensgeneral Heinrich Straßenburger take up positions west of Landfall early this morning, blocking all land traffic between it and the rest of Heldann proper. A force of 100 men rushes out to meet them, and manages to drive the nearest soldiers back from the city, but then the first ranks are cut down with a sudden volley of arrows. Quickly, the Landfall force seeks cover and regroups, and, aided by blessing and protection from normal missiles spells, stages a second sortie, and manages to make significant headway, catching their opponents off-guard by the suddenness of their counterattack. Soon, Straßenburger's forces are in disarray, but then a strange buzzing noise drowns out the din of combat, and the soldiers of Landfall see a great insect plague descend upon them from behind, causing many of them to panic. Taking advantage of the situation, Straßenburger's forces regroup and attack, pushing their enemies back to the city, where the survivors take shelter.

By midday, the hills north of the city are also under Straßenburger's control, upon which the defenders can see catapults and trebuchets being built. Feeling secure that the sea-lanes will remain open, Thomas Stilldorker, Landmeister of Landfall, orders his soldiers to maintain their positions, and not to engage the enemy. (See Va. 20, Th. 24; Va. 17, Kl. 7.)

What This Means: Clearly, Straßenburger wishes to seize all of the significant coastal ports, and hence he is relying on force of arms to do so, although knights loyal to him will use spells where it makes strategic sense to do so. Although Landfall's defenders gave as good as they got, Straßenburger's force is larger (numbering about 1,500 men, compared to the 900 soldiers protecting Landfall). The city is now under siege—the question that remains is how long it will last.

What the PCs Can Do: If they are serving Straßenburger, the PCs could be assigned the task of finding a way inside Landfall, or leading raids on the city. If they are among the city's defenders, the PCs might be ordered to mount small raids on the besiegers.

Darthmont 12, AC 1018: Morphail Leaves for the North.



Location: Tower of Igorob, Principality of Boldavia, Principalities of Glantri. *OW*

Description: A few months ago, Prince Morphail Gorevitch-Moszlany received word from his wraith spies that a new undead power is arising in the Icereach Range. After more magical divination, Morphail has learned of the Immortal Nyx's campaign of forming an entirely undead realm in the area. Morphail decides to travel magically to the realm and contact Nyx's underlings, though he is not yet aware of the exact nature of the undead forces in the valley. The prince leaves his brother Sir Boris Gorevitch-Moszlany in his place in Glantri and teleports to the Barony of Two Lakes. (See Va. 28, Fl. 26; Va. 13, Va. 14.)

What This Means: It has been almost three hundred years since the Roaring Demon Alphaks tricked the Boldavian Wizard-Prince into an eternity of servitude. For the last century Morphail has been trying to switch allegiances with other powers of Entropy to no avail... until now.

Prince Morphail's agents were drawn to the northern Barony of Two Lakes by the activation of the Death Stone and reported back to Boldavia. Now Morphail will try to join the forces of the Immortal Nyx. The Dark Prince would have preferred to send one of his vampire pawns in his stead, but sending a vampire so far away might loosen Morphail's grip on them (one of his vampire pawns has defected to the flying city of Serraine after all!). As the old saying goes, when you want something done right, do it yourself.

What the PCs Can Do: In the improbable chance that the PCs are allies or agents of Morphail, then they would surely be tapped for this mission. More likely, Morphail's enemies (Princess

Dolores, Prince Angus McGregor, Princess Carnelia de Belcadiz, and many others) would take advantage of his absence and make a move against Boldavia. An adventure in Igorob Tower would definitely be one steeped in nightmarish horror!

Parthmont 12, AC 1018: I Do Not Like It.

Location: Near the Lake of Lost Dreams, County of Vyalia, Thyatian Empire. *OW*

Description: Wild Vyalian elves living in the western portion of the county have watched the beginnings of human construction and settlement in the area with concern. Tonight some of the more exuberant among them take action, sneaking into the camps, stealing and destroying supplies and otherwise undoing and sabotaging work efforts. (See Th. 12; Kl. 15, Jy. 17.)

What This Means: The elves of this area are worried about human encroachment in their forests and want to take action to prevent, or at least limit, this development. They aren't interested in killing anyone, but if they can make work more difficult and expensive they hope the humans will give up and leave.

What the PCs Can Do: Elven characters or sympathizers can conduct some of the raids, while Thyatian characters might try to prevent them.

Parthmont 12, AC 1018: The Torpin Limp Home.

Location: Torpin Construction Site, Kingdom of Aquas, Nayce. *AS*

Description: The much-damaged and partially flooded Torpin finally reaches its homeport in Aquas. Naturally its predicament is already known given how much time has passed, but the damage to the submersible could not be repaired except in dock, and it has taken this long for the damaged ship to crawl home.

The crew is relieved to have made it back, but Kerathis and Tredrigan have a grim look on their faces as they help Dlanor begin repairs to the Torpin. (See Fl. 1, Fl. 15; Kl. 3, Kl. 9.)

What This Means: The fact that the Torpin was almost lost on its maiden voyage isn't exactly a good omen for the future projects and submersible designs the three wizards had in mind. It also didn't go well with the Naycese Council. The Torpin was expensive to make, and the need for extensive repairs makes it that much more expensive, apparently crushing any dream the three wizards ever had of ever completing a Torpin class submersible with all the designs they had in mind—the Torpin was, after all, much reduced from what they originally had in mind. Even the dream of a fleet of Reaver class submersibles could be in jeopardy now. The three wizards know that, and their general moods reflect it.

What the PCs Can Do: If the PCs are on the damaged Torpin, then they will constantly have to be on their toes to keep the submersible going and on course. Thinking up underwater disasters to throw at them shouldn't be too hard. Meeting a large octopus while the Torpin is in trouble will be a challenge indeed, for example. Once the Torpin reaches Aquas, the PCs might be involved in the matter of who was responsible for the accident. If they know Chief Navigator Thallyn, they might speak up in her defense when the issue is raised. Tellesar will maintain that this wasn't his fault—he is an aristocrat, yet is expected to serve under a commoner, and he can't do his job right under those

conditions. His family, which has a good deal of influence in Aquas, will back him. As a military matter this will go before a military rather than civil court, which means that it will be decided by the Commander-in-chief Karszamon in the end!

Barthmont 12, AC 1018: Debate Called on Account of Deadlock.

Location: City of Andaire, Kingdom of Alphas'ar, Floating Continent of Alphatia, Alphatian Empire. *WW*

Description: Since the debate over the future of the canals was touched off by Dentarthadint, the Grand Council has been deadlocked—several attempts at consensus have been sought, but none have been successful; both sides are roughly equal in power, and those not taking part in the debate have refused to get involved. Some of the arguments have become downright nasty, as members on both sides attempt to ruin their opponents' reputations with accusations of corruption. It looks as though the debate will never end.

The aura of chaos is suddenly dispelled by a silence spell, and, as the assembled members look about to see who cast it, they notice the main doors are open, framing the slightly irate form of Eriadna, Empress of Alphatia. Having obtained everyone's attention, Eriadna dispels her earlier spell, and proceeds to tell the assembled mages that the debate has gone on long enough; the canals will be built as originally planned, and those who feel slighted must seek a compromise with those building them. Letting her words sink into the assembled wizards, the empress turns, and walks away. (See Pa. 3, Pa. 6; Pa. 14.)

What This Means: The ongoing debate in the Grand Council has attracted Eriadna's attention, and she decided that its time and resources would be better spent debating more weighty matters than whether someone's personal estate might be affected by a canal. Having made such a decree, the empress has effectively ended the debate, and forced the members to seek their own solutions. Not everyone will be happy with her actions, however; there are some members who would rather see a clearer separation between the reigning monarch and the Grand Council—they feel the council should have more autonomy than it currently does. The only way such a declaration could be countered is if a majority of the Grand Council voted to remove her as empress. Given the current state of disunity in the Grand Council, this is unlikely to happen anytime soon.

What the PCs Can Do: Again, unless they are council members, there is little for the PCs to do here. If they are employed by a member whose estate is threatened by a canal, however, they may be ordered to act as intermediaries between the builders and their master, trying to find common ground, and hopefully devise a solution.

Barthmont 13, AC 1018: Powerful Vampire Spellcaster Seeks Same.

Location: Barony of Two Lakes Vale, Icereach Range. *NW*

Description: Arriving in the newly darkened barony, the Moldavian Prince Morphail Gorevitch-Moszlany tries to catch the attention of the local undead lieges. He does so by simply destroying random undead he encounters, until he confronts a female elf vampire, a pawn of Sylarion's, who agrees to show him to her master's lair. (See Fl. 26, Pa. 12; Pa. 14, Pa. 16.)

What This Means: Morphail is intent on meeting the people in charge and does not waste time on formalities. Ironically, Morphail ignores a group of death leeches mistaking them to be mortal. The elf vampire will take the vampire prince to meet Splarion.

Parthmont 13, AC 1018: Thyatians in Swordcoast.

Location: Barony of Swordcoast, Tranquil Coast. *NW*

Description: A Thyatian ship anchors at Swordcoast, and the Thyatians who go ashore ask for a meeting with Baron Maximus I. Maximus, who has cooperated with the Thyatians occasionally before (notably during the Great War), at once agrees to this meeting.

The Thyatians explain that they have founded a colony on the Isle of the Dogs a little to the south of Swordcoast, and that they have chosen him to be the leader of their efforts on the mainland. They point out that the Heldannic Knights have started a northward expansion and are bound to conquer the Tranquil Coast, unless some great man—Maximus—opposes them, and fulfils his destiny to claim the area for himself and become the ruler of a united nation.

Swayed by the Thyatians' cajoling, Maximus assembles his troops, and contacts his neighbors of Dag and Dool. (See Th. 15, Pa. 11; Pa. 23, Kl. 28.)

What This Means: The Thyatians have treated with Maximus before, and they are aware of his megalomania. They do not want to stand idly by while the Heldannic Knights are trying to conquer the Tranquil Coast, as they have views on it themselves, and also hope to eventually weaken the knights enough that they can chase them from Oceansend as well. They do not wish to engage their own men for that, especially since there are Heldannic Knights on the field already and they do not wish to be face to face with them—also they do not have many troops in Canium—so they prefer to use proxies instead. They plan on supplying Maximus with money, so he can pay his troops and mercenaries from neighboring petty dominions. If he wins, they will either let him rule the Tranquil Coast if they can pull the strings, or if he proves unmanageable they will replace him with someone more to their tastes; if he loses, they can deny any responsibility for the war.

What the PCs Can Do: The Thyatians know they must keep an eye on Maximus, lest he does something unwise. A band of loyal Thyatian advisors and military councilors have to be placed at his side and check on him, relay Canium's orders, and dispatch him if the need arises.

Parthmont 13, AC 1018: Even Dwarves Smile.

Location: City-State of Dain-Karak, Confederated Kingdom of Minaea. *SK*

Description: A new and very rich gold vein is been found during an otherwise common day of mining. It seems that the richness of the vein is incredible. The Royal Mining Company, under the order of its director Balthor, decides to keep the information secret to avoid meddling by non-dwarves.

What This Means: It is very unlikely that news of this find will ever leak out. Dwarves are very good at keeping their mouths shut. However, they will probably be less gruff and more prone to smiling for the next few days.

Darthmont 13, AC 1018: The Rules for the Race Are Affirmed.

Location: City of Baraga, Merry Pirates Seas. **NW**

Description: The exact rules for the race between The Big Banquet and the Cyclone are the same as last circle. The race will start in Baraga. The first stage will be Floresque at the southern tip of Baraga Island, the next ones will be at Puerto Morillos and Kota-Jayang on the northern island. The finish will be Baraga City again. Again some captains have volunteered to maintain control points at the three harbors. Last circle King Necco the Black had sponsored a prize for the winner, but he has not confirmed he will do it again until now. The pirate captains do not care for this prize anyway. The race will start on Klarmont, 1 and all—really all—dirty tricks are allowed. (See Va. 1; Va. 14, Fy. 26.)

What This Means: The race between Barbarossa and Merryweather is on the way of becoming a tradition. Last circle it was one of the main objects for discussions and betting. Both captains have tried to trick out their rival last time. As all pirates love such tricks they ensure that both captains have understood the rules. All are hoping for even more and dirtier tricks at this race.

Darthmont 14, AC 1018: A Sudden Cancellation.

Location: City of Skyreach, Kingdom of Floating Arkan, Nayce. **AS**

Description: Enchanters and shipwrights working on a new private skyship are surprised at the news that the order for the skyship has abruptly been cancelled. No explanation is given except that the wizard Zephyrus who ordered the skyship has lost interest in the project and will no longer fund it. There is some discussion and bitterness over this, but then there is little to be done about it. (See Sv. 18, Ei. 21.)

What This Means: Nayce is in financial trouble. Not everybody sees it, but some do. Zephyrus is either one of those, or else he is just a reclusive wizard who decided that reclusive wizards have little need for skyships. Whichever is the case, this sort of thing will become more common over the next few years, though perhaps for different reasons.

Darthmont 14, AC 1018: Beastly Mutations.

Location: Great Forest of Geffron, Kingdom of Denagoth. **NW**

Description: It is clear to the Genalleth elves that something terrible is happening to Professor Dobe and the other sick soldiers. Their bodies are twisting and mutating somehow, assuming beastly features. Commander Enivaris decides to dispatch a group of unaffected elves to send word of their troubles back to Enoreth Shrine. (See Va. 3, Th. 9; Kl. 21, Fe. 1.)

What This Means: The Denagothian curse has moved to the next stage and the victims are beginning their horrific transformation.

What the PCs Can Do: Bring word back to Enoreth Shrine, avoiding the Elf Skull Units and other perils on the long journey through the forest.

Darthmont 14, AC 1018: A Siege Intensifies.

Location: Town of Ceafem, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: With Foresthome out of the picture, Stonewall tightens its grip on Ceafem and attempts to take the town once and for all. The town defenses hold for now, though.

However, the situation is grim inside the town. Town commander Arath tells King Qinn that, unless Ceafem is resupplied within a couple of weeks, he doesn't see how they can hold out. Qinn is furious and orders him out to do his job! Qinn then sends a message to Keer, ordering as many Arkan soldiers there as possible to sail to Ceafem immediately with new supplies. (See Fl. 27, Pa. 1; Pa. 23, Pa. 27.)

What This Means: The Stonewall force which besieged Arregghi until recently still hasn't arrived, but Selcomad is determined to press the opportunity to use any cracks that Foresthome's departure from the alliance might have caused. None are obvious, though.

Ceafem is lacking supplies because they sent supplies and a few ships to Arregghi, which are now missing in Ceafem. There really isn't anything Arath could do about it, since it was never his decision in the first place. King Qinn's reaction is one typical of a frustrated aristocrat against a commoner, and a mild one at that, but the timing is rather unfortunate to say the least, since it will obviously hurt the cooperation between Qinn and his immediate subjects.

What the PCs Can Do: Good opportunities for battle on the town walls, though it won't make a major difference at the moment.

Darthmont 14, AC 1018: The Impasse Is Ended; the Canal May Continue.

Location: Estate of Dentarthadint, near Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: A solution has been reached, to the satisfaction of Dentarthadint and the canal builders: For a nominal fee (ostensibly to compensate the wizard for his "unnecessary grief and stress," but more than he would normally receive if he were to cast the spell), Dentarthadint will create an enchantment such that the canal will flow over his petunia patch, with a clearance of roughly seven feet. The enchantment will suspend itself for the duration of the Day of Dread, during which no transit along this section of the canal will be possible. This way, commerce will pass over his property, watering his petunias a few times per sleep in the process, and his greatest treasure remains unsullied. The temporary cancellation of the spell on the Day of Dread will ensure that his prized flowers remain safe. Both parties go their own way, certain that they got the better half of the deal. (See Pa. 6, Pa. 12.)

What This Means: Nothing can prompt adversaries to set aside their differences faster than an angry empress, it seems—especially if the empress in question is most puissant in the magical arts. Once the enchantment is complete, traffic will sail along a canal that magically rises out of the ground at the edge of Dentarthadint's property, along a bizarre sort of watery bridge over the estate, before coming to the ground again at the other end in a regular excavation. It will be quite a sight to see once it is completed, and the novelty will be such that some people will offer to pay money to ride one of the

barges along this particular stretch of the canal—some of the proceeds of which will go to Dentarthadint's estate.

What the PCs Can Do: If they were instrumental in getting the two sides to agree to a compromise, the PCs can pat themselves on the back for a job well done.

Darthmont 14, AC 1018: The Race Is Postponed.

Location: City of Baraga, Merry Pirates Seas. *HM*

Description: King Necco the Black has asked if the race could be postponed. He proposed a start on Fyrmont 26 instead, so the finish of the race should be during the Games of Protius in Ambrymont. The prize he has sponsored last circle will be raised.

After a short consideration both Barbarossa and Merryweather agree. (See Da. 1, Da. 13; Fy. 26, Am. 15.)

What This Means: The pirate king has made the decision that the race would be a nice part of the games, and therefore he has made the proposal. Both captains are ambitious enough to like the idea to win before a great audience.

Darthmont 14, AC 1018: Fang It Out.

Location: Barony of Two Lakes Vale, Icereach Range. *NM*

Description: In the late evening Prince Morphail Gorebitch-Woszlan meets with the sinister elf vampire Sylarion, accompanied by his ally the Shadow Lord. The three necromancers spend the entire night playing mind games. Sylarion and the Shadow Lord do not want to disclose the ultimate plan of the Immortal Nyx, and Morphail does not give away his real reasons for wanting to join the dark cabal. Finally, as sunrise approaches, the vampire elf suggests Morphail should stay as guest during the day and they could continue this conversation over the next night. When Morphail politely refuses, he is suddenly attacked by a spell from Sylarion. Even the Shadow Lord is surprised as the two vampires start hurling spells and blows at each other.

The Shadow Lord watches from the side, amused, but eventually joins in as a spell from Morphail hits him as well. As the battle goes on various undead monstrosities march in to help the two lords. Morphail, feeling betrayed and outnumbered, reverts to gaseous form and retreats. Sylarion does not pursue. (See Da. 12, Da. 13; Da. 16, Da. 17.)

What This Means: Morphail's plan has failed... for now. His overconfidence in his power allowed for his defeat by a (slightly) less powerful necromancer. Sylarion had planned on destroying Morphail in his day sleep when it would be less dangerous, but Morphail did not die yesterday. Nevertheless, Morphail could not take over Sylarion because he was too old and powerful, and he could not control the lesser undead because they drew power from the Death Stone.

For now, Morphail will return to Glantri and try to make contact with Nyx through a different way; directly contacting another plane is simply too dangerous and would attract the attention of his present master Alphaks. If Morphail does manage to contact Nyx and convince Her of his loyalty, the undead forces of Norwold might gain an exceptionally powerful ally... or rival.

Third Week

Parthmont 15, AC 1018: Unrest in Draeh.

Location: City-State of Draeh, Esterhold Peninsula. **SK**

Description: The tension between the free Jennites and the rebel Jennites is on the rise in Draeh. Since Draeh declared its independence, there have been disputes. At times this has resulted in the demonstrations of what each group wants, but now the situation is threatening to turn into hostility. Today there is a riot in the city. The leaders try to put it down, but since even they cannot agree on what needs to be done, the riot lasts for days, and afterwards nobody seems able to tell what started it. (See Th. 9; Fe. 16, Ci. 6.)

What This Means: What did spark this? Did free Jennites bring their livestock through the areas where the rebels wanted to settle? Did the rebel Jennites try to repair the city walls the free Jennites wanted to tear down? Does it matter? Whatever trivial matter set it off, it is merely a symptom of the greater problem—the gap between the rebels and the free Jennites is too large! They cannot bridge it. The free Jennites still belong to what the rebels consider the past. They are nomadic animal herders bound to their tribes, whereas the rebels have become part of a much more advanced civilization living in towns and cities, even if they did serve as the slave class in that civilization. This is not a judgment of either, just a fact of life, and it doesn't mean they cannot co-exist. In fact, they could do fairly well by letting each group do what they do best. The free Jennites could roam Esterhold with their herds and then sell their products in societies like Draeh, while the rebels could run the city based on trade. This would be beneficial to both sides.

It is not going to happen anytime soon, though. The free Jennites are beginning to see their distant brethren as having lost their way, too corrupted by the Alphatians. Some of the rebel Jennites do see this, while others refuse to abandon the dream of uniting all Jennites. The number of people who believe in the latter is steadily growing smaller, though. Many of the rebel Jennites are beginning to think this is a dangerous time for them—they cannot live by the ways of the free Jennites, whom they start to see more as “wild Jennites” rather than as “free Jennites” as they did in the buoyant early days of the rebellion, but they fear their cousins could turn against them, so they don't push the issue.

Needless to say, this will not be the last trouble in Draeh. In fact, things will continue like this for some time, and many situations will reveal the gap between the free Jennites and the rebels. For example, in the days of the Alphatians, a starving Jennite might have stolen apples in his master's orchard, even if he were flogged for it if caught, so the rebels see the benefit of these orchards, but because these were founded by the Alphatians, the free Jennites want to burn them down. The rebels are also used to sleeping indoors in stone houses, some of them even knew a crude bed, and they all remember how hard it was when their masters punished them by forcing them to sleep outside, especially without a blanket. The free Jennites never lived in houses, however, and want to tear them all down.

What the PCs Can Do: If the PCs are Jennites in Draeh, the DM could put them in some of the situations described above. The PCs are likely to be involved in the unrest, but if there are deaths on either side, particularly among the free Jennites, the chance that this will escalate beyond a simple riot will become dangerously great. In fact, if the PCs are noted adventurers of some experience among the Jennite rebels, they might be contacted by the rebel leaders and asked to show restraint if the free

Jennites become aggressive as they fear, and quite rightly too, that the delicate alliance between the rebels and the free Jennites might break apart. And if that happens, the Jennite stand against the Alphatians will become impossible.

Parthmont 15, AC 1018: Fires on the Water.

Location: Lake Szwanski, Duchy of Prancea, Confederation of Klagorst. **WB**

Description: Some farmers living near Lake Szwanski find the torn bodies of six adventurers. Although the lake is dangerous and strange monsters created by the former Duke Rhorg live in its depths, they have never attacked humans passing along the lake before. Moreover, the adventurers bear recognizable signs of wounds by arrow and sword—and monsters don't use them. (See Fl. 27.)

What This Means: The adventurers were too close to finding the surviving Reptile Knight that attempted to kill Duke Jozef. The knight led the men to the lake, which he knows very well, and was able to ambush and kill them.

What the PCs Can Do: Be the adventurers, and hopefully don't get caught by the dangerous Reptile Knight.

Parthmont 15, AC 1018: An Audience with Detteria.

Location: City of Bluenose, Kingdom of Arogansa, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: Queen Detteria receives in audience a group of aristocrats from her kingdom. Also present is the former Queen of Randel, Junna, who unexpectedly demanded to see the queen in that same audience. Detteria fears that they will blame her for the troubles in Cadrin, and ask to make peace at whatever cost, lest Randel (with Junna as its spokeswoman) enters the fray.

She is very surprised when the aristocrats expose a totally different matter. They explain that, with the war stalled, they advanced the plans to create a lake in Cadrin. Upon Junna's advice, however, they created the lake at the border with Randel, which has the additional advantage of shielding Arogansa a bit more from any Randel reaction.

Since it seems unlikely that Archpoint will fall any time soon, they suggest that the queen negotiates for peace with Cadrin now, with the flooded land—and future lake—being what she should try to force Cadrin to part with. She says she will take the matters into consideration. (See Fl. 19, Pa. 4; Fe. 28, Fy. 17.)

What This Means: Detteria is furious that Junna and her co-conspirators bypassed her and dictated policy, but it is too late now to undo what they have done, and putting those major aristocrats to trial for treason would just be political suicide. The only thing she can do is wait long enough to save her face, see how best she can salvage the situation to her advantage, and make peace.

Parthmont 16, AC 1018: Intruders against Morphail!

Location: Tower of Igorov, Principality of Boldavia, Principalities of Glantri. **OW**

Description: Upon returning to Igorob, Morphail feels a foreign presence in his tower. It takes him mere moments to understand that there are mortal spies in the tower and that they are magically invisible. A battle ensues all of a sudden, and the Dark Prince manages to kill the intruders, but not without receiving a great amount of damage. The intruders, elves and humans, were equipped with many magical items, even clerical magic, and were obviously prepared to fight the undead. Morphail gives all the bodies but one as food to his zombie servants, and magically teleports the remaining corpse to the entrance of Princess Carnelia's home in Alhambra in the Principality of Belcadiz. (See Pa. 13, Pa. 14.)

What This Means: Someone was making good use of Morphail's short absence in Icereach. The prince examines what are the weak points in his tower's defenses—after all, he had a previous break-in by the mage-prankster Robin Moorkroft earlier in the year. This intrusion is much more serious, and several mortal and undead retainers will pay severely for that breach of security. Although Morphail has many enemies within the principalities, the prince believes these agents were part of La Centinela, a secret organization of undead slayers sponsored by his rival, Princess Carnelia de Belcadiz; only this group would have the means and the boldness to attempt such an attack.

What the PCs Can Do: If the PCs are the spies themselves they could be recruited as agents of La Centinela—or a group posing as such, secretly backed by the various enemies of Prince Morphail; Princess Dolores Hillsbury of Fenswick or Prince Angus McGregor are obvious choices. But complex as Glantrian plots are, the PCs could be hired by some other villain, one who wishes to exploit the bitter enmity between House Igorob and Clan Alhambra..

In truth, the battle against Morphail is quite an impossible task. Should the PCs need help, Lady Tatjana Gorevitch-Moszlany and her lover Sire Claude d'Ambreville (both vampires but with great compassion for Morphail's victims) could rush to their rescue; this would give the Centinela slayers a new perspective toward the undead they hunt! On the unlikely event that Morphail is about to be defeated he can simply escape in his gaseous form and send the hordes of undead to cover his retreat. The PCs will be sure to learn that escape from Castle Igorob is even harder than getting in.

Parthmont 16, AC 1018: Reavers in Valu Bay.

Location: Valu Bay. WB

Description: Texeiran and Vilaverdan reavers employed (largely unbeknownst to them) by the Master of Hule to attack Zuyeban and Renardois ships strike yet again near Porto Escorpião. They board two Zuyeban merchant vessels, slaughter the crews and make off with the cargo before scuttling both ships. A Renardois war galley arrives too late to prevent the reavers from escaping.

What This Means: The Master has been employing independent Vilaverdan and Texeiran ship captains as privateers for a year now. He has been attempting to disrupt Zuyeban trade routes through the Valu Bay after they seized Richland some years ago. The problem will persist as long as the Master's money holds out, although the risks for the reavers are beginning to increase with a number of heavily armed Renardois and Zuyeban vessels plying the bay in order to protect their trading ships.

Parthmont 16, AC 1018: Messenger Returns.

Location: City of Trollhattan, Kingdom of Linn, Floating Continent of Alphatia, Alphatian Empire. **WW**

Description: The messenger the Stonewall prisoners in Linn sent back home returns with a message from King Koblan himself. The message claims that Linn has no right to imprison soldiers of Stonewall, and that they acted without evil intent. According to King Koblan, this is a clear violation of last year's treaty promising the Stonewallers free passage through Linn, and if the prisoners are not released at once, it will be considered an act of war against Stonewall. King Drushipe is enraged by the tone in which the letter is written, and responds by pushing the trial ahead to the next day. (See Nu. 23, Pa. 4; Pa. 17, Pa. 20.)

What This Means: King Koblan has little sympathy for his out-of-the-ordinary northern neighbor, and considers it a powder keg of potentially dangerous monsters. Although the military resources of Stonewall are stretched a bit thin with the Arkan campaign, he feels confident that Stonewall could crush its smaller northern neighbor if it has to. Besides, Linn has a fair amount of potentially rich farmland if it were rid of its current inhabitants.

Parthmont 17, AC 1018: Battle of Isar Falls.

Location: Near source of Isar River, Territory of Heldann, Heldannic Empire. **OW**

Description: While marching eastwards towards the coastal territories of Heldann, which are still loyal to Herr Wulf von Klagendorf, forces controlled by Ordensgeneral Heinrich Straßenburger attempt to ford the Isar River near its source. Here, many streams flowing from the surrounding hills join together at the head of a small cataract, from which the river itself flows, and where the flow itself is much slower. The cavalry units ford the river first, and just as they finish crossing, several of the riders begin screaming, frantically swatting at large clouds of buzzing insects. The horses are disturbed by the sudden commotion, and many buck under their masters, sending them sprawling to the ground.

Before the cavalry can reorganize themselves, a volley of arrows cuts through them, felling several men and horses. As the infantry on the western side of the river overcomes the suddenness of the attack and crosses the river en masse, a force of 40 Heldannic Knights rushes out of the surrounding vegetation, managing to kill the remaining cavalry, and meeting the first ranks of the foot soldiers. Here a pitched battle ensues, but Straßenburger's soldiers are trapped between the river and skilled clerics, as well as hidden archers who fire into their ranks. The battle is a victory for Wulf's army, which pursues the remaining rebel forces for a few hours, before resuming its original course. (See Fl. 2, Pa. 12; Pa. 27, Kl. 7.)

What This Means: Straßenburger had thought that his forces might be able to make their way towards the coast undetected if they avoided the major roads and trails of Heldann, which, he suspected, would be watched by Herr Wulf's armies. It just happened that Wulf was thinking the same thing, and he had decided to use the same tactic to send some of his forces westwards. These soldiers intercepted the rebel scouts, and briefly interrogated them. The information they gained was sufficient to set up an ambush. Straßenburger's force, numbering about 300 men, lost almost half of its number, while Wulf's soldiers, at around 200 men, lost less than 30.

What the PCs Can Do: PCs on either side could participate in the battle.

Parthmont 17, AC 1018: Shadow Lord Contacts the Night Oracle.

Location: Isle of Night, Outer Plane.

Description: Through his magical researches, the Shadow Lord understands Idris has cursed him to prevent him from attaining full lichdom. Arriving on the Isle of Night, he contacts the Night Oracle (an Avatar of Nyx) and pledges his eternal service to the Immortal if She will free him of the curse. She promises She will lift the curse once he has helped Sylarion and Ulslime furthering Her goal of the creation of an undead nation in Norwold. The Shadow Lord bites his lip and obediently returns to Two Lakes Vale to assist Sylarion and Ulslime. (See Nu. 1, Va. 10; Am. 6.)

What This Means: The Shadow Lord will be forced to cooperate with Sylarion and Ulslime in order to attain full lichdom. Sylarion and Ulslime will be extremely wary of the Shadow Lord.

Parthmont 17, AC 1018: Stonewallers Tried.

Location: City of Trollhattan, Kingdom of Linn, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: The Stonewallers are put on trial before a tribunal led by King Drushipe himself. Chief Sthool presents as evidence the memories magically retrieved from the surviving gnolls. The Stonewallers speak for themselves, but have little to further their defense. In the end, one of the younger and more hot-headed soldiers bursts out: "We did nothing wrong! If I had the chance to bash in the skulls of those hyenas once more, I'd gladly do it again!" After giving the young soldier a thorough scolding for his insolence, the soldiers are all sentenced to death for murder [Confiscation (3) sentence. *Ed.*]. (See Pa. 4, Pa. 16; Pa. 20.)

What This Means: King Drushipe is a fierce promoter of anti-racism in Linn, and feels he needs to punish the soldiers harshly to set a precedent. The repercussions once word reaches King Koblan will likely be equally harsh.

Parthmont 17, AC 1018: Milenian Navy Responds.

Location: City of Corisa, Milenia. *HW*

Description: Having received word of the latest pirate attack and the conflagration that consumed the town of Moreus, Emperor Adronius orders his navy into action. Several flotillas are added to the usual patrols of the coastal waterways; additional galleys begin to escort prized merchant vessels within imperial waters. Patrols in the Gulf of Corisa are boosted to the point where it is difficult to sail without a naval vessel within sighting distance. Effectively, this amounts to a blockade of the gulf, which should stave off any further pirate assaults. The naval officers keep a sharp lookout for the notorious pirate, Alexis the Lawless, on whose head the emperor has placed a substantial bounty. (See Fl. 26, Pa. 2; Ci. 5, Ka. 13.)

What This Means: Adronius had no choice following the destruction of Moreus, especially with protests calling for his removal continuing to occur. The navy has been put on a wartime footing, as

any further pirate raids could be disastrous. Alexis the Lawless is now Milenia's public enemy number one, and his capture would be a boon to Adronius's political standing.

What the PCs Can Do: Join the navy and help defend the empire against the pirates! Numerous sea-going scenarios are possible, including the search for Milenia's most wanted.

Parthmont 18, AC 1018: Raiders from the Hills.



Location: Villages of Obechek and Deposkna, Duchy of Vvolstograd, Final Range. *MM*

Description: From the North Hills, bands of orcs and goblins descend upon the villages of Obechek and Deposkna. Isolated farms in the region are hit particularly hard, and many are burned to the ground. Wolf riders hunt down many of those who flee. When Vvolstograd's troops arrive, the humanoids engage in several skirmishes, but then retreat back into the rugged hill country. (See *Jl.* 25; *Kl.* 12, *Kl.* 27.)

What This Means: The humanoids are not overly organized, and are content with plundering random villages and giving occasional battle to enemy forces. They are not willing to take on any obviously superior forces directly, but will hope to lure them back into the hills where ambushes and guerilla tactics can be used effectively.

What the PCs Can Do: Do battle with roving bands of goblins and orcs. Adventuresome PCs (are there any other kind?) may wish to pursue the 'noids into the hills and perhaps clean out a minor lair or two. The full humanoid population of the North Hills will be beyond the ability of the PCs alone to exterminate.

Parthmont 18, AC 1018: Island of Mystery?

Location: Eastern Jungle Coast. *DV*

Description: While sailing eastwards along the coast, the Thyatian expedition discovers a great delta at the mouth of a northward-flowing river, within which sits what appears to be a large island. Curious, Julius Ambrosius directs his crew to set a course for the island, in order to explore it more thoroughly. (See *Jl.* 2, *Pa.* 7; *Pa.* 20, *Pa.* 27.)

What This Means: The coastal jungles have looked anything but inviting; this island looks far more hospitable. What Julius and his party have in fact discovered is one of two large islands situated at the mouth of a large river. Time will tell how they fare.

What the PCs Can Do: The PCs are likely to be part of any party that goes ashore. DMs can use this as an opportunity to run typical jungle scenarios—exploring strange, vine-covered ruins, fighting natives and jungle orcs, and encountering exotic plants and animals (including dinosaurs).

Parthmont 18, AC 1018: Spreading the Forces.

Location: Camp of the Jennites outside the City of Skyfyr, Province of Blackrock, Republic of Esterhold, Nayce. SK

Description: Talin returns from his meeting with the other Jennite chieftains and leaders. He is rather surprised to hear that spies from Skyfyr have tried to poison the Jennites. But after hearing the news, he immediately begins reorganizing his forces. He has some of the more experienced people removed from the siege entirely and then sent off into the countryside of Esterhold. (See Pa. 1, Pa. 6; Pa. 27, Kl. 4.)

What This Means: There are several reasons for this reorganization of troops. First, the mercenaries from Veroth in Southrock require the Jennites to commit more forces there. Other Jennite leaders have already done so, but then that requires that some of the troops in the siege of Skyfyr be diverted to replace the troops traveling south to face the Verothian mercenaries.

Second, Fabian's adventurer groups are causing the Jennites no end of trouble. While they do not wipe out entire warbands, they are awfully good at harassing their progress and this is slowing down the war effort. The Jennite soldiers and warriors also find them extremely difficult to catch, so many leaders are now removing the more experienced people from their forces to set up groups of veterans to seek out and destroy the annoying adventurers.

Talin is nowhere near devoting so many people to these efforts that he cannot maintain his siege of Skyfyr, though. Far from it—the siege continues.

What the PCs Can Do: PCs tired of fighting for the Jennites siege of Skyfyr can travel to Southrock to fight the Verothian mercenaries, or sign up for the anti-adventurer groups and go off into the wilderness to hunt them down. This won't really make battles much easier for PCs with the Alphatians, though, since Talin is merely reorganizing his troops.

Parthmont 18, AC 1018: Dog-Men Strike.

Location: Trail south of Village of Cry-Usar, Delta Kingdom, Nithian Empire. HW

Description: A caravan heading south from the village of Cry-Usar to Louknor is attacked by a swarming band of gnolls. The gnolls fight in a vicious, blind rage, showing no quarter to the Nithian merchants or their slaves. The gnolls make off with the food, cloth, and other goods borne by the caravan workers. A single runner is able to escape the chaos and bring word of the attack by the dog-men back to the village. (See Pa. 22, Fl. 27; Fy. 5, Ci. 10.)

What This Means: Greeah-Dog's gnolls are moving into action. This is the first of many isolated attacks on caravans, villages, and other settlements throughout Nithia, which will escalate throughout the circle.

What the PCs Can Do: Be hired as caravan guards and fight off the savage bands of gnolls. Once the attacks become more frequent, government officials or caravan owners may hire the PCs to investigate the rise in dog-man attacks, especially in the wilderness northeast of Louknor.

Parthmont 19, AC 1018: When Roads Cross.

Location: On the road between Towns of Dolos and Nemiston, Republic of Darokin. *OW*

Description: Going toward Selenica, Ruthera Wocken has a chance encounter with Rezak Xygar, a noted wizard for hire in Darokin, who is currently escorting a caravan to Darokin City for Pennydown House. They discuss the renewed Mage's Guild, which had escaped Rezak's attention, and he promises to seek out Bastian Rodens once he gets to Darokin City. (See Nu. 20, Pa. 8; Pa. 27, Fe. 22.)

What This Means: Rezak Xygar has been busy for a while, so he didn't note the renewed effort of the old Magic-User's Guild, though he is a member of it. Having him involved in the renewal process could be a great benefit, as he is probably one of the most experienced wizards in Darokin.

What the PCs Can Do: This is a relatively peaceful encounter, but if the PCs meet Xygar, they can evaluate his skills in the arcane arts himself (and be impressed by them). Rezak is a nice wizard, but he is a bit theatrical and goes to great lengths to promote himself. While initially amusing, this trait can be a little annoying after a while. In truth, his real name is Roger Sagar, but he calls himself only Rezak Xygar because it's more "wizardly."

Parthmont 19, AC 1018: We Don't Need Those Stinking Gnomes.

Location: City of Soderfjord, Kingdom of Soderfjord. *OW*

Description: Emissaries of King Sarats of Sareft approach King Ragnar of Soderfjord. They inform him that they have a kingdom in the Hardanger Mountains, and that he must remove the gnomish population from the Falun Caberns, since the Modrigswerg lay claim to these caberns. Ragnar is enraged; he has the Modrigswerg forcibly removed from his clan hall, telling them that the Falun Caberns are his to do with as he pleases, since he's the one that cleared them of kobolds. (See Th. 7, Fl. 17; Pa. 22, Kl. 9.)

What This Means: Ragnar is less than pleased to discover the Modrigswerg of the Hardanger Mountains want the Falun Caberns for themselves. He cleared those caberns of kobolds at high personal cost in the hope of obtaining gnomish artifacts, which he could trade for with the new population of gnomes. The Modrigswerg are not known for fair trades, so he definitely doesn't want them in control of the Falun Caberns.

Parthmont 19, AC 1018: The Lass Gets Lucky.

Location: Open sea west of the Town of Corescos, Merry Pirate Seas. *HW*

Description: The Lucky Lass has been away from home for over four months, and although some minor wealth has been taken, there has been no sign of Captain Blake's lost map. The crew is

beginning to be disheartened, despite the efforts of Captain R. Morgan. Morgan calls for a vote, and the crew decides to stay at it for ten more sleeps, and then sail for home if their bad luck continues.

Shortly thereafter, they spot a Traldar galley, and the *Lucky Lass* sails in to attack. Morgan intimidates her with artillery fire and then closes to board, his crew singing a boisterous song as they do. The Traldar put up a token resistance, and quickly submit to the pirates. The take is not bad—some bolts of cloth, and a few cases of decent wine—but it is not great. Morgan personally searches the possessions of the Traldar captain, and, in addition to some gold jewelry, he finds an old ship's log, which he steals as well. Morgan suggests that they return to their homeport of Floresque, and the crew concurs. (See Nu. 10; Kl. 16, Kl. 17.)

What This Means: Many crucial shipboard decisions are made democratically, when the captain calls for a vote of the crew. Usually, the more say a pirate crew has in their own fate, the merrier they are, and Morgan is wise to consult them when their morale is dwindling. Things such as this are typically outlined in the ship's articles, or charter. The captured goods will hold the crew over for now, while Morgan investigates the old ship's log. It was written by Bellamy Richards, an ancient mariner who once sailed with Captain Blake. Morgan is hopeful that it may contain clues to the lost map, but he does not want to raise false expectations amongst his crew. Actually, Morgan is illiterate, and was only able to recognize the jolly roger (or personal mark) of Bellamy etched on the cover. He hopes to hire a translator or scholar back in Floresque to read the book for him.

What the PCs Can Do: If they are serving with Morgan, PCs will be expected to fight against the resisting Traldar, and assist with the procurement of the goods. PCs who are close to Morgan may learn of Bellamy's log and help him to decipher it.

Darthmont 20, AC 1018: Two for the Price of One!

Location: Eastern Jungle Coast. DV

Description: Before sending a landing party to examine the island, the Thyatian expedition sailed around it first, ostensibly to find an ideal beach upon which to land. In doing so, it was soon discovered that there are not one, but two islands nestled within the delta, both of approximately the same size. Extra time was taken to circumnavigate the eastern island, during which time the crew noted the presence of many strange animals—including what appear to be giant lizards, possibly the fabled “dinosaurs” said to exist in the Thanegioth Islands. Having completed this survey, Julius arranges for a landing party to explore the western island for a week, after which it is to report its findings.

In anticipation of the discovery, Julius names the nearby estuary the Saurian River; the islands will bear the same name for now. (See Pa. 7, Pa. 18; Pa. 27, Kl. 3.)

What This Means: If these islands really are home to dinosaurs, they could receive more visits in the future as hunters, collectors, zoologists, and other folk seek fortune and notoriety in various ways. The landing party will have a week to answer this question.

What the PCs Can Do: PCs should probably be part of any landing party, as this is likely why they would be brought on such an expedition.

Parthmont 20, AC 1018: Trial Reopened.

Location: City of Trollhattan, Kingdom of Linn, Floating Continent of Alphatia, Alphatian Empire. **HA**

Description: In light of new evidence that came up in the case against the Stonewallers, their trial is reopened. Chief Sthool admits in front of the court to having fabricated the evidence against the Stonewallers in order to regain lost prestige at the court. The tribunal, once again led by King Drushipe himself, acquits the Stonewallers of all charges, and gives them leave to return to Draco. Rumors start flying that the king looked unusually depressed when reading the new verdict. Chief Sthool seems to disappear after the trial; rumors say he has fled the country in shame. (See Pa. 16, Pa. 17; Fe. 8.)

What This Means: The three most influential aristocrats in Linn, besides the king himself, Queen Mellora, The Dragon and The Count, did not want to see Linn destroyed by a war with Stonewall. Knowing that they had no chance of winning such a war they took a more pragmatic stance than King Drushipe. They presented him with an ultimatum: to change the verdict or face a challenge to his rule. They then used magic to force a false confession out of Chief Sthool.

These three nobles have been the main supporters of King Drushipe, and supporters of the status quo, in Linn, and through their might he has been able to hold his kingdom together. This is however the first time they have decided to combine their power, or the threat thereof, to pressure the king into seeing things their way. Should they choose to exercise their power in this way later, the king could in practice be reduced to nothing but a puppet ruler.

What the PCs Can Do: If the PCs are familiar with the politics of Linn, they might notice that something odd is taking place, but it is unlikely that they will know exactly what at this time. Tracking down Chief Sthool will result in nothing, as he has already been killed by the minions of The Count.

Fourth Week

Parthmont 22, AC 1018: Trouble in the Falun Caberns.

Location: Falun Caberns, Kingdom of Soderfjord. *OW*

Description: The gnomes, who recently moved into the Falun Caberns, find their water supplies poisoned, their food supplies spoiled, and strange monsters roaming the caberns. They request aid from King Ragnar of Soderfjord. (See Fl. 17, Pa. 19; Kl. 9, Kl. 16.)

What This Means: The Modrigswerg of Sareft are trying to drive out the gnomes from the Falun Caberns, which they covet for themselves. They have decided to convince the gnomes to leave by harassing them.

What the PCs Can Do: PCs could be hired to protect the gnomes from this sabotage and to hunt for monsters. They could also be in charge of caravans with supplies coming from Soderfjord.

Parthmont 23, AC 1018: The Thyatian Proposal.

Location: City of Freiburg, Territory of Heldann, Heldannic Empire. *OW*

Description: Anna von Hendriks has returned to Freiburg early this morning, and without delay she presents herself to Oberherr Wulf von Klagendorf, bearing the note from Emperor Eusebius of Thyatis. Without waiting for a full explanation, he takes the note, and opens it. Tense minutes pass as Wulf reads the note in full, and then, setting it down, dismisses Anna, telling her that he has much to think about. (See Fl. 27, Pa. 1; Fy. 11, Fy. 12.)

What This Means: Clearly, the Thyatian proposal is not what Herr Wulf had in mind. Nevertheless, with no other aid forthcoming, there will be considerable pressures to at least consider what has been put before him.

What the PCs Can Do: Even if they are close aides of Herr Wulf, the PCs will not be told the contents of the letter, although they might try to find out, especially if they are in Straßburger's employ.

Parthmont 23, AC 1018: Despair Rising.

Location: Town of Ceafem, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: Although Ceafem withstands the Stonewall siege, the Stonewall strategy is becoming apparent. Arkan soldiers are being lost at an alarming rate! Already many of the soldiers have been killed the siege.

Town commander Arath tells King Qinn that although fresh supplies and additional soldiers have just arrived from Keer, Ceafem cannot hold out for much longer, and Arath asks King Qinn to begin negotiations with Stonewall, if only to play for more time for reinforcements to arrive. King Qinn refuses. (See Pa. 1, Pa. 14; Pa. 27, Kl. 4.)

What This Means: Stonewall doesn't have to break down the town walls because they can just continue their siege and wear the defenders down. This strategy is desirable to bringing the town down by force, because a preemptive assault would cost Stonewall many soldiers, and would just cause the defending soldiers to flee toward Ailpon, where they must then be fought later. Stonewall may be in a hurry to end this war, but Selcomad also knows that revealing it will just cause more trouble—showing patience is likely to break down the enemy at a faster rate, and force them into negotiations. The threat of the besieging force from Arregghi arriving outside Ceafem is also something that can be used to intimidate Ceafem.

King Qinn has several reasons for refusing negotiations. He hopes that the recent discussions in the Grand Council will stir up support for him, and he doesn't want to give Stonewall something they can present to the council indicating that the war is ending peacefully. Qinn is hoping the tide is turning against Stonewall. More importantly, Qinn has not discussed this with his ally, Queen Elshethara in Ambur, and he fears she might interpret negotiations with Stonewall as an indication that Arkan is giving up resisting Stonewall. He simply cannot afford to take that chance. Also, Qinn is dismissive of Arath himself. Partially this is because Arath has some of the typical "Stonewall traits" himself—he is a commoner and warrior involved in military matters and administrative affairs, and he seems to care more about the Ceafem population than the overall Arkan situation or what he is ordered to do by the aristocrats. This is not really the case, but it is true Arath doesn't like Qinn much. Obviously this is not a crucial factor in Qinn's decision, but it does factor in to a minor degree. Besides, if King Qinn decided to negotiate, he doesn't really have much to offer Stonewall at the moment, and he refuses to consider total surrender. This will cause Arath to be even more skeptical of Qinn, and he now begins suspecting him of opposing negotiations solely because Qinn places his own position as King of Arkan above the population's well-being.

What the PCs Can Do: The battles continue, but the PCs can also advise the various rulers and leaders involved in the conflict if they have distinguished themselves in some way or are noted for knowledge or experience with such matters. Obviously the two sides will also spy on each other.

Parthmont 24, AC 1018: Leaving Alpha.

Location: City of Alpha, Kingdom of Alpha, Nayce, Southern Great Bay. *NW*

Description: With the letter from King Ercall finally in their possession, the Thyatians set sail for the Isle of the Dogs, there to report the result of their half-mercantile half-diplomatic missions to various dominions in the Great Bay area. They will not stop at the remaining dominions at the mouth of the Great Bay, Draken and Ossian, which are rather hostile Alphan vassals anyhow. (See Pa. 8, Pa. 11; Kl. 22.)

What This Means: The Thyatian merchants are eager to report directly their progress (they have kept in touch during their tour, but it is time for a full report) and give the baron the invitation from King Ercall.

What the PCs Can Do: There are enemies of Thyatis who do not want to see the empire extend its shadow over Norwold. They may hire the PCs to try and stop the Thyatians—who will be described by their employer as spies.

Parthmont 24, AC 1018: A Dark Declaration.

Location: Countryside, Esterhold Peninsula. **SK**

Description: After rumors about the Crimson Avengers have circulated for weeks, Chieftain Maltaen—of that tribe of free Jennites who strongly support the True Way philosophy—commands his forces to wipe out any resistance by the Alphasians and their allies by any means necessary. He and his tribe and troops begin a reign of terror in the heart of the peninsula. (See Th. 26, Fl. 21; Fe. 28, Fy. 2.)

What This Means: The True Way is an extremist belief that preaches the destruction of anyone who doesn't accept the ideals of the free Jennites, particularly the Alphasians who have long oppressed them. Maltaen's tribal warriors were those who burned down Anchorage last year. His warriors have assaulted Alphasians and Jennites allied with them with savage fury, but they have also shown little respect for the rebel Jennites whom they consider to have fallen from the true ways of the Jennites. They are even noted and considered extremist among the free Jennites, as many tribes are far less aggressive or hostile than the True Way tribe. Maltaen's goal is to utterly annihilate all Alphasians and anyone who ever stood with them and so, obviously, were infected by their evil contagion of magic. Naturally people who follow such a philosophy react strongly to a group that commit acts against their people such as the Crimson Avengers have done.

What the PCs Can Do: Not much the PCs can do here. In fact, they are unlikely to know of this unless they are warriors in Maltaen's tribe themselves, which would be very unlikely. They will undoubtedly hear of this at some point, but that is described in later events. The only way the PCs would be involved at this point is if they are free Jennites who follow Maltaen's True Way. In that case they could be among the Champions of the True Way, a group of free Jennites fanatically devoted to Maltaen's ideals who begin spreading fear and terror among the Alphasians and, particularly, the Jennites who are their allies and whom Maltaen sees as particular traitors to the cause of the True Way.

Parthmont 25, AC 1018: Drax Tallen Reinforced.

Location: Keep of Drax Tallen, Great Forest of Gelfron, Kingdom of Denagoth. **NW**

Description: After witnessing the emboldened spirit of the elves, General Grumman asked the high priestess for reinforcements. He is disappointed when only a small squadron of common pikemen of the Shadow Army arrives with no sign of any Dragon Knights. He understands something is amiss with the Dragon Knights, but the Church of Idris remains silent on this matter. (See Va. 8, Th. 24; Kl. 21, Fy. 19.)

What This Means: The Dragon Knights (a.k.a. the Children of Idris) were secretly produced by the Onyx Ring in a cave in central Lothenar Forest. This cave was effectively destroyed by Beasthunter's Long Runners, and now Dragon Knight production has all but ceased. General Grumman is unaware that Dragon Knights are "produced" and he does not know of Beasthunter's attack.

What the PCs Can Do: Intercept the reinforcements before they reach Drax Tallen.

Parthmont 26, AC 1018: Hiding in Empty Spaces.

Location: Kingdom of Notrion, Bellissaria, Nayce. AS

Description: The mechanical marvel that is Earthshaker continues to travel throughout Bellissaria with Milos's Exhibition of Wonders. The exhibition continues to be a popular attraction despite—or maybe thanks to—the terrible economic situation in the kingdom. Today, during one of the standard tours given of the machine, a tourist slips away from the group, and hides in one of the many vast spaces within the metal shell. (See Fl. 6, Fl. 19; Fy. 14, Ka. 3.)

What This Means: The man is Ushankob, a lieutenant of Zhucharnob's. Unbeknownst to his fellow conspirators, Viktor and his cronies have been furthering their plans, awaiting the day when the Mind Gem will be theirs. Zhucharnob has ordered his men to follow Earthshaker from land to land, infiltrating the thing one by one. When the time is right, they will be issued further orders, describing a coordinated attack to eliminate resistance and gain control of Earthshaker. Viktor is trying to stay one step ahead of Dool and Coiger, by placing enough men with enough firepower to take them out, if necessary.

Parthmont 27, AC 1018: The Siege of Thurgau.

Location: Town of Thurgau, Territory of Heldann, Heldannic Empire. OW

Description: Forces loyal to Oberherr Wulf von Klagendorf take up positions around the town of Thurgau before morning, and put it to siege. (See Pa. 12, Pa. 17; Kl. 7, Kl. 9.)

What This Means: Wulf's forces have continued their westward march, following the battle at Isar Falls. Thurgau is an average-sized town, and gaining control of it would benefit Wulf's war effort in the sense that he would have a strongpoint from which to attack western Heldann.

What the PCs Can Do: The PCs could be part of Herr Wulf's forces, in which case they may be assigned the task of trying to undermine Thurgau's defenses any way they can.

Darthmont 27, AC 1018: The Tower of the Hermit.



Location: North of City of Corunglain, Republic of Darokin. *OW*

Description: Agents of Bastian Rodens find what they assume to be the tower of the mysterious wizard called Luther in a broken landscape of rocky hills and treacherous, mountainous terrain. They approach the tower and knock at a great wooden door, and are invited inside by a peculiar voice. Up a flight of stairs, they encounter a robed human figure who asks what they want. Once they have explained their business and presented Bastian's invitation, the strange man merely says "no!" When one of the agents tries to argue that he should at least consider the matter, the robed man makes a gesture with his hand, and the entire group suddenly find themselves outside in the wilderness again! Returning to the tower, they now find that the door that allowed them to enter the tower has disappeared. Disappointed, they make their way back toward Corunglain. (See Pa. 8, Pa. 19; Jc. 22.)

What This Means: Obviously this Luther person does not like having visitors...

What the PCs Can Do: The PCs could easily be the agents sent by Bastian, though it might not be a good idea if they are powerful enough to think they can fight Luther and decide to do so. Luther is a far more powerful wizard than one might suspect!

Parthmont 27, AC 1018: Blood in the Wood.

Location: Hamlet of Midwood, deep in the Radlebb Forest, halfway along the Westron Road, Kingdom of Karamikos. **OW**

Description: The adventurer Viola Mirosława staggers into the Shady Dragon Inn in Midwood. Seeking the famed wizard of Midwood, Nicodemus, she collapses and dies from a poison arrow after mentioning she has hidden the sword, Reaver, in haunted Fort Boldizsarovic, south and west of the hamlet, and far from civilization. Several groups of humanoids are seeking the blade, which gives one command over humanoid races. The blade's shattered fragments were stolen from Denkmar in the Broken Lands some years ago by Bargle the Infamous and agents of the Black Eagle Baron. The former Black Eagle reportedly has at least one band of mercenaries seeking to capture the reforged blade for themselves. The weapon can only be shattered and ultimately destroyed on the anvil on which it was created, the Anvil of Screams. The anvil was reportedly in Bargle's private quarters at the fall of Fort Doom, but has not been seen since. (See Kl. 3, Jf. 26.)

What This Means: The Black Eagle's attention has turned back to Karamikos—in an effort to broaden his plots outside of his new country of residence, Glantri—although he's not the only dark force seeking this weapon. If either force gets it, it will likely mean the rise of a humanoid army in the southern depths of the Radlebb Forest unlike any seen in living memory.

What the PCs Can Do: Nicodemus is away for no one knows how long when Viola arrives in Midwood, where the PCs are spending the night in the long comfortable inn to be found as the road stretches through the dark forest. With humanoids tracking Viola to Midwood, the only way to protect the hamlet is for the adventurers to go after the blade—and to let the mercenaries discover that they're doing so. Once they have the blade, of course, the question of what to do with it remains. The blade has a corrupting influence, and even if adventurers resist its whispers of power and death, discovering where Bargle hid the Anvil of Screams and destroying Reaver will be an adventure to remember.

Parthmont 27, AC 1018: Jennites Raid the Mines of Rock Harbor.

Location: Town of Rock Harbor, Province of Southrock, Republic of Esterhold, Nayce. **SK**

Description: The Jennites recently began attacking Rock Harbor in earnest, but were pushed back by mercenaries, a great number of them from Veroth, hired by Governor Darik Rockroll, and they had to reorganize their invasion.

They begin performing raids against the mines, eventually forcing the Alphasians to close them down. It also causes some discontented former Jennite slaves among the Alphasians, particularly those who work in the mines, to begin rising against the Alphasians by performing sabotage in the areas in and around Rock Harbor. (See Fl. 11, Pa. 1; Kl. 10, Kl. 17.)

What This Means: This stops the Alphasian source of money for more troops in Southrock. The town of Rock Harbor itself is essentially protected by the escarpment, but the mines are not, and the Jennites realize that, without them, the Alphasians will run out of resources. So the Jennites simply close off the mines and besiege the area.

Fabian Vern outlawed slavery in his republic, so there are no slaves here, but the former slaves are still poor. The area still requires people to work in the mines in order to remain rich, and the former

mine slaves are still the best for that job since they have the experience. Thus, many Jennites feel that they have been forced into returning to the mines. After all, just because they can no longer enslave the Jennites doesn't mean the Alphatians are willing to share all the profits from the mines with the former slaves. Many Jennites are understandably bitter about that, but there are also those who simply want to get rid of the Alphatians so they can earn the mine profits for themselves instead. Darik doesn't really condone exploitation of the Jennites, but as a dwarf he just doesn't see what the Jennites are complaining about when they occasionally protest their conditions, and some Alphatian mine owners have cleverly used that bias to convince Darik to dismiss their misgivings as nonsense.

What the PCs Can Do: On the Alphatian side the PCs can be mercenaries protecting Southrock or guarding the mines, though they will eventually be forced back to Rock Harbor. Jennite PCs can be the invading soldiers or they can be the disappointed Jennites who decide to sabotage the defensive efforts of Darik and his mercenaries.

Parthmont 27, AC 1018: Questions Answered, but More Arise.

Location: Off coast of West Saurian Island, Jungle Coast. DV

Description: The landing party dispatched by Julius Ambrosius to explore West Saurian Island returns this morning, albeit slightly reduced in number. The party reports that there are indeed a variety of large lizards living on the island, some of whom are carnivorous. Also present in a number of locations are overgrown, half-buried ruins, some apparently constructed of basalt or some other dark volcanic rock, while others appear to have been built of granite. It was not possible to explore any of these in depth, as the local wildlife was far too dangerous. Although the party was not able to explore the entire island in depth, they did not encounter any intelligent natives—human or otherwise.

After considering what he has been told, Julius decides to explore the eastern island, but with larger (and better armed) landing parties. (See Da. 18, Da. 20; Kl. 3, Fe. 22.)

What This Means: The landing party encountered a number of dinosaur species during their explorations, and several of them were killed in the process. Fortunately, however, they were able to obtain eggs, teeth, and other samples for future examination. These latter pieces would fetch high prices among collectors and scholars should they find their way back to Thyatis. The importance of the ruins that were discovered is not apparent to anyone in the expedition—they are nothing less than the remnants of Carnifex and Lhomarrian fortresses dating from the period during which northern Dabania was a battleground between the two cultures. Unfortunately, very little remains, and a great deal of excavation would be required before anything of historical value was uncovered.

What the PCs Can Do: Assuming the PCs took part in the exploration of the island, they might be able to reduce the number of fatalities. Otherwise, the DM may wish to arrange events such that the PCs are trapped in the ruins (whether by rockfalls, monsters, or other means), and are thought lost by the rest of the expedition. This could provide ample opportunity for PCs to explore the ruins in more depth, perhaps uncovering long-lost lore, treasures, and disturbing unknown horrors that have lain dormant for centuries.

Parthmont 27, AC 1018: Southern Force Arrives from Arregghi.

Location: Town of Keer, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire.

HTW

Description: The Stonewall force recalled from the siege of Arregghi arrives from the south outside the town of Keer, north of Ceafem. This is a surprise to the town defenders, but strangely the Stonewallers do not attack, but merely make camp and settle down for now, making no aggressive moves. (See Va. 11, Va. 23; Kl. 1, Kl. 4.)

What This Means: Something is definitely going on. The town leaders of Keer and their allies from Ambur discuss the matter for a long time.

What the PCs Can Do: Arkan PCs can spy on the odd behavior of Stonewall, but otherwise there aren't any hostilities, at least not yet.

EVENTS: KLARMONT

First Week

Klarmont 1, AC 1018: Everything Counts.

Location: City of Thyatis, Duchy of Thyatis, Thyatian Empire. *OW*

Description: Eusebius orders his inspectors to begin an indiction (assessment) of the empire's people and wealth to be begun, expected to be completed by the first of Klarmont, AC 1020. The inspectors are instructed to reassess the property of each inhabitant of the empire and conduct a census of its population. (See Ru. 13, Va. 27; Ka. 28.)

What This Means: Ever since the founding of the empire an indiction has been conducted every fifteen years. The last one was conducted in AC 1005, but was flawed due to the corruption that was rife in the empire at the time. The indiction is used as the basis for calculating taxes due and government record keeping, and while it is updated continuously afterwards, over time there is a tendency for errors to creep in. Since then the periodic revision of the rolls during the last several years under Eusebius's more stringent rule have improved things, but a comprehensive re-assessment is still needed, and doing it from scratch will help reduce omissions and redundancies. Normally the indiction is begun one year before it is supposed to be completed, but Eusebius feels an extra six months is needed to make it more thorough and comprehensive after the disruptions of the last fifteen years.

Klarmont 1, AC 1018: Waves of the Living Dead.

Location: All over the Kingdom of Underocean and Sunken Alphatia, Nayce. *AS*

Description: In Underocean's hunt for the undead, King Juliast has seen a pattern emerge—whenever a warband from Underocean finds any of the lightning zombies, they are invariably attacked by ghouls shortly thereafter. To him this is proof of his suspicions that the undead are treacherous, and he is furious that the Alphatians can't see it as well. (See Th. 14, Fl. 1; Fe. 8, Fe. 17.)

What This Means: The reason why the Alphatians don't see such a pattern is quite simply that it doesn't hold true where they are concerned. When the Alphatians encounter the Alphadon, there are never any ghouls around. If Juliast and Nayce could compare notes, they would realize that the ghouls are unusually well organized, completely in conflict with their chaotic nature, and that something powerful must be manipulating the ghouls and so exploiting both Underocean and Nayce to widen the rift between them. Unfortunately, Underocean and Nayce have no formal contact at the moment, since even Arantria, Underocean's representative at the Naycese Council, keeps to herself these days.

Officially Underocean is still a part of Nayce, but it is only on paper.

What the PCs Can Do: PCs in the area might be the ones to notice this pattern. Even if none of them are tritons, they might still spy on the tritons and noting ghouls repeatedly attacking them when they encounter zombies, while triton PCs might spy on Nayce and note that this never happens to them. However, they will need evidence of what is behind this or neither Nayce nor Underocean will listen to them.

Klarmont 1, AC 1018: The Amburese Agreement.

Location: Town of Keer, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire.
HW

Description: In a surprise move, the Amburese forces in Keer declare that they have been ordered back to Ambur. They pack up their gear and prepare to leave. The Keer town leaders are shocked and try to persuade them to stay, but it soon becomes very clear that the Amburese troops will become hostile if they are not allowed to depart peacefully. Since King Qinn recently ordered almost all Arkan soldiers in Keer to Ceafem, the soldiers in the town are currently all but Amburese, so moving against them is out of the question. Even so, Keer doesn't have enough native soldiers to defend itself. However, since there aren't enough ships to sail the Amburese forces home, they will have to march, so the Keer town leaders presume they will have to fight the Stonewall forces outside the town as they leave, thus reducing the besieging Stonewall force. Some suspect treachery, but then there is little choice.

Once the Amburese forces march off, however, the truth becomes very clear—the Stonewall army just lets them march off to the north! Shortly after, a Stonewall envoy arrives and demands the unconditional surrender of Keer or the Stonewall army will attack the town in full force. The town leaders try to play for time. The envoy gives them five sleeps to consider the matter, but warns them that once those days are gone, Stonewall will attack, treating all inhabitants as hostile soldiers. (See Da. 23, Da. 27; Kl. 4, Kl. 6.)

What This Means: It is obvious that Ambur has made an agreement with Stonewall just as Foresthome did. The truth is that Amburese spies learned of the secret negotiations between Foresthome and Stonewall even before the Arkan spies did, but not soon enough to influence Foresthome's decision. With Foresthome out of the conflict, Ambur's support of the weakened Arkan suddenly seemed to become a great problem, so Ambur began its own negotiations with Stonewall. Ambur and Stonewall don't like each other, but the situation made agreements desirable to both sides. By now, Queen Elshethara of Ambur is convinced Arkan is doomed, so the islands she hopes to get in Crystal Lake have had to be bargained for with Stonewall. Stonewall has made certain concessions where Crystal Lake is concerned. In exchange, Ambur has agreed to withdraw from the conflict and not oppose Stonewall's invasion of Arkan. There might be other aspects of these agreements that remain shrouded in mystery for now.

What the PCs Can Do: Arkan PCs might find out about this in time to warn the town leaders in Keer. That will make the situation a little better because more soldiers might be brought to Keer in time, but opposing the Amburese withdrawal would be suicide—the Amburese troops might attack and open the town gates for the Stonewall forces, since there is little point in fighting the Arkan side if there are Stonewall forces outside the town more than willing to do so!

Klarmont 3, AC 1018: The Torpin Leaves Aquas—Again.

Location: Torpin Construction Site, Kingdom of Aquas, Nayce. **AS**

Description: The Torpin is finally launched again after almost a month of extensive repairs. The former Chief Navigator Thallyn has been demoted. The new chief navigator is named Cherlok, and is a

cleric of Razud from Esterhold. Tellesar is no longer in a member of the crew. (See Fl. 15, Pa. 12; Kl. 9, Kl. 23.)

What This Means: Thallyn was replaced because the accident happened while she was the chief navigator. Karszamon supported Tellesar and wanted him in command, but there was a strong reaction to the very person who navigated at the time of the accident being promoted for it. Some, not least Commander Dhallaq Trest, argued that the navigator who caused the accident shouldn't even be on the ship anymore, which caused an outrage from Tellesar's family. As a result Tellesar has withdrawn himself from the crew, and Cherlok, a recent refugee from Esterhold, took his place. However, despite Dhallaq Trest's objections, Karszamon would not ignore Tellesar's argument that aristocrats should not serve under commoners, so he ordered Thallyn demoted to assistant navigator, citing that it was poor judgment on Dhallaq Trest's part to put his lover in such a position in the first place. Dhallaq Trest was outraged, but Thallyn accepted the demotion and convinced him not to anger Karszamon, as it might have resulted in Dhallaq Trest being removed from his command position, and Thallyn didn't want that on her conscience.

What the PCs Can Do: If the PCs are here, they might have some influence on the navigator dispute. However, they probably won't make a difference unless they are spellcasters. Karszamon may listen to commoners, but he will probably pay attention only to what aristocrats say.

Klarmont 3, AC 1018: Expedition Resumes Once More.

Location: Off coast of East Saurian Island, Jungle Coast. **BY**

Description: The survey of the eastern island was much briefer, but the same information was obtained—many species of what are likely to be dinosaurs, as well as ruins, but in the latter case the architecture is different from what was discovered on the western island, and the ruins themselves are in better condition. Julius Ambrosius (who took part in this landing party) decides that the expedition should continue along its original route, although he has taken copious notes of what has transpired. (See Pa. 20, Pa. 27; Fe. 22, Fy. 5.)

What This Means: East Saurian Island poses the same threats as its western neighbor, except that the ruins here are elven in origin. Following the Great Rain of Fire [BC 3000. Ed.], an elven clan broke off from Ilsundal's migration, and sought a new homeland in northern Dabania. A portion of this clan split off yet again, and settled on this island. Unfortunately, the elves could not establish a permanent settlement here, due to the threats posed by the dinosaurs (which were more common at that time), and so they abandoned their strongholds and moved south to the mainland. Although they took most of their valuables with them, a number of interesting items have no doubt been left behind, waiting for someone to find them. Unfortunately, the Thyatian expedition lacks the manpower to secure the island and explore it thoroughly. Julius's notes, if sent to the authorities, might be sufficient for a larger-scale expedition to the Saurian Islands to be mounted in the future.

What the PCs Can Do: The PCs could have been among those who explored the island.

Klarmont 3, AC 1018: The Return of the Mad Countess.

Location: Tower of Linden, Principality of Bergdhoben, Principalities of Glantri. **OW**

Description: Princess Juliana Vlaardoen receives a mysterious message on a fiery scroll delivered by a fire fundamental; with it is a brooch that once belonged to her departed mother, Lady Wilhelmine Vlaardoen. Juliana journeys to Bergdhoben that day, going immediately to the locked bedchambers of her mother. She is surprised to find in it a weary, and not entirely lucid Flaemish fire wizard, Lady Sinaria Verlien, the former Countess of High Sonden, who had been banished to the Lovecraft Asylum and had recently escaped.

Through feverish rambling and confused delirium, Lady Sinaria assures Juliana that she means no harm, and that she was wrongly treated by her ambitious son Pieter, who is now Count of High Sonden. Lady Sinaria appeals to Juliana's kindness, invoking the great friendship she had with Lady Wilhelmine, and begs for secrecy and sanctuary in Linden, until she regains her strength and wits. Lady Juliana is only too happy to receive the Flaemish noblewoman, who had always been an icon of Flaemish traditions. (See Da. 27; Fe. 26, Fy. 1.)

What This Means: Mad as she is, Lady Sinaria had enough sense to seek refuge in the safest place possible, until she can plot her vengeance against her son Pieter and reclaim her title. Princess Juliana, amidst all her current dilemmas, is glad to have the company of a woman who not only reminds her of the olden times with her father and mother, but also conjures in her the fervent spirit of the Flaems, which she seems to have lost these days (being under the influence of Herr Ludwig von Hendriks, The Black Eagle, a minion of Princess Dolores Hillsbury's.)

Klarmont 4, AC 1018: Brothers' Truce.

Location: City of Skyfyr, Province of Blackrock, Republic of Esterhold, Rayce. SK

Description: A new call for a truce is temporarily accepted by both sides of the Skyfyr siege. The brothers Kalin and Talin, on each side of the conflict, agree to meet shortly, each accompanied by a few loyal followers. (See Da. 6, Da. 18; Kl. 7, Kl. 8.)

What This Means: Both brothers are somewhat worried about the turn the siege has taken lately. Neither expected vile tactics like these. Kalin understands that this will only fuel the Jennite hatred, thus destroying any possibility of a diplomatic solution. Talin is furious and wants to let the Alphatians and their allies know that they are below contempt.

What the PCs Can Do: This is really just an agreement to a meeting, but if the PCs have the ear of either brother, he might ask their advice on the matter.

Klarmont 4, AC 1018: A Tactical Retreat.

Location: Town of Ceafem, Kingdom of Arkan, Floating Continent of Alphonat, Alphonatian Empire. HM

Description: With the news of Ambur's withdrawal and the situation in Keer, as well as the continued losses to Stonewall in Ceafem, King Qinn announces that he must bring more troops to Ceafem, so for that purpose he will sail across Crystal Lake to Ailpon to recruit soldiers there. Toward that end, he will take General Lotaran with him to deal with the military matters. Arath tells him that this will be bad for morale in Ceafem because some will see it as if he is retreating and abandoning Ceafem to be taken by Stonewall's forces, especially with the recent news from Keer. Qinn disagrees and tells him that as king he will have the authority to summon soldiers and order

things in Ailpon, which is essential because they cannot afford any delays due to bureaucracy or reluctance from local aristocrats, something Lotaran cannot do as a commoner. King Qinn orders Arath to hold Ceafem and repel the Stonewall invaders, no matter what the cost. King Qinn and General Lotaran then board a ship and sail for Ailpon. (See Pa. 27, Kl. 1; Kl. 12, Kl. 21.)

What This Means: Though there is some truth and reason to Qinn's arguments, Arath definitely thinks Qinn is running for the hills. Qinn does believe in his own arguments, but obviously the threat of being captured by Stonewall also factors in to some degree. Qinn could have sent a representative, after all. Arath is loyal enough to do as he is told, but in truth, he is already having doubts about Ceafem's situation—if King Qinn is running away, then what hope is there? General Lotaran has his own doubts as well, but he is used to taking orders from the aristocracy, and he knows that dissent in the ranks could be fatal to Arkan now, so he is content to remain silent and do as he is told.

What the PCs Can Do: PCs on Arkan's side can escort King Qinn and General Lotaran to Ailpon. Stonewall will certainly try to stop Qinn and capture him if it gets the chance. They can also state their own opinions to Arath and King Qinn, although the two will remain firm in their convictions. If the PCs remain in Ceafem, they can help organize the town's defenses now that Qinn is no longer there. If one of the PCs is an experienced and noted aristocrat of Arkan origin, he or she may even be more likely to be appointed as Qinn's representative in Ceafem. That might earn him or her Arath's displeasure if he or she rejects his advice, though.

Klarmont 5, AC 1018: Oracle of Honor Island?

Location: City of Jerendi, Jerendi Island, Kingdom of Jerendi. *OW*

Description: Millington Vonaday, an aging diplomat of the Darokin Diplomatic Corps, has been assigned to the capital of Jerendi on Jerendi Island since AC 1001. Long interested in old mysteries, his chief passion has been exploring the mystery of the secretive wizards of Honor Island. One thing Millington has learned from his research are rumors of "the Oracle of Honor Island," and he desperately wants to go to Honor Island and experience what this thing is. (See Fy. 10, Am. 7.)

What This Means: Obviously Millington has reasons for seeking out an oracle. Before he left his native Darokin, he was similarly interested in old mysteries of his homeland. His particular hobby was the notorious Itheldown Island in Lake Amsorak. He actually funded a group of adventurers to go there in AC 1000, but they were never heard from again. His duties as a diplomat kept him in Darokin City, so shortly after he funded another, more experienced group to find out what happened to the first, only they disappeared as well. The year after that, Millington convinced a powerful group of highly experienced adventurers called the Vesubian Slayers (because they earned their fame traveling the Vesubian River slaying orcs and other goblinoids) to go to the island, except that they never returned either! After that, rumors of the Itheldown curse only grew more than ever, and Millington feared he had sent all these adventurers to their deaths, and so stopped trying until he had learned more about that accursed place. The same year, Millington was given a promotion and an overseas position in Jerendi. For seventeen years he has fulfilled his duties in that position, but he has not forgotten about Itheldown Island and its curse.

So what is the Oracle? Millington is not sure. It could be some Immortal presence or it could simply be an extremely secretive wizard wanting to hide his identity. Then again, another rumor claims that the Oracle is actually the spirit of an old wizard sage who knew he would die and so infused his life

force on some object so that he would survive death even as his body perished. Whichever is true, Millington is curious and will not quickly give up on his new hobby, convinced that it may provide him with the answers he seeks to the mysteries of Itheldown Castle.

What the PCs Can Do: Just as Millington used to persuade adventurers to go to Itheldown Island, he might convince adventurers to go to Honor Island to find out if any of the rumors he has heard is true. Such an adventure would not be as dangerous as going to Itheldown Island, but it is just about as likely to have an ending the PCs won't care much for, though... The Honor Islanders are notoriously secretive, don't react well to outsiders (and most certainly not when those are uninvited), and they patrol their small island with a vengeance! PCs who go there simply out of curiosity like Millington's or because he is paying them to would probably be little more than disadvantaged (teleported to some remote area of Mystara, for example), but PCs who plan to take Millington's money and then steal while they are there anyway could be in for a world of trouble—the Honor Islanders have been known to execute intruders for less, and the chances of avoiding discovery are slim to none!

Klarmont 6, AC 1018: An Offer You Cannot Refuse.

Location: Town of Cinsa-Men-Noo, Emirates of Plaruum. *OW*

Description: Each year at this time the traveling salesman, Passer the Affluent, stops in Cinsa-Men-Noo and sets up his stall with strange wares from all around the world. The morning after his arrival this year, however, strange happenings abound. A sheik's son wakes up with bloodstains on his hands after playing a flute he bought from Passer. A party of Rockhome dwarves, having bought salves to protect their skins from the sun, find that they have lost all of their hair (including their precious beards) overnight. And the emir's favorite courtesan has a very delicate problem as the tight golden pants she bought seem to have fused to her skin.

An entire town of enraged citizens seek out the salesman, intent on teaching him a lesson he will not soon forget. When they arrive at his stall they find Passer the Affluent and all his wares gone. Nobody saw him leave and no one remembers quite when and how he arrived. A search is called for Passer, a large bounty placed on his head by the emir.

What This Means: Poor Passer bought a precious artifact, an efreeti bottle, and freed its imprisoned inhabitant, a prince of the efreet. It served him (though involuntarily) for the prescribed 101 days whereupon it turned on him and brought him to the Elemental Plane of Fire. Deciding to revenge itself against humankind, it magically disguised itself as Passer and sold off cursed items to his regular customers. It then returned home and freed its prisoner back to Mystara. Now Passer the Affluent is a wanted man throughout the emirates and has been robbed of his possessions. He wants desperately to escape from Plaruum.

What the PCs Can Do: If the PCs bought anything from Passer, they will be stuck with terrible cursed items. The curses will probably be of an inconvenient nature rather than a deadly one. This could give them a personal reason for seeking Passer out.

They could also come upon Passer and be persuaded to help him escape those looking for him, or be among the bounty hunters hoping to bring Passer to the emir. He will protest his innocence and promise them all sorts of rewards for getting him out of this mess. Should Passer be about to escape

his pursuers, perhaps the efreeti prince will take more direct action, in which case the PCs could be in for even more trouble than they bargained for.

Klarmont 6, AC 1018: The Little Prince.

Location: City of Alpha, Kingdom of Alpha, Nayce, Southern Great Bay. NW

Description: Queen Christina Marie Alanira gives birth to her first child, a boy. A beaming King Ericall announces the birth of his heir, Prince Barikan, to his court, and declares a holiday throughout the Kingdom of Alpha. (See Ci. 10.)

What the PCs Can Do: Dominion holders, including PCs, who are loyal to his majesty, will be invited to Alpha to celebrate the birth. They would be expected to give their blessings along with a suitable gift for the royal heir.

Klarmont 6, AC 1018: The Keer Attack.

Location: Town of Keer, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. NW

Description: With the five sleeps Stonewall gave Keer to surrender now over, Stonewall attacks! The town walls actually hold, but as in Ceafem it soon becomes apparent that Keer simply doesn't have the manpower to withstand the siege. Many untrained inhabitants of Keer have been called to serve as soldiers, but the defenders still lose people at an alarming rate.

After just four hours of battle, it is all over. The town leaders raise the white flag over Keer and open the town gates in surrender. The Stonewall forces enter the town and secure their position, though that happens with little incident as there is little resistance to deal with, and the Stonewall leaders under General Selcomad are reasonable in their treatment of the inhabitants of Keer. Selcomad then orders ships in the harbor confiscated and takes steps to set up a shipyard, though he finds that all seaworthy ships in the harbor have left, probably to escape to Ceafem or Ailpon. Once all is settled, he chooses a few lesser officers and aristocrats from his own ranks as the new town leaders of Keer, then goes south to join the siege of Ceafem. (See Pa. 27, Kl. 1; Kl. 12, Kl. 21.)

What This Means: Keer's position was hopeless. Untrained soldiers have no chance against the ruthlessly efficient war machine of Stonewall. The outcome was only too clear, and the longer Keer had attempted to hold the besiegers out, the more people would have been lost.

What the PCs Can Do: The PCs can fight on either side. However, defending Keer will be a challenge indeed! The DM should try to warn the PCs what they are up against and try to think of ways Stonewall can capture them if they insist, because they are otherwise likely to lose their lives.

Klarmont 6, AC 1018: Monsters Raids Hit Wendar.

Location: Kingdom of Wendar. SW

Description: Wendar is under a seemingly orchestrated attack tonight by monsters in different parts of the realm. For the past few days, hill giants of the Wendarian Ranges have been assailing some herders and villages in the southern foothills. The force dispatched from Oakwall to deal with them finds them much more organized than expected and quickly retreats into town to regroup. Meanwhile,

chimeras and wyberns have been raiding the outlying villages all over Wendar. Tonight they raid as far as Wendar City.

To make matters worse, Bensarian's assistants watching over the Baamor Woods disappear mysteriously during the night. (See Fl. 18, Pa. 5; Fe. 7, Fy. 7.)

What This Means: Bensarian is worried about these unusual events and the sudden boldness of these creatures. Again he suspects the Church of Idris.

What the PCs Can Do: Elude capture if they are staking out the Baamor Woods. Battle with the marauding monsters and find out who is coordinating their attacks.

Klarmont 7, AC 1018: Eastshire Summer Fair.

Location: Village of Wardlystone, Shire of Eastshire, Five Shires. *OW*

Description: The Five Shires' fair season kicks off as the Eastshire Summer Fair is held in Wardlystone. (See Kl. 21, Fe. 7.)

Klarmont 7, AC 1018: Landfall's Betrayal.

Location: City of Landfall, Territory of Heldland, Heldannic Empire. *NW*

Description: After almost a month of being under siege, Landfall opens its gates and formally surrenders to Straßburger's army. Those soldiers who cast their lot with the ordensgeneral are allowed to remain free; those who do not are imprisoned. (See Pa. 12, Pa. 27; Kl. 9, Fe. 22.)

What This Means: The siege of Landfall had been largely inconclusive until this point, with both sides in a stalemate. The Landmeister of Landfall, Thomas Stilldorfer, had been in secret communication with the opposing force, and he managed to cut himself a deal: he would retain his position in exchange for pledging fealty to Straßburger, and committing resources to his cause. Now, Straßburger's faction controls all of the major ports of the Kamminer Bay except Kammin—a fact which does not bode well for Herr Wulf von Klagendorf, since he had originally depended on the naval forces of Landfall and Kammin to prevent Straßburger's forces from gaining access to the open sea.

What the PCs Can Do: If they are loyal to Herr Wulf, the PCs will have little choice but to escape. This presents a number of adventure opportunities, as the PCs will have to find a way out of the city, and to make their way across hostile terrain without being detected.

Klarmont 7, AC 1018: The Brothers' War.

Location: City of Skyfyr, Province of Blackrock, Republic of Esterhold, Rayce. *SK*

Description: Kalin and Talin meet to negotiate the siege of Skyfyr and the recent tactics of both sides. Talin arrives along with several trusted guards such as Grath, while Kalin brings a few loyal people of his own, including Lyriander. Talin immediately goes into a fury and accuses the Alphatians and their allies of using unworthy means in their defense by poisoning the Jennites as well as through the actions of murderous, rampaging monsters like the Crimson Avengers. Kalin acknowledges some of this and begins a talk to slowly reach a compromise. Talin is not impressed and accuses his brother

of bending over backwards for Alphasians who have always oppressed their people. At this point, Lyriander has had enough—before Kalin can continue, Lyriander tells Talin in no uncertain terms that the Jennites shouldn't talk about what is unworthy in war when they are willing to brutally murder peaceful messengers under a flag of truce or burn innocent people, including Alphasian-allied Jennites, as they did in Faraway or, especially, Anchorage last year.

Talin is slightly surprised by this resentful declaration, but his anger responds before he thinks this through and he grabs his weapon. A short fight ensues that leaves several people dead on both sides, though both Kalin and Lyriander are able to return to Skypyr. Talin and Grath also survive. (See Pa. 18, Kl. 4; Kl. 8, Kl. 26.)

What This Means: Kalin is trying to be an emissary of peace, but not only is he inexperienced at it, he also has some rather emotional participants involved. Talin's hatred of Alphasians blinds him to reason and the fact that his own brother is on their side only makes it worse. Choosing Lyriander to go with him was a serious mistake on Kalin's part, as he is still furious and in shock after the brutal sieges he survived last year and the death of his Jennite friend and mentor, Krael.

The brothers have been on opposing sides throughout the conflict, but this is the first time they have actually taken up arms against each other personally. Kalin does not take that as a good sign. He did take notice at the comment Talin made to the Crimson Avengers, though. Having been besieged in Skypyr for a long time, he hasn't heard much about them.

On the other hand, despite Kalin's fears, this encounter does make Talin reconsider a few things. Until now he always thought his brother had been "conditioned" by the Alphasians, but would eventually turn around. But to his surprise Kalin was willing to take up arms even against his own brother, so he must obviously believe more strongly in Fabian Vern's deception than Talin thought. Though Talin was enraged by Lyriander's comments, they are also food for thought. Of course he knew that the Jennites burned down Anchorage last year, but he didn't know it was quite as brutal or savage as Lyriander described it. Then again, Lyriander is just an Alphasian, and Alphasians always lie...

What the PCs Can Do: Whichever side the PCs are on, they should definitely be guards or advisors for either Talin or Kalin. Once the meeting turns into a battle, the DM should see to it that both brothers as well as Grath and Lyriander survive and that Kalin and Lyriander escape to Skypyr. If either Kalin or Lyriander is captured, the other should take Alphasian PCs on a successful rescue mission before he is killed by the Jennites. Talin might be reluctant to kill his brother, but he will deal with Lyriander in short order.

Second Week

Klarmont 8, AC 1018: Assassination in Parthenaeum.

Location: City of Parthenaeum, Mibosian Empire, Meghala Kimata Plains. **DV**

Description: The Mibosian Governor of this city-state is shocked to discover that his top aide has been found dead in his bedchambers; his throat was cut sometime during the night. The guards who were on duty at the time are questioned, but none of them can remember any suspicious persons being about, nor did they hear anything out of the ordinary. The governor orders his officers to investigate the matter immediately. (See Da. 5, Da. 9; Fe. 11, Fe. 13.)

What This Means: The raiders sent out by Governor Wolfgang Stimmel of Polakatsikes several months ago have been steadily working their way deeper into Mibosian territory. A couple of them have made it as far as Parthenaeum, which does not lie far from Mibosia itself. Here, they have been lying low, obtaining information and building networks of contacts whom they can trust. One of them, a thief of fair skill, took a chance and managed to sneak into the building where the aide resided, and was lucky enough to find and kill him without being detected. Despite this stroke of luck, the Mibosian leadership in Parthenaeum will become convinced that there is a team of crack assassins operating somewhere in the city, and they will devote resources to uncovering them.

What the PCs Can Do: Mid-level PC thieves might wish to undertake such a mission (even this one in particular), although any failed skill check is bound to go very badly for them, given the tightness of security in and around Mibosian government buildings at this time.

Klarmont 8, AC 1018: Return to the World Hurt.

Location: World Mountain, Land of Black Sand, Ethengar Khanates. **OW**

Description: A bedraggled band of adventurers emerges from an interplanar gateway high atop the World Mountain. Though weary from a long journey through the Spirit World, they will not stop to rest until they are out of the dangerous Entropy-scarred Land of Black Sand. (See Du. 11, Da. 5; Am. 23, Ei. 15.)

What This Means: The travelers are a group of adventurers who journeyed to the Spirit World in search of the soul of Manghai Khan, which has been possessed by an evil spirit for many years. Together with the Ethengar shaman, Trungpa, they have survived numerous dangers and returned with a gem containing the khan's soul. Now they must decide how they are to return it to his body, and expel the dangerous evil spirit Jaku the Render.

What the PCs Can Do: If the PCs were chosen to travel with Trungpa in Eirmont of last year, they will be returning with all sorts of stories. If not, Trungpa may still require more assistance to deal with Jaku the Render, and may approach them to help. Alternatively, Jaku may have been tipped off that his game is nearly up by compatriots in the Spirit World. He may enlist the PCs (as their khan) to assassinate the adventurers and insure they do not return Manghai's soul to him.

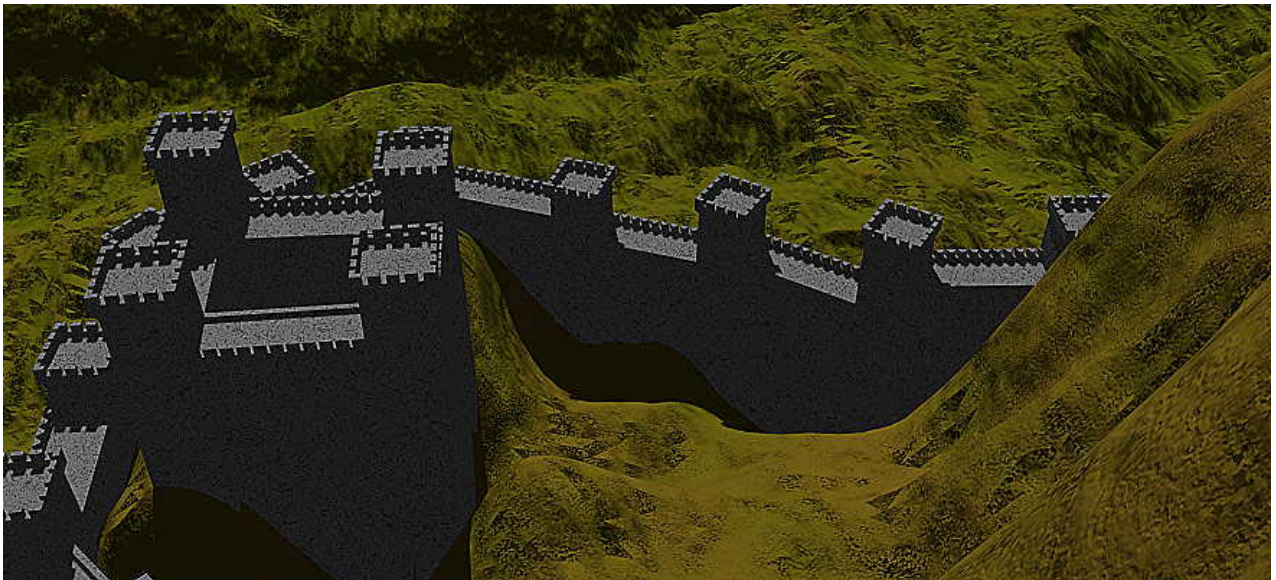
Klarmont 8, AC 1018: Fury Unbound.

Location: City of Skyfyr, Province of Blackrock, Republic of Esterhold, Rayce. **SK**

Description: With the negotiations having ended in hostility, the free and rebel Jennites renew their attacks on Skyfyr. The assault is more furious than ever, but less organized and the defenders stand their ground. The Jennites again attempt to start fires in Skyfyr, but the defenders are now well prepared for it and the attempt meets with little success. (See Kl. 4, Kl. 7; Kl. 26, Jy. 15.)

What This Means: This is the Jennite response to the failed negotiations. However, it is a response of emotion more than strategy and is unlikely to penetrate the city defenses.

What the PCs Can Do: The siege of Skyfyr resumes. This is yet more battle as described above.

Klarmont 8, AC 1018: Divisions Deepen in Qeodhar.

Location: Along border between Kingdom of Qeodhar and Jarldoms of Østmarhabn. **AS**

Description: For the past several weeks, as the ramifications of the partition of Qeodhar have sunk in, demands have arisen in many quarters for defensive walls to be built along the new border, to keep the Northmen out of the kingdom. Memories of the looting and raiding that were endemic to central Qeodhar are still vivid, and most villagers and farmers in the region remain afraid of their eastern neighbors, despite the treaty.

Today, in scattered villages lining the new border, walls are beginning to be built. Where Qeodharan soldiers are posted, they cooperate with the locals in the construction, occasionally incorporating their watchtowers and other fortifications—some still under construction themselves—into the new walls. For their part, the Østmarhabners look on, occasionally improving their own fortifications where they exist. (See Fl. 17, Fl. 20; Fe. 12, Jy. 20.)

What This Means: Although born out of a shared desire to prevent the Northmen from ever threatening the kingdom again, the construction of the wall is by no means a coordinated affair. Most of the locals use whatever materials are available: bricks from ruined buildings, tumbled fieldstone fences, and even wooden palisades. This effort will carry into the next year, at least, and will proceed in fits and starts, as the laborers must still pursue their own professions in order to make ends meet.

What the PCs Can Do: Geodharan PCs, or those allied to them, could protect the commoners as they build their walls, perhaps lending magical aid if they can. Ostmarhabner PCs might be instructed by their jarks to observe the activities unseen, or possibly to hinder the construction.

Klarmont 9, AC 1018: Shady Dealings on the Torpin.

Location: Somewhere in Sunken Alphatia north of Kingdom of Aquas, Nayce. AS

Description: As Security Officer Kayllen makes her rounds on the Torpin at night, she suddenly notes three shadowy figures outside the submersible's engine-room. She tries to sneak up on them, but despite her elven grace they notice her and hurry away. She pursues them into the engine-room, yet when she enters, she finds only Dlanor, the chief engineer, there. When she asks him where the intruders went, he looks at her with surprise and says that nobody was here besides him. When she asks him what he is doing in the engine-room in the middle of the night, he tells her that he was casting some further enchantments onto the engine, which wasn't completely done when they left Aquas. Kayllen isn't entirely convinced, but doesn't pursue the matter. (See Pa. 12, Kl. 3; Kl. 23, Fe. 1.)

What This Means: The three shadowy figures were really Xerathis, Tredrignon, and Dlanor. When they realized Kayllen had seen them, they hurried into the engine-room where Xerathis and Tredrignon teleported back to Aquas. Dlanor had no reason to hide himself as the chief engineer. Xerathis and Tredrignon were here to make further repairs to the Torpin. The reason for that is that Nayce was very angry over the recent trouble with the Torpin and in order to silence the criticism, the three wizards launched the submersible a little early. The current economic decline in Nayce only made the need for secrecy even more relevant. They have been making those repairs since the Torpin left Aquas by having Xerathis and Tredrignon teleport aboard at night, so there really isn't anything deceptive going on here beyond the three mages trying to save their project from the fury of the Naycese Council. However, Kayllen has noted the intrusion and will report the incident to Dhallaq Trest. That may cause some unease among the Torpin's crew. Eventually the crew is likely to find out about this, though, and the three mages will have to confide in at least some of them, particularly Kayllen and Dhallaq Trest.

What the PCs Can Do: If the PCs are crewmember on the Torpin, this could be played up to be a conspiracy. Since informing the Nayce of the truth can only cause trouble for the Torpin, the crew is unlikely to inform their superiors of why the three mages did what they did, and so it won't be a problem if the DM allows the PCs to discover what those three mysterious figures are up to. And they will have the opportunity to catch them again indeed, as the repairs weren't completed today.

Klarmont 9, AC 1018: Trouble in Falun Caberns Intensifies.

Location: Falun Caberns, Kingdom of Soderfjord. OM

Description: For weeks the gnomes of the Falun Caberns have been troubled by accidents, spoiled food and poisoned water supplies. Now cave-ins and pockets of poison gas add to their troubles. They desperately ask for aid from King Ragnar. (See Pa. 19, Pa. 22; Kl. 16, Kl. 26.)

What This Means: King Sarats of the Modrigswerg is getting tired of waiting for the gnomes to leave. He has decided to make their lives truly miserable, and his sabotage, as a result, becomes crueler.

Klarmont 9, AC 1018: Thurgau Conquered.

Location: Town of Thurgau, Territory of Heldann, Heldannic Empire. **OW**

Description: After a siege lasting just over a week, during which great volleys of arrows were traded, and catapult stones hurled, the town of Thurgau capitulates to the forces of Oberherr Wulf von Klagendorf, and opens its gates. Flying its banners proudly, the victorious army marches into the town, where it sees signs of recent fighting. Assembled in the main square, and bound in chains, are Landmeister Andreas Schäfer and his commanders, surrounded by armed townsfolk and soldiers.

It soon becomes clear that there was an uprising on the part of some of the garrison, and the rioters managed to overpower and capture Schäfer and his men. The prisoners are presented to the victorious commander as tokens of submission of the town of Thurgau. He accepts the gesture, and orders some of his own troops to take the prisoners into custody. (See Da. 27, Kl. 7; Fe. 22, Fy. 12.)

What This Means: Although reasonably well defended, Thurgau is not near any known “danger areas” (such as the frontier of Ethengar, or the Mengul Mountains), and its fortifications are not quite as massive as would otherwise be the case. This reduced the defenders’ ability somewhat to resist the siege. A more important factor, however, was the decision on the part of some of the garrison to revolt against their landmeister, whom they felt would force the town to face serious reprisals if it were conquered by force, as opposed to surrendering. Although Thurgau has surrendered, the Heldannic commander will still not go too easily on it; those who openly supported Ordensgeneral Heinrich Straßenburger will be ferreted out, interrogated, and imprisoned, and he will leave a sizeable force of soldiers here to ensure that Oberherr Wulf von Klagendorf’s faction will retain control. The rebellious landmeister and his followers will be sent to Freiburg as soon as possible, where they will be tried for treason and executed. Before he returns to Freiburg himself in a few days, the Heldannic commander will oversee the appointment of loyal knights to replace Andreas Schäfer and his officials.

What the PCs Can Do: PCs serving with the commander were likely needed for their skills in the siege of Thurgau itself—one of them might even have been the commander (whose identity has been left vague for this purpose; DMs are free to use any appropriate character for this role if an NPC was involved). Afterwards, higher-level PCs might be appointed to replace Andreas Schäfer as the interim landmeister and staff. This could be one way to introduce PCs to the joys of dominion rulership, as they will be responsible for ensuring that Thurgau contributes money to the treasury in Freiburg, and that it is well protected from armies loyal to Ordensgeneral Heinrich Straßenburger.

Klarmont 10, AC 1018: Jennites Retreat from Verothian Advance.

Location: Countryside, Province of Southrock, Republic of Esterhold, Nayce. **SK**

Description: Things have not been going well for the Jennites attacking Southrock recently. The Verothian mercenaries are ruthlessly efficient soldiers, and driven by the high spirit of their early victories, they are steadily moving forward, driving the Jennites before them. Within a few days, the areas where the mines are located are again within the area under their control, and the mercenaries begin hunting down the Jennites hiding in the mines. (See Da. 1, Da. 27; Kl. 17, Fe. 4.)

What This Means: The Jennites have sent reinforcements to Southrock, but they still haven’t arrived, so they have little choice but to retreat from the mercenaries. The mercenaries, particularly the

more aggressive ones from Veroth, realize this, so they push forward before any Jennite reinforcements can arrive. Still, the Jennites are far from defeated yet.

What the PCs Can Do: Among the mercenaries, the PCs can help the Verothian advance, while Jennite PCs can try to slow it down. However, playing either side can be even more interesting in the mines, as many Jennites have hidden there to attack any mercenaries seeking to clear the tunnels. That makes a good excuse for a dungeon crawl.

Klarmont 11, AC 1018: Political Repercussions.

Location: City of Darokin, Republic of Darokin. *OW*

Description: In the Merchant's Guild Hall, several high-ranking merchants from Hallonica and, especially, Linton Houses openly criticize Chancellor Corwyn Mauntea and Mauntea House in general both for the treatment they gave the guests during the Darokin Masked Ball and for how they have since handled the theft of Allana Mauntea's expensive necklace. The debate continues for a long time as accusations are thrown here and there, including that Mauntea House is abusing its position to turn Darokin upside down to find just one piece of missing jewelry. Little comes of this bickering for now, though. (See J1. 21, J1. 22.)

What This Means: Both Hallonica and particularly Linton Houses are old enemies of Mauntea House. The affair with the thief Shadow and the stolen necklace is just a situation they can exploit to discredit the chancellor and his merchant house, so that's what they do. Some are genuinely insulted by the treatment they received, but most realize that the affair was handled the way it had to be. Even Mauntea's enemies know this, but this situation is just too good an opportunity for them not to use it politically.

What the PCs Can Do: Unless the PCs are themselves merchants who enjoy lengthy debates for the purpose of unmentioned political goals, this probably isn't too interesting.

Klarmont 12, AC 1018: Barbarians Attack.

Location: Village of Deposkna, Duchy of Vvolstograd, Final Range. *NW*

Description: The beleaguered dominion of Vvolstograd is attacked by yet another outside invader. On this day, barbarians of the Gremlish Tribe cross the border from the North Hills and raid several farms near the village of Deposkna. The soldiers patrolling near the village respond and engage the barbarians. The Gremlish are stout warriors, but eventually they fall back before the cavalry of Vvolstograd. The Vvolstogradans are not without casualties, however: several soldiers are killed and more are wounded. More skirmishes with the barbarians take place over the next few days. (See J1. 25, Pa. 18; K1. 27, Jf. 6.)

What This Means: The land settled by the Vvolstogradans was originally home to the nomadic Gremlish people. They sometimes come into conflict with the peasants in the borderlands. Duke Nebik's military is being spread thin by the continuous raids on various fronts. The populace is quickly losing confidence in his ability as a leader, as more and more families are displaced by the attacks.

What the PCs Can Do: PCs can lead counterattacks against the barbarians and help patrol the countryside. More influential PCs, who may have gained the ear of Duke Nebik, may advise their ruler on how to handle the worsening situation in the duchy.

Klarmont 12, AC 1018: News Reaches King Qinn.

Location: Town of Ailpon, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. *WU*

Description: News of Keer's fall to Stonewall reaches King Qinn. He is disappointed that the town was not able to hold out against Stonewall long enough for him to bring reinforcements from the rimward regions of Arkan. For that purpose, Qinn has been meeting with Lord Beremtöl, a powerful aristocrat in the rimward regions of Arkan and the effective leader of Ailpon. Lord Beremtöl is an experienced wizard. (See Kl. 4, Kl. 6; Kl. 21, Jf. 3.)

What This Means: Qinn and Lotaran are desperate to bring fresh soldiers to Ceafem, but the situation isn't quite as simple as Qinn thinks. Though Beremtöl is willing to listen to his king, Beremtöl is a more experienced wizard than Qinn, and he does not care much for having this upstart king ordering his people around. He is polite about it, but it will soon become clear to Qinn, and Lotaran has noticed already. Still, Beremtöl is content to listen to Qinn, and even consider what he is saying. After all, Beremtöl doesn't care much for those ghastly Stonewall invaders either.

What the PCs Can Do: This is mostly an administrative affair, although Arkan PCs might want to gather their own information about Lord Beremtöl. If so, they will learn that he is the most essential and influential person in the entire region around Ailpon. He is also a rather traditional aristocrat.

Klarmont 13, AC 1018: Shrine of Enoreth Assaulted.

Location: Shrine of Enoreth, Great Forest of Geffron, Kingdom of Denagoth. *NU*

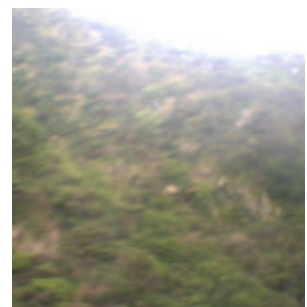
Description: The Shrine of Enoreth is assaulted for the first time by undead elven spirits. Wyrds and a banshee try to kill the elves and turn them into undead. Some elves manage to flee and report the attack to General Durifern, who recognizes Sylarion's betrayal. (See Va. 8, Th. 24; Kl. 21, Jf. 19.)

What This Means: Durifern is mistaken; the attack was orchestrated by Aeleris, not Sylarion. Aeleris wants the elves to share in the pain of his state of undeath and has acted independently of Sylarion, who is busy with the Death Stone in Two Lakes Vale. Now the tables have turned, it is the crusaders vs. undead and the Shadow Army.

Klarmont 13, AC 1018: Barony of Magnis Established.

Location: Territory of Torionensis, Hinterlands, Thyatian Empire. *DV*

Description: Maximus Iulianus, accompanied by his family and retainers, arrives on the shores of Torionensis, roughly 100 miles southwest of Cittanoba. There, they begin to survey the land, and clear vegetation in order to build improvised shelters. (See Jf. 12.)



What This Means: The colonization of the Thyatian Hinterlands is continuing. Maximus was a fairly prosperous merchant living in Julinius, and he decided to try his luck in the Hinterlands by establishing a settlement that could serve as a stop along the trade route between Raven Scarp, Cittanoba, and points further west. As with other would-be dominion rulers in the Hinterlands, Maximus must provide an accurate survey of his land (which measures roughly 400 square miles) within one year, and he must make his dominion sufficiently profitable that he will be able to pay at least 1,000 lucins to the imperial treasury within three years. In the weeks and months to come, he will try to attract settlers to his land, and make it productive.

What the PCs Can Do: If they are part of his entourage, the PCs could help survey the land, as well as clear out any known or suspected monsters inhabiting the area.

Third Week

Klarmont 15, AC 1018: Raids Grow Violent.

Location: Near the Lake of Lost Dreams, County of Vyalia, Thyatian Empire. *OW*

Description: In the middle of the night a band of raiders attack a barge transporting supplies and construction workers on the Rugalob River. They kill everyone and burn the barge and the supplies it carries.

At first the Thyatian authorities are ready to blame the elves, because several of the arrows collected at the sight bear the fletchings of Vyalian clans. But they receive assurances by messages secretly planted in their camp that the Vyalians are not responsible. Some Thyatians realize that the elves are unlikely to set large fires near their own forests and then just leave to let it burn unsupervised, possibly out of control. (See Pa. 3, Pa. 12; Fy. 17, Sb. 7.)

What This Means: This raid was actually conducted by Baron Puschieb and his men, Traladarans angry at Thyatian presence in lands they consider their own. They wanted to spark a violent conflict between the Thyatians and the Vyalian elves, but are satisfied with the success of the raid even if that doesn't come to pass.

What the PCs Can Do: Characters could investigate the source of the attack and may eventually uncover Puschieb's conspiracy.

Klarmont 15, AC 1018: Heirs for Aalban.

Location: Principality of Aalban, Principalities of Glantri. *OW*

Description: Prinz Jaggar von Drachenfels proudly announces the addition to House Ritterburg of three grandchildren: Siegfried, Brunhilde, and Günther, fraternal triplets born to Herr Sigmund, Jaggar's son and heir, and his wife Frau Walburg, daughter of Jaggar's ally, Baron Rolf Löwenroth of Adlerturm. The couple was married with much ceremony and pomp last year. Preliminary magical testing on the babies shows that only Brunhilde and Günther have magical ability—and thus can be eligible heirs for Aalban—but Jaggar would rather wait for future, more accurate testing when the children reach a proper age. (See Am. 27, Ci. 2)

What This Means: Frau Walburg, who has ambitions of ruling Aalban when her politically-disinclined husband inherits rulership, has gained a firm foothold in House Ritterburg politics, by bearing two, possibly three future heirs. Of course, if the Drachenfels matriarch Frau Hildegarde von Drachenfels had her way, she would rule forever when her son Jaggar dies. Even within a noble house in Glantri, politics and power plays do not rest.

Klarmont 15, AC 1018: Unpleasant Goings-On in Amalur Lowlands.

Location: City-State of Kastelios, Serpent Coast. *DD*

Description: Some of the spies dispatched by the Kastelian Assembly return, bearing news both strange and disturbing. It seems that most of the coastal villages are now abandoned, the fates of their inhabitants assumed to be similar to those of the village visited by the Kastelian expeditionary force, of

which Sassteh was the only witness. Exploration further inland revealed the presence of several fortified settlements, most of whose inhabitants tried to kill the explorers on sight. Those who made it beyond these villages entered hilly country, where they found many great excavations, in which hundreds of lizard men were toiling. Watching over these creatures were other lizard men, who used whips and sticks to beat the laborers into working harder and faster. The lizard men were apparently digging up ruins of some kind, from all appearances a great series of temples, or perhaps a city. Standing on a nearby escarpment, as though surveying all below it, stood a cloaked figure, surrounded by very large lizard men. None of the explorers could get close to the site; those who tried were discovered, and overpowered by guards.

The assembly, upon hearing this, decides to discuss the matter thoroughly. (See Th. 22, Th. 23; Kl. 25, Jy. 8.)

What This Means: The heroes sent to investigate the goings-on in the Amalur Lowlands have uncovered something both strange and disturbing. From all appearances, the lizard men who are laboring at the excavation site could be those who were forcibly moved from the coastal villages; the fact that there are other armed lizard men who are acting as overseers indicates that they are being held against their will. Nevertheless, the assembly is puzzled why so many lizard men are apparently being enslaved in such a manner, and what it is they are being forced to dig up. Also puzzling is the identity of the cloaked figure.

Some assembly members will grow afraid that some of the heroes who were captured might have been interrogated about their mission, in which case the lizard men could find out about Kastelios and the effort to discover what is going on in the lowlands. In the coming weeks, the city-state will train its armies more intensively, and the city's defenses will be inspected carefully, though few people really think the lizard men pose any threat.

What the PCs Can Do: The PCs could have been among those spying on the lizard men, in which case they would likely have had a harrowing journey there and back.

Klarmont 16, AC 1018: Ragnar Aids Gnomes.

Location: Falun Caberns, Kingdom of Soderfjord. *OW*

Description: King Ragnar sends food, fresh water and warriors to the Falun Caberns, to help the gnomes combat the monsters and strange incidents that ravage them. At the same time he sends an emissary to the Modrigswerg dwarves to ask their help. The dwarves refuse to help, and deny any involvement in the happenings at the caberns. Ragnar convinces Castellan to aid the gnomes with supplies throughout the year. (See Pa. 22, Kl. 9; Kl. 26, Fe. 9.)

What This Means: Ragnar is doing what he can to help the gnomes come through this ordeal. The Modrigswerg, however, are set on driving the gnomes from the Falun Caberns. They will continue to harass the gnomes and their allies throughout the year, while Castellan will continue to try and aid them.

What the PCs Can Do: PCs can easily find jobs as monster hunters, caravan guards and general handymen for the gnomes of the Falun Caberns. This would be steady work for the rest of the year. While they can ease the troubles the gnomes face, it will be practically impossible to eliminate the

threat of the Modrigswerg, since their kingdom is too well protected for anything less than an army to threaten them.

Klarmont 16, AC 1018: Clueless No Longer.

Location: Town of Floresque, Merry Pirate Seas. *HW*

Description: Robert Morgan, the rum-swilling captain of the *Lucky Lass*, has found several bits of interesting information in the log of Bellamy Richards (through his well paid translator—or the PCs). He rallies his crew, and tells them that the captured log has provided the key to finding Captain Blake’s map. The pirates abruptly end their shore leave, having spent most of their coins from the plundered Traldar goods anyway, and set sail for their destination. (See Mu. 10, Pa. 19; Kl. 17, Kl. 28.)

What This Means: According to tradition, Bellamy Richards was the only surviving crewmember of Captain Blake’s ill-fated vessel. In the log, Richards relates little of what befell them, but does provide clues as to the whereabouts of the map, which will lead to the priceless treasure. There are references to “the darkened lair of the serpent,” and “high cliffs where spiders climb,” and other such conundrums. Despite their obscurity, Morgan has a hunch on where to head next. By piecing together the clues with the log’s nautical data, and descriptions of notable landmarks, Morgan has deduced where the map may be hidden; he charts a course for the southeastern coast of the Island of Baraga and sets sail.

What the PCs Can Do: PCs can advise Morgan on the clues found in the log, and do some puzzle-solving to unlock the mysteries of the logbook. If the PCs translated the log themselves, less reputable types may wish to holdout on Morgan and use the knowledge for their own gain. If Morgan ever finds out, however, he and his loyal followers will want them dead.

Klarmont 17, AC 1018: Musings of a Necromancer.

Location: Bluenose Ruins, Sunken Arogansa, Nayce. *AS*

Description: After all the trouble with Underocean, Pidimigd’s studies into the Alphadon were severely disturbed, but he has had a lot of time to consider what has happened. The first thing on his mind is what exactly happened when he tried to control the Alphadon last year. His studies have confirmed to his satisfaction that the reason his spell failed must be the strange female voice some of the Alphadon have claimed to hear in their heads now and then, yet his studies have failed to reveal more about who this might be, except that she must indeed be a powerful necromancer—far more powerful than he is, and the fact that Pidimigd was drained of life force by a spectre last year doesn’t help either. He is convinced that he should not try to control the Alphadon through magic again, though, at least not until he knows a lot more about what is going on.

He has also been looking into the peculiar electrical discharge ability of the Alphadon. It is completely unusual for an undead creature to possess such an ability, at least Pidimigd has never heard of other such undead, and it seems more like an innate ability similar to the arcane spell shocking grasp. However, Pidimigd speculates that it might be a clue to the origin of the Alphadon.

He notes, however, that Prellia seems to be making more progress with the Alphadon by simply spending time with them. She has especially gained Zormyll's trust after she stayed with him as a hostage during the crisis when Underocean threatened invasion. (See Va. 25, Kl. 1; Fe. 11, Fy. 4.)

What This Means: For the necromancers themselves, progress is slow. Their studies have revealed little except to confirm some of what the Alphadon have already told them. For a few months they have studied the relationship between the zombies and the ghouls and find that there is none—the two types of undead are completely unrelated.

What the PCs Can Do: PCs who befriend the Alphadon with genuine interest will find that that interest is repaid, as the Alphadon are very curious about the world around them. They will also discover that they are wary about Pidimigd and his cronies, except Prellia.

Klarmont 17, AC 1018: Where the Tides of Battle Turn.

Location: Countryside, Province of Southrock, Republic of Esterhold, Nayce. SK

Description: The mercenaries from Veroth and other places have steadily driven the Jennites back. Eventually, they have pushed the Jennites all the way to the escarpment itself. However, they have underestimated their foes. Suddenly the battle changes: Jennites spring from hidden tunnels in the ground, they attack the various mercenary troops in larger numbers, and ambush them in the mines. (See Va. 27, Kl. 10; Fe. 4, Fy. 7.)

What This Means: There are advantages to retreat. For example, the Jennites can concentrate their own forces in a smaller area while forcing the mercenaries to spread their forces over a wider territory. They can also shorten their own supply lines, while making those of the enemy longer and so more vulnerable to disruption. But the really deciding factor is that the Jennites simply know this particular terrain far better than the mercenaries. It is their homeland, while it is just some foreign battleground to the mercenaries. The mercenaries will soon learn that lesson the hard way.

As for the mines, they are far less in the mercenaries' hands than they seem to think. The Jennites have many troops hidden in them, and they have excellent guides among the discontented former Jennite slaves. The mines may technically be in Alphatian- or Jennite-controlled territory, depending on how each side advances, but they remain closed to the workers due to the Jennites hiding there, so they are essentially worthless for now.

What the PCs Can Do: The battles are essentially the same as before, except that it goes the other way now—the mercenaries are forced to retreat, while the Jennites advance. PCs among the mercenaries can try to slow down the Jennite advance and help more mercenaries survive. A similar turn of events will take place in the mines.

Klarmont 17, AC 1018: A Royal Beating.

Location: Town of Floresque, Merry Pirate Seas. HW

Description: Thugs loyal to Tirenos the Bold, Pirate King of Floresque, and a longtime rival of Morgan, pay a visit to the scholar who translated Bellamy's log for him. The translator is interrogated, abused, and severely beaten, before revealing what he told Captain Morgan. They report

to Tirenos that Morgan has left in search of Blake's map. Tirenos gathers his own crew, and sets sail in pursuit of the Lucky Lass. (See Da. 19, Kl. 16; Kl. 28, Fe. 3.)

What This Means: Tirenos the Bold had his rival under watch after arriving back in port after so long at sea. He had heard that Morgan had plundered a Traldar ship, which concerned him; Tirenos is the leader of the Traldar Heritage Society, which strives to restore Traldar dominance over the Merry Pirate Seas. The somewhat paranoid Tirenos suspected Morgan of some great conspiracy against the Traldar and himself, so he ordered his associates to follow up on any unusual activity. The rum-loving Morgan typically does not consult with scholars upon return to Floresque, so this was of particular interest. Hoping to best his rival and keep him from the lost treasure, Tirenos immediately set after him in his favorite vessel, the Song of Halab (a war galley).

What the PCs Can Do: Tirenos may hire the PCs to shadow Morgan and his crew and to carry out the thuggery on the translator. They can also join the crew of the Song of Halab and chase Morgan in pursuit of Captain Blake's treasure.

Klarmont 19, AC 1018: Another Survey Finished.

Location: City of Andaire, Kingdom of Alphas'ar, Floating Continent of Alphatia, Alphatian Empire. **WW**

Description: The surveyors for the imperial canal have handed out their final report. Some of the geological and topographical aspects are worrisome. Admiral Clarendon, who is in charge of supervising the canal projects, decides he should visit the construction site personally. He starts organizing his visit at once. (See Th. 4, Da. 2; Kl. 21, Kl. 22.)

What This Means: The admiral knows that the project has already started, and he fears that the team has chosen the wrong route. Therefore he wants to take a look for himself.

Klarmont 21, AC 1018: Highshire Summer Fair.

Location: Village of Bridle, Shire of Highshire, Five Shires. **OW**

Description: The Highshire Summer Fair is held in Bridle. (See Kl. 7; Fe. 7, Fe. 21.)

Klarmont 21, AC 1018: Messengers Intercepted.

Location: Keep of Drax Tallen, Great Forest of Geffron, Kingdom of Denagoth. **NW**

Description: The elven messengers dispatched by Commander Enibaris last month were captured three days ago by the Elf Skull Units while passing south of Drax Tallen. Today they arrive at Drax Tallen for interrogation. General Grumman magically discovers they came from the Nameless Tower and have been dispatched to Enoreth Shrine to ask the other elves to assist their squadron which has camped in the northern woods. The general starts planning to ambush the crusaders. (See Da. 14, Da. 25; Fe. 1, Fe. 19.)

What This Means: Commander Enibaris's squadron now has little chance of receiving assistance from Durifern. Durifern and his followers are now also in dire trouble, as finally General Grumman has discovered the location of their base.

What the PCs Can Do: Escape from Drax Tallen and the Elf Skull Units.

Klarmont 21, AC 1018: Visit Started.

Location: City of Andaire, Kingdom of Alphas'ar, Floating Continent of Alphatia, Alphetian Empire. *HWA*

Description: Admiral Clarendon has ordered one of the rare courier sky-boats of the navy to Andaire. With the small and fast Blossom he hopes to end the visit quickly. The commanding officer of the Blossom is Lieutenant Volrik, a young aristocrat. (See Da. 2, Kl. 19; Kl. 22, Kl. 25.)

What This Means: The admiral does not expect trouble, but he cannot exclude the possibility. So he has decided to take a sky-boat, and he has chosen a number of precautions.

What the PCs Can Do: The PCs can be part of the crew of the Blossom.

Klarmont 21, AC 1018: Ceafem Negotiates with Stonewall.

Location: Town of Ceafem, Kingdom of Arkan, Floating Continent of Alphatia, Alphetian Empire. *HWA*

Description: As the siege of Ceafem continues to cost more and more lives, the situation is getting intolerable. There is no news from King Qinn or General Lotaran since they departed for Ailpon, and the only news is the fall of Keer. As the battles continue, Arath is reconsidering Ceafem's position. If the current situation continues for much longer, Ceafem will be out of both soldiers and supplies.

So Arath, the town commander, reconsiders the option of negotiating with Stonewall. King Qinn was against it, but a major reason was that it might give Ambur a bad impression, which doesn't matter now because Ambur has withdrawn from the war anyway. Besides, Ceafem is all alone on the coreward shore of Crystal Lake now that Foresthome has taken Arregghi and Keer has fallen to Stonewall, and reinforcements can only come from Ailpon. (See Kl. 4, Kl. 6; Kl. 24, Fe. 3.)

What This Means: Ceafem is falling apart, and Arath knows it. He might gain little from negotiations with Stonewall, but even so, he can at least play for time.

What the PCs Can Do: The battles continue for now, but the PCs could also be envoys from either side bringing news about potential negotiations.

Fourth Week

Klarmont 22, AC 1018: Ercall Pats the Dogs.

Location: City of Alpha, Kingdom of Alpha, Nayce, Southern Great Bay. *NW*

Description: Replying to Ercall's invitation, the Baron of Canium arrives in Alpha. This is a state visit, even though Alpha does not recognize Canium yet, especially since Canium represents the Thyatian Empire in Norwold.

Ercall agrees to recognize the Isle of the Dogs and the smaller islands near it as the Barony of Canium, a vassal to the Thyatian Empire. Ercall welcomes the peaceful Thyatian presence in Norwold, and expresses his hopes for sustained cooperation and trade. In exchange for that benevolent recognition, Canium pledges to end its naval blockade of the independent—but pro-Alphatian—dominion of Ersenbal. (See Da. 23, Da. 24.)

What This Means: Ercall has been informed of the failed attempt by Ersenbal to swipe the Thyatian colony. Ercall does not want to intervene in support of Ersenbal, which, although friendly, is also a wild trump—it attacked a Thyatian colony without regard for the repercussions—and not a vassal of Alpha (nor even a member of the Norwold Confederacy). Since all dominions in the Oceansend area are independent too, and at war with each other, and since the new Thyatian colony is close to the Heldannic territories, Ercall deems it wiser to simply acknowledge the existence of this colony rather than oppose it—where it is located, it cannot disturb Alpha.

The baron is only too happy to end the so-called blockade of Ersenbal—he will just retire his patrols by a few miles, and let Nordenhafener longships do his work for him, at no political cost for him. Thyatis is officially back in Norwold, and in addition to trade concessions in the Great Bay it hopes to arrange for a better, more Thyatian-friendly, Tranquil Coast—with Oceansend its primary focus.

Klarmont 22, AC 1018: A Construction Scandal Is Revealed.

Location: Imperial Canal Construction Site, Kingdom of Alphas'ar, Floating Continent of Alphonat, Alphonatian Empire. *HW*

Description: While following the route of the future canal, Admiral Clarendon is writing down a list of all the faults he can see. Unfortunately the list is becoming longer and longer. Although the progress of the canal is good in sheer length, the quality does not follow the necessary standards. The width of the canal is varying, the route is irregular and, even worse, due to an absent or poor securing of the walls earth is coming down on both sides into the canal. A sad climax is a hill which the builders have crossed directly without the construction of locks. Besides, the relatively small hill could have been easily circumvented.

When reaching the current end of the canal, the admiral decides to talk to the team. The meeting is a short and harsh one. Lord Frandar refuses to talk with the admiral as this would be below his dignity; instead, he attacks him with magical spells. Well equipped with protective items (e.g. a ring of spell turning), the admiral is able to flee, leaving behind a severely injured Frandar, who seems to have forgotten to protect himself. Clarendon cannot reach the Blossom, so he has to hide in the woods. Being an experienced thief, this poses no problem for him. Meanwhile Lord Venderun and the Ladies

Kalara and Xitra demand that the commanding officer of the *Blossom* surrender his ship; otherwise he, his crew and the admiral will be killed. Lieutenant Volrik, being a noble himself, rejects this demand. He tells the infuriated nobles that he does not care for the fate of the commoner Clarendon, and gives the order to depart. (See Kl. 19, Kl. 21; Kl. 25, Kl. 27.)

What This Means: Admiral Clarendon had foreseen that this might happen [many Alphatian aristocrats do not like being bossed around by commoners, even if those commoners do so under the authority of other aristocrats. Ed.], and he ensured that the captain of the *Blossom* would be a noble. The lieutenant could therefore reject any demand without the danger of being charged defiant. Indeed, Volrik lied when he told his fellow nobles that he did not care for the admiral; Clarendon thought there would be a good chance he would be forced to hide in the woods, and now Volrik only has to pick up the admiral again.

Of course the attack has occurred because the lords and ladies did not want to reveal their incompetence and the way they wasted Eriadna's funding. The engineer Durgan was no more than a puppet, as they could not stand following his advice and orders.

What the PCs Can Do: Crewmen of the *Blossom* might leave the boat to make contact with the admiral, members of the construction team should try to hunt down the "traitor."

Klarmont 23, AC 1018: The Torpin Encounters a Kraken.

Location: Somewhere in Sunken Alphatia, Nayce. AS

Description: In her exploration of Sunken Alphatia, the Torpin happens across a kraken. The beast is apparently hungry and immediately attacks the submersible despite Commander Dhallaq Trest's best efforts to avoid it. Eventually the Torpin is able to escape. (See Kl. 3, Kl. 9; Jf. 1, Jf. 17.)

What This Means: The fact that the Torpin is able to survive the encounter is actually confirmation of the validity of the design of the mages Xerathis, Tredrigan, and Dlanor who thought up the Torpin class. Dlanor, who is currently the Chief Engineer of the Torpin, is very pleased with how the submersible weathered this latest crisis.

What the PCs Can Do: This encounter exists mainly to demonstrate the adventuring possibilities of the Torpin to the DM. If the PCs are on the Torpin, the encounter can be as fatal or as casual as the DM prefers. The Torpin could be close to being destroyed by the kraken unless the PCs can save her, or the monster could simply play around with the submersible for a while and then decide it doesn't like the taste of her. The DM is encouraged to set up other encounters with aquatic monsters, not least some of the aquatic ghouls (lacedons) that seem to roam Sunken Alphatia in great numbers.

Klarmont 24, AC 1018: Negotiations Begin.

Location: Town of Ceafem, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. HW

Description: In a tent just outside the town of Ceafem, Town Commander Arath meets with General Selcomad of Stonewall to negotiate the situation. A truce is in effect while the negotiations are ongoing. Obviously little progress is made at first, but as they discuss the matter, Arath is genuinely considering Selcomad's suggestions. Arath protests the treatment Keer has received, but Selcomad

tells him that Keer had five sleeps to surrender peacefully when the outcome was obvious—had the town leaders surrendered, their treatment would have been different. The negotiations continue for several sleeps. (See Kl. 6, Kl. 21; Jf. 3, Jf. 7.)

What This Means: Pressure is mounting on both sides. Selcomad is the more experienced diplomat, though, so he does not allow Arath to see that Stonewall is under any pressure. In truth, Selcomad wants to negotiate a deal before King Qinn and General Lotaran have a chance to return with more soldiers from Ailpon. If Ceafem surrenders, Stonewall will be in firm control of all the coreward lands of Arkan, except for Arregghi which was claimed by Foresthome but with whom Stonewall has a treaty. If Stonewall can end hostilities with Ceafem, then the only potential hostility is from across the Crystal Lake, and with the ships in Ceafem, that shouldn't be a problem.

Arath faces the dilemma of saving either Ceafem or Arkan. Arkan itself seems all but lost, but King Qinn ordered him to hold Ceafem; however, unless further supplies and reinforcements arrive soon, that will be impossible. Arath wants to follow orders, but he is not prepared to sacrifice Ceafem and its entire population just to save a doomed kingdom for a few more days. He is beginning to consider what he can get Stonewall to agree to if he surrenders.

What the PCs Can Do: The PCs can be advisors or escorts on either side, but there will be no battles while the negotiations take place, and unlike earlier this year, there are no assassination attempts or other “distractions” this time...

Klarmont 24, AC 1018: Test Successfully Finished.

Location: Estate of Bleek and Daker, Kerothar Mountains, Kingdom of Frisland, Floating Continent of Alphatia, Alphatian Empire. *WU*

Description: The engineer Zas Ubul is invited to a test of the new caterpillar of the inventors Bleek and Daker. The power and efficiency are satisfying, and Zas Ubul promises to use the caterpillar in his next project. The three agree that three further caterpillars will be built. (See Jfl. 22, Jfl. 28; Ka. 12, Ka. 16.)

What This Means: The caterpillar is an earth-moving juggernaut, which can be handled even by commoners, not just nobles. The engineer hopes to fulfill his task in the time given as he has been hired to construct a canal for the Navy of the Lakes. The siblings are machine-crazy inventors. Bleek is a mage, and she is responsible for all aspects of their work which are connected to charming or “constructing,” while her brother Daker as a cleric does all he can to permit the magical effects of his sister to go into a frenzy. Some problems are solved with solutions based on the clerical spell animate objects or similar clerical options though. Together they are an unbeatable team, and, of course, they are planning to improve the upcoming caterpillars as every of those artifacts is unique. To their great disappointment, with the exception of Zas Ubul nobody dares to test their inventions.

Klarmont 25, AC 1018: Excuse Me, How Much?

Location: Throughout Nayce. *AS, SD, NW, SK*

Description: Prices on a number of common goods have risen in Nayce over the last few months. At the same time, costs for things like typical material components for spellcasting and tomes frequently used as spellbooks has actually fallen. There is widespread disappointment and criticism among the

commoners about this, just as the aristocrats are pleased by the reduced prices, but there is little to be done about such a thing except pay the new price—if you can. (See *Fy.* 14, *Fy.* 22.)

What This Means: This is yet further indication of the economic decline in Nayce. Many common goods, particularly those imported from other lands, have become roughly 5% more expensive—though grain remains cheaper than ever. Because of that, less money is spent on the more rare things like material components and spellbooks that Nayce produces itself, and that has pushed the prices for such items down by about the same margin. Most wizards in the empire may think this is great, but it is actually the beginning of a vicious circle. However, because most Naycese rulers are wizards who live far from the realities of the real world, they won't realize that there is trouble any time soon.

Klarmont 25, AC 1018: Information Sharing.

Location: City-State of Kastelios, Serpent Coast. *DV*

Description: After several days of heated discussions, the Kastelian Assembly decides that the information it has obtained about the events of the Amalur Lowlands should be shared with those city-states and nations with which Kastelios has friendly or neutral relations. Envoys shall be chosen to visit Garganin, Ilioloosti, Kalabronti, Dabdlom, and Thyatis, bearing documents relating the information known about the situation in the lowlands at this time. These people will be assigned the task of lobbying the authorities of each of these nations to take notice of what is going on, and to ask, should the need present itself, whether they would be willing to take action at some future time. (See *Th.* 23, *Kl.* 15; *Fy.* 8, *Sv.* 24.)

What This Means: The Kastelian leadership feels that there is no benefit to keeping this information to itself, yet aside from what appears to be a disturbing internal war, there is nothing going on in the Amalur Lowlands that appears to pose an immediate threat to the city-state or its interests. Nevertheless, some assembly members reason, if something dangerous is going on, then it would be best to be prepared, and to ensure that Kastelios has allies.

What the PCs Can Do: The PCs could be among those sent as messengers to the other nations, in which case some tough roleplaying might be required, depending on how the PCs wish to portray the situation.

Klarmont 25, AC 1018: The Rescue of an Admiral.

Location: Near the Imperial Canal Construction Site, Kingdom of Alphas'ar, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: Finally Lieutenant Volrik is able to pick up the admiral. The Blossom returns to the imperial capital to report. When Eriadna hears the bad news, she sends out warships to return the delinquents to Andaire. Additionally, she sends a message to Lord Abolon. She wants him to inspect the canal site and come to Andaire thereafter. (See *Kl.* 21, *Kl.* 22; *Kl.* 27.)

What This Means: Now trouble is brewing over the heads of Lord Frandar and his fellows. The imperial court is fearing—and joyfully expecting—one of the famous furies of the empress.

What the PCs Can Do: They can be involved in a lot of ways. Either they are part of the court or of the warships the empress is sending out. Should they be part of the construction team, a good advice would be: Run!

Klarmont 26, AC 1018: Rockhome Outraged.

Location: Kingdom of Rockhome. **OW**

Description: The dwarves of Rockhome are outraged to hear that their old kinsmen, the Modrigswerg dwarves, are making a show of force, right at their borders. The Modrigswerg were presumably banished from Rockhome for trafficking with the forces of Entropy, and for practicing dark magics. They send word to Vestland and Soderfjord that they will not tolerate the Modrigswerg; they must be driven back into their caves or slain. (See Th. 12, Kl.9; Fe. 3, Fe. 9.)

What This Means: So long as the Modrigswerg kept to themselves in small clans, the dwarves of Rockhome didn't really think much of them. Now that they have banded together, the Rockhome dwarves recall the ancient hatred for the Modrigswerg clans and are pushing each other to take action.

Klarmont 26, AC 1018: The Fury Burns Itself Out.

Location: City of Skyfyr, Province of Blackrock, Republic of Esterhold, Nayce. **SK**

Description: The free and rebel Jennites reduce their attacks on Skyfyr. They don't end the siege itself, but they do almost give up their actual attempts to attack city walls. They leave a portion of their forces around Skyfyr to maintain the siege and then commit the majority of their forces to scour the countryside of Blackrock and other areas where they can do more damage to the enemy while taking fewer casualties. (See Kl. 7, Kl. 8; Fe. 8, Fe. 21.)

What This Means: This is a victory for the city of Skyfyr. The siege isn't over since the Jennites remain, but attacks on the city will be very scarce now. This is an indication that the Jennites have all but given up taking Skyfyr by force. Still, that is not necessarily a great benefit to the Alphonian side; by dividing their forces and sending them off, the Jennites can do far more damage in the countryside or even send more forces to besiege other Alphonian settlements such as Rock Harbor or Port Marlin. It doesn't mean the Jennites have given up, just that they are forced to realize that they won't claim Skyfyr until the other Alphonian settlements have fallen. The fact that Nayce still hasn't committed forces to Esterhold yet also makes the fall of Skyfyr less important, since a major reason to take it was to convince Nayce that sending forces there would be futile. Since those forces still haven't come, taking Skyfyr now is not so important.

What the PCs Can Do: PCs on the Alphonian side can help break the Jennite offensive, and take some credit for having stopped the aggression, if not the siege itself. If they chase the Jennites into their camp, they'll be in big trouble, however, and are likely to lose their lives if they don't get back to Skyfyr quickly. Talin is likely to send Jennite PCs into the Esterhold countryside to hunt down the groups of adventurers sent there by Fabian Vern. They still shouldn't meet the notorious Crimson Avengers, though they may see yet more evidence of their work. The DM can then arrange encounters with Alphonian adventurers loyal to Fabian.

Klarmont 27, AC 1018: A Meeting Between Rivals.

Location: Keep of Stanograd, Duchy of Stamtral, Final Range. *NU*

Description: Duke Nebik of Vvolstagrado has become suspicious that the recent flurry of attacks on his domain may have been instigated by his neighbor, and rival, Stano of Stamtral. Before committing his forces to an attack on Stamtral, Nebik wishes to confront his adversary face-to-face. The meeting is arranged, and Duke Nebik and his entourage travel to Stanograd.

Duke Nebik arrives amongst a strong military display by Stamtral, with large companies of troops patrolling the keep and the surrounding lands. The initial pleasantries vanish almost immediately. Nebik expresses his displeasure at the ferocity of Stamtral's latest raids, and accuses him of stooping so low as to use barbarians and goblins as his lackeys. Duke Stano emphatically denies any dealings with barbarians or goblins, and explains that his lands have also suffered from raids by these tribes. He insists that his raids on the border will continue, as long as Nebik's men continue to harass him. The meeting degenerates into who started the raids first, and Stano admonishes Nebik for his cowardice during the Thyatian invasion of the Great War. Nebik claims that he only wants peace for both lands, and leaves for Vvolstagrado. (See Pa. 18, Kl. 12; Fe. 6, Fy. 22.)

What This Means: Stano has never forgiven his former liege for his capitulation to the Thyatians during the Great War. This is their first time seeing each other since that event. Nebik was, and still is, unsure of Stano's true intent, but wanted to size him up in person. Stano used the occasion to make a strong showing of his military to Nebik, in the hopes of intimidating him further. Stamtral has suffered some minor incursions by the Gremlish tribesmen, and also the humanoids, but not to the same extent as Vvolstagrado. In fact, Nebik's hunch was correct—Stamtral bribed the barbarians to increase their raids into Vvolstagrado, and also into goblin territory. This in turn, drove the goblins toward Nebik's domain.

Klarmont 27, AC 1018: Eriadna's Fury.

Location: City of Andaire, Kingdom of Alphas'ar, Floating Continent of Alphatia, Alphonian Empire. *NU*

Description: Lord Frandar, Lord Venderun, Lady Kalara and Lady Xitra and the rest are in the capital, fearfully waiting for Eriadna's wrath to fall upon them, and, indeed, it comes as one of the most spectacular tantrums the people at court can remember. In the end the infuriated empress decides that the delinquents will finish the work properly for exactly the agreed price. Lord Abolon becomes official leader of the project, but he delegates the duty due to over-work to one of his subordinates. This is last pain for the lords and ladies as this subordinate engineer will be nobody else than good old Durgan. The marines of Major Sarond still waiting outside the capital will join the construction team to protect the noble workers. (See Kl. 22, Kl. 25.)

What This Means: Eriadna's rage is well justified. Abolon has visited the construction site and was as shocked as Clarendon about the sloppy work. He does not have love or too much respect for commoners like Clarendon or Durgan, but it has become clear who has spoiled the project so far. His professional pride has been hit hard. So he had no alternative but to agree with the judgment of the admiral and to consent to taking over authority for the project. After a talk with Durgan he has hired the young engineer for this project. The delinquents are so terrified that the life and health of Durgan

is ensured even if he effectively has to command them. Of course he has to be very careful in addressing the noble workers correctly all the time. Should the nobles ever refuse to follow his plans, he would have no other possibility but to report the problem to Lord Abolon.

Klarmont 28, AC 1018: Relief of Serenity.

Location: Castle Serenity, Barony of Serenity, Tranquil Coast. *NW*

Description: While Castle Serenity is still besieged by Dikhoff and his Haldannic allies, the baron receives unexpected relief from the sea, as a few Thyatian ships dock and unload grain from Bellissaria. The food shipments probably have saved Serenity from surrendering due to attrition.

A Thyatian envoy meets with the baron. He says that the Baron of Canium, a new Thyatian colony on the Isle of the Dogs, is willing to send help to Serenity if the baron agrees to rule the Tranquil Coast for the Thyatians once they have chased the Haldannic Knights from the region. They also promise him the head of Dimitri Dikhoff. Sixx agrees and the Thyatians say that they will continue to provision Serenity from the sea, and that they will soon send military help to break the siege they are currently subjected to, and from there to counterattack. (See Th. 15, Pa. 13; Jf. 4, Jf. 21.)

What This Means: Baron Siegfried Sixx had little choice, as his barony was on the verge of falling, and he is certain that he got an excellent deal. The Thyatians, since they don't want to engage their own troops in the Tranquil Coast, need all the support they can get, and this includes preventing Serenity from falling. The Thyatians are not completely sure of Maximus, to whom they have already promised the position after the war, so they are not shy with making the same promise to Sixx, and decide who they will put as their puppet governor only later.

Klarmont 28, AC 1018: Unlucky Lass.

Location: Island of Baraga, Merry Pirate Seas. *NW*

Description: The Song of Halab, under the command of Pirate King Tirenos the Bold, has shadowed Captain Morgan's Lucky Lass along the coast of Baraga Island for the last few sleeps. Morgan puts in at a secluded rocky cove, and it is here that Tirenos, a cleric of Halab, makes his move. The war galley closes in, blockading the Lucky Lass in the small harbor. Tirenos gives his men, many of them members of the Traldar Heritage Society, the blessings of Halab, and they swarm aboard the Lucky Lass in full battle gear, including bronze armor. The crew of the Lucky Lass is caught unawares, and is outnumbered nearly two-to-one by their attackers. Tirenos subdues the spirited resistance of Morgan's crew and captures the ship. However, he finds that R. Morgan and a squad of his men have already left the ship and gone ashore last sleep, leaving the first mate, Gilligan, in charge. The logbook of Bellamy Richards is apparently with him. Tirenos imprisons the Lucky Lass's crew and decides to await Morgan's return, rather than pursue him inland. (See Kl. 16, Kl. 17; Jf. 3, Jf. 7.)

What This Means: Morgan's crew had little chance against the better-armed and equipped men of Tirenos, outnumbered and trapped as they were at anchor. Tirenos has scored a significant victory and now awaits Morgan's surrender upon his return. He has long sought to have the egocentric captain acknowledge him as his superior. However, Morgan and a team of his best pirates have traveled up into the mountains, searching out the high cliffs for further clues leading to Captain Blake's map.

What the PCs Can Do: If part of Morgan's crew, perhaps the PCs will notice the Song of Halab tailing them and prevent the ship from being trapped in the cove. If not, they can still lead the fight to repel Tirenos's pirates as they attempt to board. PCs could also accompany Morgan on his quest into the mountains. If fighting for the Traldar Heritage Society, PCs can quell the resistance of the Lucky Lass and earn King Tirenos's favor. Tirenos may want them to track Morgan inland, and perhaps lay an ambush for him when he returns.

EVENTS: FELMONT

First Week

Felmont 1, AC 1018: Reaver Construction Begins.

Location: Reaver Construction Site, Kingdom of Aquas, Nayce. **AS**

Description: The former construction site for the Torpin has undergone some changes, so that work can now begin in earnest. Kerathis and Tredrigon can now construct multiple Reaver class submersibles without distractions. (See Kl. 9, Kl. 23; Ka. 1.)

What This Means: The work on the Reaver project has been delayed due to the recent trouble with the Torpin. Because Kerathis, Tredrigon, and Dlanor had to make additional repair to the Torpin in secret, they have been working overtime for a while, which means that they will relax a bit more now. That could slow the Reaver construction down a tad more.

What the PCs Can Do: The Reaver construction site is probably interesting only to PCs who enjoy enchanting submersibles and doing research on such things. Then again, agents of foreign powers might be interested as well, so security will also be required.

Felmont 1, AC 1018: Enibaris's Elves Kill Former Comrades.

Location: Great Forest of Gelfron, Kingdom of Denagoth. **NW**

Description: Some elves have died after experiencing excruciating pain in the camp of Commander Enibaris. Their horribly deformed bodies have been buried by their brethren. Others turned into ravenous creatures and had to be killed. A third group including Professor Dove are still changing into brutal humanoids. The situation is grave and reinforcements have not arrived. (See Pa. 14, Kl. 21; Sb. 1, Ci. 9.)

What This Means: Only the strongest victims survived the transformation. Some are changing more rapidly than others. The elves refuse to kill their transforming brethren until they become completely mad and start wildly attacking them. Reinforcements will not arrive as the messengers were intercepted by the Elf Skull Units prior to reaching help.

What the PCs Can Do: The healthy PCs should attempt to convince Commander Enibaris that they should be allowed to go to Enoreth Shrine for help, fearing the worst for the first set of messengers. The commander will take some convincing, as he needs all hands on deck to watch over the ill.

Felmont 1, AC 1018: Stalemate at the Front.

Location: Borderline at the Snake River, Azcan Empire. **HW**

Description: The war between the Azcans and the invading Schattenalken continues, without much progress made on either side, despite several fierce battles with bloodshed typical to these cultures. The Schattenalken made a rapid advance toward the end of last circle when the Red Sun went dark, but they were spread too thin, and left too many Azcan strongholds to the southwest intact. The elves have since bolstered their forces, consolidating their gains of last circle, but have been unable to advance further. They maintain a secure hold on the mines of Chapultepec and Tepetitlan, and the gold that they provide. The Azcans have responded with assaults from Nazelacuilli, and especially from Ximac Fort, which still supports a formidable force of warriors. However, they have been unable to drive the elves back significantly, or to retake Tenpocatliotl, across the Snake River to the north. Additional assaults by Atzanteotl's supporters based in Murasca also hinder the Schattenalken. Azcan reinforcements are slow in coming, as Tlatoani Otziltipac still has not solidified his control over the empire. The persistent efforts of Chupicuaro, still holding power in Huilaktima (which effectively cuts off access to the Chitlacan Road, heading south), has thwarted his attempts to stabilize the nation. Thus, the battle lines have become entrenched.



What This Means: The stalemate should continue for the foreseeable future, as the Schattenalken lack the numbers to overrun the heavily defended Azcan fortifications. The Azcans, meanwhile, have continuing internal strife between the New Way and the followers of Atzanteotl, which also promises to stretch on for some time, limiting their ability to fight an organized campaign. The Azcan commanders in the southwest are loath to launch an all-out offensive, for fear of leaving their strongholds vulnerable to counterattack.

What the PCs Can Do: If in this region and fighting for either side, there is ample opportunity for scouting missions, hit-and-run assaults, and leading troops into battle. If the PCs happen to cross through this part of the Hollow World, and they are not Azcans or Schattenalken, they could be in trouble!

Felmont 3, AC 1018: Bergthor Haraldson Mediates.

Location: Kingdom of Vestland. *OW*

Description: King Bergthor Haraldson of Vestland attempts to mediate between Rockhome and the Modrigsberg. He sends out emissaries to both parties to try to dissuade them from coming to blows. (See Th. 12, Kl. 26; Fe. 9, Am. 10.)

What This Means: Bergthor doesn't want to jeopardize his relations with Rockhome, but he also wishes to avoid unnecessary conflicts with the Modrigswerg, who populate isolated areas of Vestland, and don't usually present a problem for any of his subjects.

Felmont 3, AC 1018: King Qinn Outraged.

Location: Town of Ailpon, Kingdom of Arkan, Floating Continent of Alphonat, Alphonatian Empire. *HW*

Description: Wolf-Hunter, whose Wolf Pack has been harassing Stonewall's forces recently, sends word to General Lotaran about the ongoing negotiations between Stonewall and Ceafem. King Qinn is furious. He sends word back to Wolf-Hunter to secretly meet Arath and put him in his place! Wolf-Hunter isn't too happy, but then things are looking grim for Arkan. (See Kl. 21, Kl. 24; Jf. 15, Jf. 20.)

What This Means: Most of this was to be expected. Wolf-Hunter is really devastated about the turn of recent events. He was born in Arkan but has lived most of his life in Foresthome, and he is sorely disappointed by Foresthome's recent actions. Though he may not share the traditional Alphonatian acceptance of the superiority of aristocrats, loyalty and nationality are still concepts that mean a lot to him, and he is disappointed by how Ambur and Foresthome have betrayed Arkan. He is sorely disgusted by the rulers of both nations, especially with Foresthome where he has lived for many years.

What the PCs Can Do: The PCs can help Wolf-Hunter bring the message to Arath if they are sneaky enough.

Felmont 3, AC 1018: Cloister of Clerics.

Location: Island of Baraga, Merry Pirate Seas. *HW*

Description: Robert Morgan and his band of men, having trekked through the mountains for several sleeps, arrive at a secluded abbey overlooking a high cliff. The abbey is home to a cloister of clerics who follow Korotiku. The abbot comes forth to greet them. Morgan addresses him: "Arrrr. I'm Cap'n ARK. Morgan, the greatest pirate e'er to sail the seas! Where be th' map o' Cap'n Blake? Da best be handin' it o'er to us, if ya knows what's good for ya, or we'll be usin' ya to swab the deck!"

The abbot is amused by Morgan's brashness, and invites him and his men into the abbey. "If you and your crew prove worthy, Sir Morgan, then perhaps Korotiku will bless you with the whereabouts of the map which you seek."

The clerics proceed to put Morgan and his crew through a series of tests to prove themselves. Some are tests of wit and cleverness, while others require braving the dangers of the cave complex cut into the mountain. Ultimately, Morgan prevails over the clerics' trials, and is rewarded with further clues on the whereabouts of Blake's map.

The vista from the mountaintop cloister holds the hidden location of the map, which is somewhere within a reef guarded by a sea monster. The specific reef can be located when it is darkened by the shadowfall of a floating continent sometime later in this circle. There is still much to figure out, but Morgan has enough information to begin a more concerted search. They leave the cloister to head back through the mountains to their ship. (See Kl. 17, Kl. 28; Jf. 7, Sb. 2.)

What This Means: Bellamy Richards came to the clerics here long ago and took their advice in secreting away Captain Blake's map. The "high cliffs where spiders climb" in Bellamy's log is a reference to these clerics. The cloister, following the instructions of Korotiku, passed the information down to the present sleep. The clerics are aware that the time has come for the map to be found, and have prepared various tests for pirates who come seeking it. The view from the cloister looks to the north, thus the map is in that segment of the Merry Pirate Seas. Morgan hopes to use his nautical and navigational skills to determine which reefs will be darkened by shadowfall on which sleeps and investigate them for signs of the map.

What the PCs Can Do: The DM is free to design the clerics' tests, which can take the form of an adventure leading into the clerics' cave complex, some of which is overrun with monsters. Other tests will be more subtle, such as riddles or games of strategy. Anything is possible, but note that Korotiku wants to stimulate as much thought as possible in those who take the tests.

Felmont 4, AC 1018: The Bronze Warrior.

Location: Black Peak Mountains, Kingdom of Karamaikos. *OW*

Description: The witch-doctor of the Broken Skull bugbear tribe falls into a hole, finding himself in a strange cave—apparently a temple of sorts. Returning to his tribe, he leads an expedition to claim this ancient temple. Inside, they find many human skeletons and numerous relics, most of them useless to the warlike humanoids. They also find a great bronze statue of a dog-headed warrior. Over the next days the clever witch-doctor manages to figure out an incantation from records kept inside this temple. Though at first he believes that the animated statue will punish him for defiling the temple, he soon finds that it is his to command. (See Am. 2, Am. 17.)

What This Means: The witch-doctor found a temple dating back to the gnollish invasion of the Traldar lands. This temple was erected by a cult that secretly worshipped the gnolls as rightful conquerors. They believed in the fury of the beast and wanted to help the gnolls destroy humanity. To this end they created the bronze warrior, actually a bronze golem. Before they could finish their rituals, a party of Traldar heroes confronted them, killed them in battle, and managed to cause a rockfall, barring the only entrance to the temple.

Felmont 4, AC 1018: End of Siege.

Location: Town of Serenity, Barony of Serenity, Tranquil Coast. *NW*

Description: The troops from Swordcoast, Dag, and Dool, brought together by the Thyatians, approach the city of Serenity and engage the besiegers, men from Dikhoff and a few Heldannic Knights. Warned of the impending attack, the Serenic cavalry makes a sortie in force, and after a long fight the Dikhoffians are forced to lift their siege and retreat to the city, then abandon the city altogether. They are pursued by the coalition, but under the Heldannic command they make an orderly withdrawal instead of splitting and reassembling in the swamp, as is their usual tactic when beaten. (See Pa. 13, Kl. 28; Fe. 21, Fy. 11.)

What This Means: Serenity vs. Dikhoff, or Serenity with some mercenaries from Swordcoast vs. Dikhoff with some archers from Sonnenfeld, were of equal force. The status quo was broken when Heldannic Knights joined Dikhoff. But now Dikhoff plus some Heldannic Knights are insufficient

against an alliance of four of the region's petty baronies—at least not without improbable support from Oceansend, as Landmeister Hermann Adalard is unwilling to commit more troops while the civil war rages on in the Heldannic Territories. It may have cost the Thyatians some money, but it seems like it is going to pay, and before too long they should have an allied dominion in the Tranquil Coast.

Felmont 4, AC 1018: John Beaumarys-Moorkroft Shifts Sides Again.

Location: City of Glantri, Principalities of Glantri. **OW**

Description: At the luxurious Silver Tower Inn, amidst the high-profile nobles and powers-that-be of Glantri, the notoriously treacherous Archduke of Westheath, Lord John Beaumarys-Moorkroft, makes no effort to conceal his latest, audacious political betrayal. Over an overly-expensive dinner with Prince Armahid Krinagar of Brampra, Lord John straightforwardly, and rather tactlessly, denounces his alliance with the “inexperienced brat” Prince Kalindi Virayana of Krondahar, and promises instead his loyalty to Prince Armahid and House Krinagar. Ever the gentleman, Prince Armahid resists the urge to magically maim the archduke then and there, and carefully considers the proposal. When Lord John reveals a vital secret that will ultimately aid the chancellor of the princes, Prince Armahid accepts the archduke's offer. (See Ch. 15; Fe. 26, Am. 4.)

What This Means: While it is no surprise for Lord John Beaumarys-Moorkroft to change political colors again, Prince Armahid's move is less expected, but entirely reasonable. On one hand, he and his step-nephew Kalindi have generally been voting alike, so the shift of the archduke's alliance to House Krinagar from House Singhabad will make little difference. On the other hand, the substantial voting power of the archduke added to his at the parliament would be a significant step in his own ambition of differentiating him from the Virayanas of House Singhabad to establish House Krinagar's power base.

As for Lord John's secret for the chancellor, the daring political coup will be revealed when the right time comes.

Felmont 4, AC 1018: Deep Waters in Rock Harbor.

Location: Town of Rock Harbor, Province of Southrock, Republic of Esterhold, Nayce. **SK**

Description: With the recent turn of events in Southrock, the mercenaries have been forced back toward Rock Harbor. As the Jennite attack in Southrock continues, most people have been evacuated to Rock Harbor itself, and the mines are still closed. The mood in the town is ominous and morale is hitting bottom. Darik Rockroll, the dwarven Governor of Southrock, is getting worried. (See Kl. 10, Kl. 17; Fy. 7, Fy. 16.)

What This Means: The Jennites aren't attacking Rock Harbor itself because they can afford not to. Rock Harbor is far away from Nayce, the farthest major Alphatian settlement now that Anchorage and Faraway (now Draeh) have fallen to the Jennites, so supplies are few and with the Jennites closing off the mines, Southrock is cut off from its major source of income. The rebel Jennite leaders fully realize that Southrock will soon have no money for food or soldiers, and so they send the free and rebel Jennite forces against the mines because it will be just as effective and cost them very few lives. The free Jennites may not see the entire plan behind this, but then they can easily follow the suggestions of the rebels which seems to be working. If the Jennites can just keep the mines closed, they can starve the

Alphatians into surrender. Darik Rockroll is well aware of this grim situation. He is forced to begin considering evacuation to Port Marlin.

The mercenaries from Veroth send word home asking for further reinforcements. They have lost many people to the Jennites, but are still confident that they can defeat the enemy if more people arrive. Unfortunately, Verothrics doesn't see the value of sending more troops now that Southrock cannot pay for them because the Jennites closed the mines, so no reinforcements will come.

What the PCs Can Do: The PCs can be mercenaries for the Alphatians or invaders closing down the mines or attacking Rock Harbor for the Jennites, though the latter could get them into a lot of trouble. Jennites among the Alphatians would have a very hard time performing sabotage now, though, since the Alphatians are in Rock Harbor which is patrolled rather heavily, particularly by the efficient mercenaries from Veroth. To perform sabotage without being detected, let alone escape afterwards, is therefore exceedingly difficult.

Felmont 6, AC 1018: Aid for a Neighbor.

Location: Keep of Stanograd, Duchy of Stamtral, Final Range. *NW*

Description: After pondering his meeting with Duke Nebik for some time, and consulting with his chaplain and other advisors, Duke Stano decides that perhaps a reconciliation with Vvolstograd would be in order. He sends word to Vvolstograd that he will pull back his troops from their border raids, provided that Nebik's men do the same. Additionally, he will send a gift of food and other supplies, along with clerical aid, as a token of his good faith. (See Kl. 12, Kl. 27; Jy. 22, Sb. 10.)

What This Means: Stamtral has decided that his best approach to conquer his neighbor is by first luring it into a false sense of security. The ease of tensions will also allow him to build up his own forces without worrying about casualties from border skirmishes. The food and supplies are a genuine gift to appease Nebik, but the clerical aid is not what it seems. Stamtral's new chaplain, Mikhail Malinkob, is a disciple of Talitha, who has supplanted Alphaks as the key Entropic Immortal in Norwold. Followers of that Immortal, posing as benefactors, will in actuality be blighting the crops and causing disease amongst the livestock. Their spells will be slow-acting, so that their effects will not become apparent until harvest time.

What the PCs Can Do: PCs may be suspicious of Stamtral's new posture and decide to spy on that dominion, where a military build-up will be evident in the next month or so. The clerics of Talitha may be uncovered as the evil priests that they are by clever PCs. Despite the slow-acting spells, there will be some clues, as livestock may become lethargic, and certain plants may wither more rapidly. Farmers will testify that the clerics have been frequenting farms since their arrival. If PCs can figure out what has happened, then there is a chance that they can reverse the ill effects with the appropriate spells and salvage the harvest.

Felmont 7, AC 1018: Heartshire Summer Fair.

Location: Village of Sateeka, Shire of Heartshire, Five Shires. *OW*

Description: The Heartshire Summer Fair is held in Sateeka. (See Kl. 7, Kl. 21; Jf. 21, Jy. 7.)

Felmont 7, AC 1018: Strange Weather in Denagoth.

Location: Denagothian Plateau, Kingdom of Denagoth. *NW*

Description: Weather in Denagoth is strange. There is no hot summer on the Abien Plains, instead they are swept by cold winds coming from the west. Lothenar Forest registers rains and thunderstorms in the south.

Arienghyla, an Abienite wise woman, gets a potent dream omen foretelling disasters and a great evil looming on the plains. Her ominous prediction soon circulates all over the Abien Plains and reaches Idris Tower; however, the high priestess doesn't seem to worry about it. (See Da. 14, Da. 17; Fe. 7, Am. 6.)

What This Means: The strange weather is a side effect of the use of the Death Stone in Two Lakes Vale to the northeast in Norwold. While the high priestess is unconcerned, the Abienite tribesmen are extremely troubled by Arienghyla's warnings.

Felmont 7, AC 1018: Strange Weather in Wendar.

Location: Kingdom of Wendar. *OW*

Description: The Genalleth elves' concern for Wendar's safety increases as the summer temperature remains surprisingly cold. The elves have seen many animals enter their forest, fleeing from the western areas. Speak with animals spells reveal they are frightened of something, but little else.

Villagers living near the Baamor Woods suddenly start hearing strange voices whispering in the night and have vivid nightmares.

Bensarian asks the elven clanmasters about the strange weather and the strange activities near the Baamor Woods, but they remain strangely silent. (See Kl. 6, Fe. 7; Fy. 7, Am. 2.)

What This Means: The abnormally cold weather is either a side effect of the Death Cloud, which originates on Two Lakes Vale in southwestern Norwold, or a product of the dark rites in the Baamor Woods. Bensarian's agents sent to the Baamor Woods are missing, the Genalleth clanmasters are tight-lipped, and everyone is scared. Bensarian is now very much on the defensive and the Church of Idris has a lot more freedom to operate.

Felmont 7, AC 1018: Blades in the Dark.

Location: City-State of Ilioloosti, Meghala Kimata Plains. *DV*

Description: During a ceremony to honor some of the city-state's greatest heroes in Alexandria Square, the main public gathering place in Ilioloosti, several men armed with daggers and short swords leap out of the crowds and try to make their way towards the ruling council members in attendance. Before they can reach their targets, however, a couple of the heroes leap to the defense of the city-state's leaders, weapons drawn. The assembled crowds scream with fear, yet are rooted where they stand as a pantomime of death is performed before them. Within moments, the fight is over, and the four assailants lie dead, but some of their weapons found their marks—two of the heroes, and one of the council members, lie dead. The city guard clears the square, ordering everyone present to return

to their homes. The surviving council members return to their chambers under escort, while the dead are carried away somberly to the Temple of Halab. (See Jy. 8.)

What This Means: Ilioloosti is not as secure as its citizens had thought. During the wave of panic that swept the eastern Meghala Kimata Plains last year, as villagers and townsfolk alike sought to escape the advancing armies of Mibosia, a number of Mibosian spies managed to join the refugees. Under their watchful eyes, their overlords would know of important happenings in other nations, while at the same time they would receive instructions through intermediaries. Some of these spies managed to infiltrate Ilioloosti last year [Flaurmont, AC 1017. Ed.], and they recently received the order to mount the assassination attempt.

What the PCs Can Do: PCs could be assigned the task of uncovering the Mibosian spy ring (not all of them were involved in this assassination attempt). This would by no means be an easy task, as the Mibosians know full well what would happen to them if they were discovered; therefore, they have taken extra precautions to avoid detection. Many of them have cover identities, and otherwise appear to be nothing more than ordinary Ilioloostians. Nonetheless, talking with witnesses and various guilds may uncover vital information, which could help the PCs' investigations. It would be a considerable victory if they manage to uncover the spy ring, and Mibosia's interests in the region would be hurt severely as a result—although the PCs would gain a powerful enemy in the process.

Felmont 7, AC 1018: Ambur's Ambush.

Location: Town of Ceafem, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: From the north of Crystal Lake several ships arrive outside Ceafem, clearly from Ambur. To the surprise of Ceafem, they attack and try to destroy the Arkan ships in the harbor.

Ceafem is eventually able to recover from the surprise and fight off the ships, but once the ships depart, there are few ships undamaged or even salvageable in the harbor. (See Kl. 1, Kl. 24; Jy. 15, Am. 14.)

What This Means: The war in Arkan has become a war over the future right to trade on Crystal Lake. The attacking ships consisted of combined forces from Ambur and the Navy of the Lakes—hired by Ambur—who are seeking to cripple Stonewall or Arkan, whoever is victorious, in any attempts for trade on Crystal Lake in the future.

What the PCs Can Do: If the PCs are interested in sea battles, this is their chance to participate in one. If they are on the Arkan side, they had best hurry before their ship is sunk, though.

Felmont 7, AC 1018: An Oath to His Lass.

Location: Island of Baraga, Merry Pirate Seas. **HW**

Description: Robert Morgan and his scouting team return to the cove only to find their ship occupied and flying the colors of Tirenos the Bold. He considers sneaking aboard and rescuing his crew, but even if this succeeded, the Lucky Lass would still be trapped in the harbor and at the mercy of the heavily armed Song of Halab. Morgan emerges to parley with Tirenos. The pirate king mocks Morgan, and admonishes him to surrender, for he is clearly beaten. Morgan stokes his battered ego by

refusing Tirenos's demands, and counters with a potential deal—the logbook and secrets of Captain Blake for the release of his crew and his ship. Otherwise, the secrets will die with him. Tirenos is torn, as he wishes to see his rival vanquished, but also covets the lost treasure of Captain Blake. The standoff continues with Tirenos demanding not only the information on the lost treasure, but that Morgan must henceforth refrain from targeting Traldar ships—and must swear a solemn oath to that effect. Morgan reluctantly agrees, and swears to tell Tirenos all he knows about the lost map of Captain Blake, and also to never target a Traldar ship as long as they both shall live.

Morgan hands the log over to his rival and divulges the secrets learned on the mountain. His crew is released and the *Lucky Lass* is returned to his control. The two pirate captains then sail from the harbor; Tirenos heads home to Floresque, while Morgan decides to avoid his hometown for now and goes to Baraga. (See Kl. 28, Fe. 3; Sb. 2, Sb. 16.)

What This Means: Morgan was in a serious bind, and he knew it, so he was forced to show his hand. The love of his ship and crew drove him more than his greed for Blake's treasure. Still, he feels that he will be able to locate the map first, even with Tirenos on equal footing. The oath to avoid Traldar ships is a serious coup for Tirenos. The Merry Pirates take their oaths with extreme seriousness, so effectively, Morgan will no longer be able to plunder those vessels. This strengthens Tirenos's Traldar Heritage Society and weakens Morgan's prospects for finding treasure. Additionally, Tirenos now has the knowledge to guide him to the lost map, which, if found, might yield substantial riches with which to expand Traldar influence throughout the Merry Pirate Seas.

What the PCs Can Do: If loyal to Tirenos, PCs may try to capture Captain Morgan and steal the logbook, thus giving them a complete victory over their rival, but this will not be easy, as Morgan is accompanied by some of his best men. Likewise, PCs with Morgan could try to capture Tirenos the Bold and use him as a hostage to swap, instead of forcing Morgan to take his shackling oath. Again, this will not be easy, but skilled PCs with a good plan may have a chance to pull it off.

Second Week

Felmont 8, AC 1018: A Mysterious Muffle.

Location: North of the Kingdom of Underocean, Sunken Alphatia, Nayce. AS

Description: Underocean patrols hunting ghouls far north of the borders of Underocean note a strangely muffled sound in the waters after they have killed a group of ghouls. At first surprised by the noise, they get one of them, a mage, to magically survey the area, but his efforts yield nothing. After waiting around for a little while, they decide it was probably nothing and continue their hunt. They hear no other peculiar sounds. (See Fl. 1, Kl. 1; Sv. 3, Ci. 14.)

What This Means: Strange sounds come and go... The Underocean patrol is several hundred miles north of New Smaar and have never explored so far north before. For all they know, this could be a common phenomenon in this region.

What the PCs Can Do: If the PCs are among the tritons, they can confirm for themselves that there is nothing to find here, whatever it was they heard.

Felmont 8, AC 1018: Evil's Apprentices.

Location: Countryside, Esterhold Peninsula. SK

Description: After hearing more and more rumors about the infamous Crimson Avengers, Talin has decided to go find them himself. When he hears from Jennite patrols that several Jennite camps have been burned down with all Jennites missing, he decides to pursue the matter, thinking he is on the trail of the Crimson Avengers. So he and a group of followers, such as the Jennite wizard Grath, begin their pursuit. (See Pa 5, Pa. 18; Fe. 21, Fe. 28.)

What This Means: These missing Jennites actually have nothing to do with the Crimson Avengers, although Talin is certainly excused for making that assumption. The truth is that a group called the Minboral's Circle has come to Esterhold posing as one of Fabian's adventurer groups. In truth, however, they are a group of slavers, and Minboral is a former apprentice of Nicodemus. He was recently contacted by Nicodemus to come to Esterhold and try to subvert one of the adventurer groups Fabian has sent there. Minboral has accomplished that by finding survivors from groups who have lost most of their members to the Jennites and then banding them together. That has given him people with good potential who harbor resentment for the Jennites. However, he has also seen an opportunity to make a profit on the side in this, so using the reputation of the Crimson Avengers, his group has been attacking Jennite camps, capturing the Jennites, then bringing them to a secret meeting point near the coast where a ship is to take the prisoners back to Nayce to be sold as slaves. This is, of course, a direct violation of the laws Fabian Vern has established in the Esterhold Republic since all slavery is forbidden here, but most members of Minboral's Circle merely see this as an opportunity to fight the Jennites for Fabian's cause while making a profit at the same time.

What the PCs Can Do: Alphatian PCs are unlikely to become involved in this unless they are actually among the adventurers Minboral has duped into joining his group. For Jennite PCs this is an opportunity to join Talin if they aren't already with him, and then help him track down the group. They won't actually encounter Minboral's Circle any more than the Crimson Avengers just yet, though.

Felmont 8, AC 1018: Birth of the Daywalkers.

Location: Castle Mitrescu, Kingdom of Linn, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: The mysterious Count of Linn makes a breakthrough in his research to find a replacement for the many vampires that have perished under the deadly rays of the red sun. With the help of his aide, a high-level cleric of Nyx, he manages to spawn from his own blood, and a ready human test subject, a new breed of vampire that seems to be able to exist under the rays of the Hollow World's sun. It is a new strain of nosferatu (Traladaran/Boldavian vampires), with pretty much the same abilities as those. They seem, however, to lack some of the standard shapeshifting abilities of other vampires, and seem to be somewhat weaker physically, although they may display some other powers. (See Pa. 20; Ka. 20.)

What This Means: The Count finally has a creature he can use to replace the vampire officers that previously dominated the armies of Linn—and notably those under his control. This could lead to the restoration of Linn's armies, and only adds to the dominant power the three leading aristocrats have already gained in Linn.

Felmont 9, AC 1018: Ragnar Requests Aid.

Location: City of Soderfjord, Kingdom of Soderfjord. **OW**

Description: King Ragnar meets with emissaries of Rockhome. He agrees to let the Rockhome dwarves drive the Modrigswerg from Soderfjord, since the Modrigswerg are obviously attempting to destroy the gnomish community in the Falun Caberns. He also agrees to lend them support in the matter, but no troops, since the Rockhome dwarves are better suited for actual action in the caberns. (See Kl. 10, Kl. 26; Fy. 2, Fy. 16.)

What This Means: King Ragnar long ago realized that it was the Modrigswerg who made trouble at the Falun Caberns, but his men are simply too large to effectively fight inside the caberns. But if the dwarves of Rockhome would be willing to fight on his behalf, he will certainly let them.

Felmont 11, AC 1018: Crackle in the Bluenose Ruins.

Location: Bluenose Ruins, Sunken Arogansa, Nayce. **AS**

Description: The Alphadon and necromancers in Bluenose receive some unexpected visitors: Master Terari and an unknown Alphadon named Crackle. It seems clear that Crackle is no different from the other Alphadon. He is but a boy, but then some of the Alphadon are also children, and like the Alphadon he claims he remembers nothing from his mortal life. When he tells Pidimigd that he has lived in Darokin for years, decades even, Pidimigd is very surprised—nobody in Nayce had heard about the Alphadon until the past recent years, and they clearly did not exist before Alphatia sank as they are the animated bodies of dead Alphatians.

Pidimigd and Terari talk for a while and discuss several matters. For instance, Terari tells him that Crackle has expressed interest in staying here with newfound people of his own kind for a while, and Terari expects Pidimigd to protect the young Alphadon. They also discuss the mysterious Phylactery of Agmas that the ghouls are apparently looking for. According to a ghoul captured last year, this

thing is presumably associated with someone or something called “the dark one” by the ghouls. Terari tells Pidimigd that he will look into the matter of the Phylactery of Agmas now, but it might be helpful to find out more about this “dark one.” When Pidimigd speculates about the origin of the Alphadon, Terari mentions that given Crackle’s origin in Darokin, his proximity to Glantri might have something to do with this. Pidimigd listens with interest.

At the end of the day, Terari bids Crackle and others farewell and leaves for Jonace. (See Pa. 10, Kl. 17; Fy. 4, Fy. 26.)

What This Means: Crackle doesn’t tell everything about himself. He actually does know something about his mortal life, but only because he was able to deduce it later, so he isn’t actually lying. One reason he does this is that Master Terari told him to be careful about what he revealed to these necromancers.

Pidimigd is delighted although this encounter has caused a few problems in his grand plan. Terari told him that no harm was to come to Crackle. Because of that Pidimigd can’t try to control the undead again, as he is not about to risk the fury of an archmage as powerful as Terari, at least not for the time being. On the other hand, Crackle’s appearance may have given him new insight into the origin on the Alphadon, and Terari’s suggestion that the proximity to Glantri might be an influence could be a vital clue that Pidimigd can explore.

Crackle does not actually know that Master Staffels and Terari are one and the same—as Staffels, Tylion merely sent him to Karamaikos to meet Master Terari, and as Terari he then brought Crackle to Nayce. However, Crackle trusts Terari because Staffels told him he could.

What the PCs Can Do: PCs might be Naycese guards stationed here after the recent trouble with Underocean, or Terari could hire them to look after Crackle.

Felmont 11, AC 1018: We Need More Allies...

Location: Town of Polakatsikes, Dominion of Polakatsikes, Heldannic Empire, Meghala Kimata Plains. DV

Description: Governor Wolfgang Stimmel, during a meeting with the commanders of the Army of Meghala, reviews the progress made thus far in the campaign against Mibosia. The drive to sow chaos throughout much of the Mibosian Empire has been quite successful: Most of the raiding parties have been able to operate for several months on the Meghala Kimata Plains without running afoul of the Mibosians, and well over a hundred enemy soldiers have been killed in this manner. Furthermore, the raiders have also ambushed a couple of press gangs, and in so doing have managed to free many potential conscripts (some of whom were voluntarily escorted to Polakatsikes to train with the Army of Meghala).



The intelligence networks are also fairly well established, although they must out of necessity operate very carefully, and so relatively little information has made its way to Polakatsikes. The main failure was the attempt to overthrow the Mibosians in Syropolis and Tyrnae, although the intelligence networks in those city-states managed to survive in reduced form. In considering all this, Wolfgang

states that, although the Mibosian war machine has been hindered, it is by no means crippled. Unfortunately, neither the Haldannic Knights nor the Army of Meghala have enough men to defeat their enemy on the battlefield. Clearly, they need more allies—enough warriors to stage an effective counterattack to drive the Mibosians out of a number of key city-states, who would then presumably side with the alliance against their former overlords.

It is quickly resolved to send scouts across the land to seek out people who might wish to stand with them against the Mibosians. (See Da. 9, Kl. 8; Fe. 13, Am. 2.)

What This Means: This is a pretty accurate assessment of the situation. Although the allies managed to hold off the Mibosians last year, they have not been able to dislodge them from their current positions. As long as this remains the case, the Mibosians will be able to draw upon more resources, and ultimately the time will come when their legions will march once more against Polakatsikes. Communications with Vanya's Rest have revealed that the warbirds are not expected to fly ever again, and due to the rising factionalism in the Haldannic Territories, neither Dabanian territory can expect any reinforcements anytime soon.

The allies will, however, be able to continue their campaign of raiding and ambushing into early next year, which should be sufficient to force the Mibosians to pay close attention to developments within their own territories, and therefore they will be less likely to stage an offensive of their own.

What the PCs Can Do: The PCs might be among those sent into the wilds of Dabania to seek new allies.

Felmont 12, AC 1018: Nature Abhors a Vacuum.

Location: Hills north of Town of Hillfork, Duchy of Retebius, Thyatian Empire. *OW*

Description: An unusually violent storm erupts over one of the villages of settlers in this formerly wild region. Lightning flashes fill the sky as the wind whips up, tearing roofs off houses and barns. As the people flee for shelter, bolts strike out, impacting barns and houses in turn. Several settlers notice a small band of figures directing the storm from a nearby hilltop.

As the village burns almost all the settlers escape and are able to flee to safety, but some aren't so lucky. (See Th. 12, Da. 5; Fe. 4, Am. 9.)

What This Means: The naturalists in the wilds of Thyatis have chosen to take action against settlements in "their" wilderness, and their druids have destroyed the village. They took care to wait until people had fled from the houses before striking the buildings with lightning, but not everyone got away unharmed. Several people were killed, unintentionally, but the authorities don't know that.

Other villages will be struck over the coming weeks in a similar fashion, while the Thyatian government will deploy forces and acquire the services of adventurers to root out and eliminate the troublemakers.

What the PCs Can Do: Characters can take sides with either the settlers or the naturalists, or try to work out a compromise solution that will satisfy both.

Felmont 12, AC 1018: How Easily the Fires Can Be Stoked....

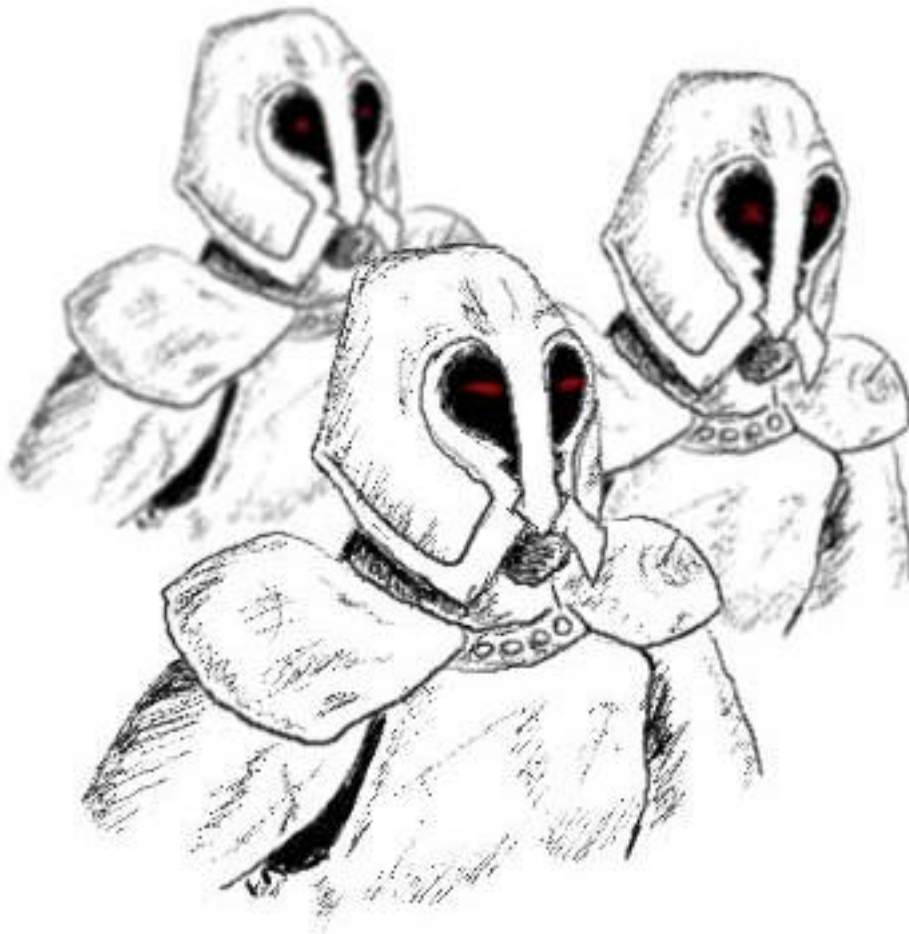
Location: City of Farend, Kingdom of Qeodhar, Nayce. *AS*

Description: Amongst other business today, King Norlan receives a formal request for an audience from a collection of village headmen from the eastern regions of his now-truncated realm. It seems that over the past several weeks, a number of farms and villages have fallen victim to sporadic raiding. Although by no means on the same scale as was the case during the civil war, these attacks are nonetheless troubling. The villagers implore upon their king to intercede on their behalf, and force the “treacherous Northmen” to abide by the words of the recently concluded treaty. Norlan ponders what has been said, and promises the men that he will do something about it. (See JfL 20, Kl. 8; Jfy. 20.)

What This Means: Although the warriors of Ostmarhabn respect the terms of the treaty—under pain of death by the order of their jarls if they do not—most of the Antalians see nothing wrong with the occasional raid to steal livestock; raiding is not the same thing as warfare, in their view. Complicating matters further is the fact that Ostmarhabn is quite decentralized: each jarl currently has a great deal of personal autonomy, and in many cases they set their own laws within the territories under their immediate control; it will be difficult to rein them in. Not too many Qeodharans have died from these raids, but they do make the farmers and villagers feel less secure.

Norlan will order military patrols to be increased along the border, and encourage laborers to aid local efforts aimed at building fortifications and walls.

What the PCs Can Do: Ostmarhabner PCs, or those allied to them, might have taken part in the raiding. Otherwise, the PCs might be dispatched by Norlan to the frontier, where they could aid the locals in fighting off Ostmarhabner raiding parties.

Felmont 13, AC 1018: No Help Expected from the South.

Location: Dominion of Vanya's Rest, Agyptian Savannah, Heldannic Empire. DV

Description: In response to a personal communication received from Oberherr Wulf von Klagendorf, Castellan Thomas von Wettingen informs his superior that the garrison of Vanya's Rest will unlikely be able to render aid to his faction against the forces of Ordensgeneral Heinrich Straßenburger. He cites ongoing concerns related to Meghaddara raiding on the frontiers, as well as concern over the strategic situation in Polakatsikes. That, and the fact that the warbirds remain unusable, make it difficult for him to intervene. Nonetheless, he promises Herr Wulf that so long as he lives, he will hold the line in the south. (See Fu. 3, Fe. 11; Am. 2, Fe. 22.)

What This Means: The Heldannic Knights stationed in the Dabanian colonies are far removed from the intrigues of Freiburg, and even though the situation is serious in the north, most of the people in Vanya's Rest are far more concerned about the hostile natives living around them, and the unknown dangers that are certain to lurk just over the horizon. The knights' encounter with the Divergans a couple of years ago [AC 1016. Ed.] has already taught them that lesson. In truth, the garrison of Vanya's Rest is divided in terms of support—some soldiers support Herr Wulf, while others would prefer seeing Straßenburger as the new oberherr. It is in large part due to pragmatism that the Heldannic Knights based here have tried to hold themselves above the factionalism that has erupted in the north.

What the PCs Can Do: PCs who feel strongly about this issue might disobey direct orders and try to make their way to Haldann to support one side or the other, and in doing so they might attract a small following (depending on their level and charisma). If they do so, however, they will make many enemies.

Third Week

Felmont 15, AC 1018: Arath and Selcomad Reach Agreement.

Location: Town of Ceafem, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire.
HW

Description: On behalf of the town of Ceafem, Commander Arath agrees to surrender to Stonewall. Ceafem's town gates are opened, but no troops enter the city due to the agreement, and only General Selcomad enters the town, with Arath and several escorts.

They meet with the town leaders and Arath makes an announcement shortly thereafter. Ceafem has surrendered to Stonewall, but because the surrender is peaceful, little will change in the town. The town council must be approved by the Stonewall army, so the current council is dismissed, but Arath will remain as town commander, and the town leaders may be able to regain their positions. Stonewall will be allowed full control of Ceafem's harbor, but no Stonewall soldiers may patrol the town—they may enter only as escorts for high-ranking officers like General Selcomad, and at no time may more than 100 Stonewall soldiers be in the town at a given time.

Subsequently, General Selcomad takes steps to reorganize the Stonewall army. Whereas the army has been attacking Arkan until now, Stonewall now has control of all the coreward lands of Arkan, except for the areas around Arregghi claimed by Foresthome, so with the peace agreements with Ambur and Foresthome and an earlier alliance with Frisland, the only opposition can now come from across Crystal Lake, from King Qinn, a none too intimidating prospect. Instead, Stonewall's forces are now reorganized into an occupation army so that actual production of the food they came for can begin in earnest. Because of that, food can now be sent back to Stonewall to help combat the famine. (See Kl. 24, Fe. 3; Fe. 20, Fy. 10.)

What This Means: The recent attack on the Ceafem harbor has destroyed any possibility of fresh supplies or troops in the near future, so Arath felt he had little choice in the matter. Besides, the message from King Qinn that Wolf-Hunter brought to Arath had just the opposite effect of what Qinn intended—it convinced Arath that he would have to act now to save both Ceafem and his own position. There are certain details still undecided, and Stonewall has had to make some concessions. For example, it is rather ironic that while no aristocrats were directly involved in these negotiations the separate laws for commoners and aristocrats will be retained within Ceafem, even though Stonewall would rather have abandoned them as they do at home, but Arath was able to convince Selcomad to accept it to appease the Arkan aristocrats. But otherwise Ceafem is now open for Stonewall. Obviously, Stonewall is most interested in the harbor, although there are few ships left. Selcomad orders the remaining ships there repaired. Then he and Arath begin efforts to resupply the town.

What the PCs Can Do: There is no battle, so the PCs have little to do but attend the formal proceedings and, perhaps, make suggestions.

Felmont 15, AC 1018: Carnelia Undeterred!

Location: City of Glantri, Principalities of Glantri. **OW**

Description: Exactly one year from this day last year, Princesa Carnelia de Belcadiz hosted a midsummer night's ball, where the Immortals Valerias and Ixion were believed to have made an appearance—an incident that will be remembered throughout history as *La Milagro de Los Amantes*, for this alleged miracle was the starting point of the string of events that ultimately lead to the Alexander's Day massacre, where fervent devotees of Valerias were assaulted by Glantrian authorities.

As if in defiance of any misfortune or superstition attributed to the affair, Princess Carnelia hosts her summer season party on the exact same date. The result is perhaps the most anticipated and well-attended social event in Glantri throughout the history of the principalities.

Nobles, aristocrats, socialites, admirers, and sycophants of la princesa crowd the Belcadiz City Manor, and an endless line of dilettantes, fops, and wannabes who waited foreber to step inside have their own celebrations in the walkways and waterways of the City of Canals. Almost all of the princes of Glantri are invited—Carnelia's dueñas were kept busy shuffling rival princes in and out of each other's way all night—with the notable, but not unexpected, exceptions of Princess Juliana Vlaardoen, Princess Carlolina Crewan, and Prince Kol XIV. Even Princesse Isidore d'Ambreville makes an appearance, as la princesa seems willing to put aside former house rivalries—at least for one night.

Except for one foolish fop who had the bright idea of dressing up as a cleric of Ixion, and is summarily thrown out of the party, Princesa Carnelia's party proceeds without incident. (See Va. 24, Va. 28; Fe. 15, Fe. 18.)

What This Means: Princesa Carnelia's parties have become notorious for the disasters surrounding it, and the guests attended not just to hobnob with the Glantrian elite or to show their support to Princesa Carnelia, but also to watch out should something happen. Although this year's party may disappoint in that respect, it is a smashing success in all other matters.

Felmont 15, AC 1018: The Great Conclave of Valerias Begins.

Location: Church of Valerias, City of Darokin, Republic of Darokin. *OW*

Description: Beginning on the Day of Valerias, the various Temples of Valerias throughout the Known World have sent representatives to a great conclave in Darokin City. The clerics of Valerias are finally able to piece together evidence and reports about the exact circumstances surrounding the Alexander's Day massacre, and determine a course of action. (See Fl. 19, Fe. 15; Fe. 18, Fe. 26.)

What This Means: The Glantrian politicians and diplomats have been quite successful in covering up the diplomatic disaster that was the Alexander's Day massacre. Much evidence had been suppressed or altered by the Glantrians and their magic, and the Glantrian ambassadors have been earning the support of the various governments, in the hopes that, without political backing, any attempt of the various Temples of Valerias to take action would be met with failure—or at least great resistance.

Most of the priests of Valerias would want nothing more than to launch a crusade or jihad against the heretical wizards of Glantri, but reason wins out the day. The discussions and debates are no less passionate and heated, and a resolution for the conclave still seems very far away.

Felmont 16, AC 1018: The Ship of Woe.

Location: City-State of Draeh, Esterhold Peninsula. *SK*

Description: A ship from faraway Minrothad has been trading in Skothar and is on her way back to Minrothad when the captain decides to check on the rumors of how bad things are in Faraway. Sailing close to the city, he finds that the area is relatively peaceful and decides to take his ship into the harbor.

He is greeted by a number of Jennites and immediately begins discussing possibilities of trade, but suddenly an angry mob of Jennites assault them and the captain quickly flees the city, lucky not to lose any of his men. Riots then spread across the city. (See Th. 9, Pa. 15; Ei. 6, Ei. 7.)

What This Means: The Jennites the captain met in the harbor were rebel Jennites eager to begin trade with Minrothad. Because of the alliance Minrothad has entered with Thyatis after the Great War, Minrothaddan ships have been cautious about approaching Alphatian areas, particularly those away from the central empire, even though the Treaty of Helskir, which both Thyatis and Nayce signed in AC 1016, allows them to trade with Alphatians. With the rumors of the Alphatians driven away, however, the captain thought it would be safer for him to stop here. He was very wrong. The rebel Jennites indeed wanted to conduct trade with him, but the free Jennites still see such outside interference as disruptive to their way of life. So they responded very strongly.

The riots will last for a few days, but the conflict won't be so easily resolved. The free Jennites are beginning to see their brothers as corrupted, and they slowly begin to leave the city. Over a few months, most of the free Jennites will abandon the city.

Over time, this will become a major problem for the rebel Jennites in the city. Without their allies, they are too few to run the city. This will threaten the city's survival—when the city was known as Faraway, it was necessary to import some goods from Nayce and other places for the city to thrive. Since trade is unwanted by the free Jennites, and since trade with Nayce is obviously impossible, this will make survival very difficult for Draeh in the long run. Some of the rebel Jennites are beginning to realize that too. As if that wasn't bad enough in itself, the rebel Jennites also begin to fear that the free Jennites may come to consider them their enemies as well as the Alphatians and so might attack the city itself at some point.

What the PCs Can Do: The PCs can be the unfortunate Minrothaddan sailors fleeing for their lives, the angry free Jennites, or the rebels who see an opportunity for starting trade with Minrothad. If they are among either side of the Jennites, they will have their hands full sorting out all the trouble. If they are the Minrothaddan merchants, they should run as soon as possible because that is what their shipmates will do, and if they don't escape with them, they could lose their lives to the fury of the free Jennites in an instant.

Felmont 17, AC 1018: The Torpin Encounters Alphadon and an Underocean Patrol.

Location: Close to the borders of the Kingdom of Underocean, Sunken Alphatia, Nayce. AS

Description: On its voyages the Torpin finds a group of Alphadon close to Underocean. Despite initial concerns given the current relationship between Underocean and the rest of Nayce, Dhallaq Crest allows Executive Officer Myarkhen Bayller to take a team outside the Torpin to meet the undead. The Alphadon tell them that they are fleeing triton patrols from Underocean currently hunting down any undead, including the Alphadon. As they talk, such a patrol suddenly appears, and the Alphadon become almost desperate, though Myarkhen Bayller proposes to negotiate with the Underocean patrol. At first unwilling to let the Alphadon go given that they are close to Underocean, the tritons eventually

leave after Myarkhen Bayller argues that they really have no jurisdiction here, since they are actually outside Underocean. The Alphadon make their way toward the Bluenose Ruins after the diplomat assigned to the Torpin, Ogomon, tells them that many of their kind are gathering there, and the Torpin returns to exploring Sunken Alphatia. (See Kl. 23, Jf. 8; Sb. 3, Ci. 14.)

What This Means: The Underocean patrol was hunting down undead, but they couldn't deny Ogomon's argument that they had no legal authority outside Underocean, and once they realized that they Naycese people wouldn't abandon the Alphadon, they decided to drop the issue and return home.

What the PCs Can Do: This encounter exists as an example of how the current political situation between Underocean and Nayce can be used to set up this kind of confrontation. If the PCs are serving on the Torpin, the DM is encouraged to set up more such encounters with both the Alphadon, the tritons from Underocean, and the occasional attacks by the ghouls (lacedons). These encounters can be more complex depending on the DM. If, for example, the PCs feel that the Alphadon are generally innocents caught up in an unfair situation, the DM could let them notice some just inside the borders of Underocean. If they go to meet them, an Underocean patrol will appear and won't let the undead go since they do have jurisdiction inside their own territory.

Felmont 18, AC 1018: Gareth Speaks for Glantri.

Location: Church of Valerias, City of Darokin, Republic of Darokin. *OW*

Description: The Great Conclave of Temples of Valerias is addressed by a special guest speaker, Arturo Olivera, the High Priest of the Immortal Gareth in Darokin. Arturo had traveled from the Shrine of Gareth in Akorros with a message from his Immortal: mortals should not allow themselves to be played to the whims and games of the Immortals.

While this is recognized and accepted as the fundamental teaching of Gareth, Arturo presents a further shocking idea: The previous year's ill-advised pilgrimages to Glantri, the atrocious Alexander's Day massacre, even this great conclave, are all consequences of La Milagro de los Amantes, one singular event which has not been proven—and may not even ever be proven with certainty—to be a divine act of the Immortals!

Before Arturo has even finished his statement the great conclave bursts into chaos. Many of the passionate Valerian clerics begin to denounce Arturo, call out divine curses to befall him, threaten him and the upstart followers of Gareth with a holy war and religious persecution. The heads of the conclave call for order, and as soon as the indignant outrage and high emotions begin to settle, Arturo ends his address by calling for pragmatism and practicality in his fellow mortal clerics. (See Va. 24, Jf. 15; Jf. 26., Ci. 12.)

What This Means: Guided by the philosophy of Gareth, Arturo Olivera boldly faced the passionate clerics of Valerias at the great conclave, and explicitly declared what many logical, practical minds have long suspected but feared to express: that the clerics of Valerias have been played as pawns—highly emotional and overzealous pawns, but pawns nonetheless—perhaps by their Immortal Valerias, perhaps by some sinister Immortal masquerading as Valerias, or worst of all, by some grand Glantrian conspiracy! It could also be that there is no driving plot, but that all the events so far have been a random consequence of unrelated incidents, and that the followers of Valerias have just been acting irrationally and impulsively, out of passion and emotion.

The great conclave will finally conclude that the most logical and possible course of action for the Temples of Valerias is not a crusade or jihad, but simply to demand mundane and mortal reparations from the Glantrians for the death of their massacred brethren.

Of course, all the impassioned talk about reprisals against Arturo Olivera will come to nothing. In fact, the valiant coup of Arturo has earned him the respect of the clerics of Valerias—or at least, a more cautious eye that the followers of Gareth may soon be a force to reckon with.

Felmont 18, AC 1018: Fate of Surveyors Revealed.

Location: Headquarters of the Navy of the Lakes, Town of Lakim, Island of Lakim, Kingdom of Foresthome, Floating Continent of Alphonat, Alphonatian Empire. **HW**

Description: News has reached Admiral Halzunthram that the surveying team is held captive in a camp near the old Arkan capital of Skyreach. Very much angered the admiral decides to travel to Arkan to talk to the Stonewall generals. (See Fl. 2, Fl. 27; Fe. 25, Fe. 27.)

What This Means: The team of surveyors, which had been given the task of exploring a possible route from Lake Shiell to Crystal Lake in the west, has been captured by the army of Stonewall under the command of Colonel Sorentas. The reconnaissance operations the admiral has started have finally brought the news of the fate of the missing team. At first Halzunthram will try to free his people by talking to the senior officers of the Stonewall Expeditionary Corps. Should this bring no result, he will try a more official way.

What the PCs Can Do: The admiral will need some companions who will have to keep ears and eyes wide open.

Felmont 19, AC 1018: My Friend the Queen.

Location: City of Dunadale, Exarchate/Kingdom of Haldun, Thyatian Empire and Nayce, Isle of Dawn. **SD**

Description: A wild-eyed servant, normally well-behaved, bursts into his mistress's quarters after what resembles more a banging at the door than a gentle knocking. Once inside he freezes, realizing perhaps too late the inappropriateness of his entrance, but though he tries to say something no sound comes out of his mouth. Instants later, armed men enter the room, and the mage readies her spells to defend herself against the intruders. But before she releases her spells another person enters the room, a woman dressed in a splendid gown of expensive spider silk. She smiles regally at the gasping red-haired wizard, and says simply "Hello Galatia." Galatia regains her composure, smiles back, and impishly replies "My Queen," and curtsies the way she was taught to curtsy before Empress Eriadna. Asteriela bursts into laughter, and fondly embraces her old friend.

And just like that, as if they had not lost sight of each other for years, glossing over the fact that back then they were not genuine friends but rather two young girls trapped together at the court in Sundsball, the two women put aside their differences and remember only the good days, and instantly become the best of friends. For hours they talk, remembering the days in Sundsball, catching up on each other's life, sharing their pains and their joys. (See Fy. 14, Fy. 26.)

What This Means: Asteriela used to confide in her husband, but since he died tragically on Jonace she has had no confidant. She would love to converse with her old friend and mentor, Empress Eriadna, but she is one world away. Asteriela and Galatia had lost touch years ago. After the Great War, Galatia lived for a time with Asteriela and Cruul Zaar in Helskir, but more private affairs had her settle in the Confederacy of Dunadale, which by chance later became part of Asteriela's Heldun. Galatia had a love affair with an Alphetian mage named Amanaras, and she decided to move away in part because she feared that relationship might be used to hurt Asteriela's attempts at having Helskir exist within the Thyatian Empire.

What the PCs Can Do: Asteriela may hire the PCs to discover the whereabouts of Galatia.

Felmont 19, AC 1018: Who's the Chef?

Location: Town of La Nouvelle Daens, Colonie de la Nouvelle-Renardie. SC

Description: A rumor spreads throughout La Nouvelle Daens that the chef of the famous restaurant L'Écaille du Coquillage is not a lupin! The restaurant becomes the focus of new gossip, and although it still serves excellent food it becomes shunned by the wealthy lupins. (See Nu. 17, Fl. 3; Am. 6, Ci. 8.)

What This Means: Lupins are very serious about good food and good wine, and the mere rumors that the chef is not a lupin is sufficient to hurt the credibility of the restaurant tremendously. The reassurances by the owner Fabien Morais that the chef is simply a very paranoid lupin are not sufficient to prevent the gossiping about the possible racial stock of the chef and, worse, the loss of customers.

What the PCs Can Do: The PCs may be hired by the owner of L'Écaille du Coquillage to find the origin of the rumor, as difficult a job as that may be.

Felmont 20, AC 1018: The King's Fury.

Location: Town of Ailpon, Kingdom of Arkan, Floating Continent of Alphetia, Alphetian Empire. HW

Description: Through Wolf-Hunter, news of Ceafem's surrender to Stonewall reaches King Qinn. He is furious and retreats to his chambers for an hour. Then he makes an appearance and announces that Arkan will be saved from Stonewall's iron grip at the cost of sacrifice and dedication. He then orders conscription in Ailpon and the surrounding areas and orders General Lotaran to begin finding new soldiers.

Lotaran is shocked but knows better than to question his king when he is this mood. Lord Berentol has no problem questioning the wisdom of this decision, though. As one aristocrat to another, he makes no effort to hide his doubt about the value of this decision. This only further infuriates King Qinn, though, who orders Berentol out of Ailpon! (See Fe. 3, Fe. 15; Fy. 10, Am. 4.)

What This Means: Qinn is devastated, as it is clear that he has lost his kingdom, although he is scarcely willing to accept it. Conscription will force many untrained commoners, including old men and youths, into something they cannot hope to survive. Lotaran knows this, but as a commoner it is not his place to question his king, and even if he did, nothing would change Qinn's opinion now, so he decides to wait a few days until the king has calmed down a bit. Unfortunately, Qinn's rage has made

an enemy of Lord Beremtöl. Not that Beremtöl cares that much for the commoners, but they are his commoners, after all, not Qinn's! And he doesn't much appreciate being put in his place like that.

What the PCs Can Do: PCs may protest, but they might not want to for the same reasons General Lotaran decided not to. If they are with Qinn, he might charge them with the thankless job of finding new soldiers wherever they can.

Felmont 21, AC 1018: Southshire Summer Fair.

Location: Village of Flagonford, Shire of Southshire, Five Shires. *OW*

Description: The Southshire Summer Fair is held in Flagonford. (See Kl. 21, Fe. 7; Fy. 7.)

Felmont 21, AC 1018: Fergus Intervenes.

Location: Barony of Dikhoff, Tranquil Coast. *NW*

Description: The Dikhoffians, who have been quickly losing to the Serenity-Swordcoast-Dag-Dool coalition, are surprised to see their old ally, Sonnenfeld, come to their help. Baron Dikhoff does not stop too long to wonder why Baron Fergus changed his mind—he believes it is because he doesn't want the coalition to win, and then go after Sonnenfeld—and adds the manpower to his own and the Heldannic Knights'. (See Kl. 28, Fe. 4; Fy. 11; Am. 2.)

What This Means: Baron Fergus has been worried by the existence of that coalition, a threat to the region as much as the arrival of the Heldannic Knights was. Puzzled, he investigated the matter, and discovered that the Barony of Canium, a dominion of the hated Thyatian Empire, was to be blamed for it. Already unhappy at the presence of Thyatians on the Isle of the Dogs, he is enraged at seeing them start their intrigues on the mainland, and so opposes them with all his strength.

The additional help from Sonnenfeld is a welcome relief for Dikhoff, but the coalition is still stronger than they are. Unless the Heldannic Knights send additional help, or they find another way to restore the balance, they are on the losing side.

Felmont 21, AC 1018: The Evil of Allies.

Location: Countryside, Esterhold Peninsula. *SK*

Description: Talin and his allies have been traveling most of the countryside of the central areas of the Esterhold Peninsula in pursuit of Minboral's Circle thinking they are the Crimson Avengers. During their search, they have been facing some of the adventurers recruited by Fabian lately, but they have not met Minboral's Circle (or the Crimson Avengers Talin thinks he is pursuing), at least not yet. However, they have found several Alphonian settlements burned to the ground and the bodies of victims horribly mistreated. At first Talin thought it was the work of Alphonians, but further finds, as well as Grath's magic, confirm that Alphonians were among the victims and that it was Jennites who committed these acts. (See Da. 18, Fe. 8; Fe. 28, Fy. 2.)

What This Means: Though they don't like to admit it, both Talin and his allies aren't exactly comfortable to be the allies of people who do such things. At first they dismiss it since things like this will inevitably happen in war and it's difficult to tell it apart from some of the things the other side has done, yet as time passes they find themselves shuddering at the thought of the sort of allies they

apparently have. The implications of this are not so easily dismissed, and over time Talin will begin to look into who could have done something so horrible.

What Talin has found is the work of the tribe of free Jennites calling themselves the True Way who are fanatically devoted to the cause of Chieftain Maltaen. In this particular case, it was the result of actions by a powerful group of fanatics calling themselves the Champions of the True Way.

What the PCs Can Do: PCs on the Alphetian side won't be involved in this event, although they can certainly find clues similar to those Talin finds here. Jennite PCs can meet Talin while exploring these clues if they aren't with him already.

Fourth Week

Felmont 22, AC 1018: A Mage Makes a House Call.

Location: South of Town of Akorros, Republic of Darokin. **OW**

Description: While others have sought out a number of wizards, Bastian Rodens has himself gone to find the wizard Graylock, rumored to live south of Akorros, who has somehow eluded all adventurers sent to find him so far. Hidden from public eyes in a region of hills and forests, he finds a lonely tower, though he has to overcome a few magical wards intended to keep it hidden, and which explain why nobody was able to find the tower before. When he approaches and knocks on the door, a robed man opens the door and asks what he can do for him. He confirms he is indeed the wizard Graylock and asks Bastian inside once he explains his business. For hours Bastian explains his ideas while Graylock patiently listens to his story, commenting every now and then on his ideas. At the end, Bastian is very impressed by this wizard and asks him to join the guild. Graylock declines for now, but says he will think about it. When Bastian comments that he is surprised he never heard of him before and asks if he is from Darokin, Graylock answers that he is indeed. In fact, he was born and raised in Akorros. As to why nobody has heard much about him, he says he has been keeping to himself, but has also been traveling lots of different places. At the end of the day, Bastian again asks him to reconsider, but Graylock's decision is unchanged for now. He makes Bastian promise not to reveal the location of his abode before Bastian leaves, though. (See Pa. 19, Pa. 27.)

What This Means: Graylock actually hasn't lied about anything he told Bastian, but there is clearly more to him than meets the eye. He is yet another mysterious wizard revealed by Bastian's search.

What the PCs Can Do: The PCs could be with Bastian when he meets Graylock, though it won't amount to a great adventure. If they are, they too will be asked not to reveal the location of his tower. Failure to promise that will meet disappointment from Bastian and potential anger from Graylock, though!

Felmont 22, AC 1018: A Pleasant Discovery.

Location: East of Agyptian Savannah. **DV**

Description: After several weeks of relatively uneventful exploration, and watching the jungle coast give way to a seemingly endless savannah, Julius Androsius's expedition rounded a cape and headed south, having apparently reached the eastern extreme of northern Dabania. The expedition continued south until it reached the mouth of another large river emptying into the sea, within which are a number of large islands. One of them looked particularly inviting, being covered in lightly forested hills and abounding in herbivorous wildlife. Julius orders the expedition to drop anchor here, so that the crew can relax for a few days and restock supplies through hunting and foraging. (See Pa. 27, Kl. 3; Jy. 5, Jy. 7.)

What This Means: The Thyatian expedition has successfully reached the eastern extreme of Dabania, and is now beginning the southward leg of its journey. The island discovered today will provide a valuable rest stop for the expedition.

What the PCs Can Do: Help gather supplies for the expedition, or otherwise relax for a while.

Felmont 22, AC 1018: The Unconquerable City—Besieged!

Location: City of Freiburg, Territory of Heldann, Heldannic Empire. *OW*

Description: Ordensgeneral Heinrich Straßenburger personally leads his soldiers to the western outskirts of Freiburg before nightfall, and they attempt to take up positions in order to lay a siege of the city. This task is not easy, however, as his forces are subjected to barrages from catapults and other artillery pieces situated along Freiburg’s formidable walls. Emboldened by the disarray into which Straßenburger’s forces have been thrown, some of the defenders stage a sortie against their enemies, and manage to drive back the invaders.

Before long, however, more of Straßenburger’s army arrives, this time up the Naga River! This secondary force assaults Althaben, the town that serves as Freiburg’s main port and naval base. Although garrisoned and well defended, Althaben is nonetheless hard-pressed, as vessels pound the town from the river, and soldiers make a beachhead and seek to break through the defenses—the river between Althaben and Freiburg is too shallow for large vessels to ply it. Even as Straßenburger’s soldiers begin to die under withering volleys of crossbow bolts and arrows, as well as strategically placed barrier spells, the higher ranking Heldannic Knights serving him animate the corpses, and send them back into battle. This demoralizes the defenders—it is bad enough that they must fight their comrades-in-arms; it is far worse to see them rise once more in a parody of life, and to be forced to fight them yet again. Word is passed to Freiburg via scrolls of communication, several miles away, of the situation, but the city remains surrounded by Straßenburger’s troops, despite their having been driven back from the city walls. (See Kl. 7, Kl. 9; Jy. 12, Sv. 4.)

What This Means: With the capitulation of Landfall earlier in the year, Straßenburger’s forces can now carry their campaign to the sea, as well. Although the land battles have been largely inconclusive—neither side has been able to gain an overwhelming tactical advantage—Straßenburger has decided to take a chance and throw his military might against Freiburg. If he manages to take Freiburg, he will not only increase the morale of his own troops and score a major political victory; he will also control the largest and best-defended city in Heldann. Only time will tell as to whether or not Freiburg will fall.

What the PCs Can Do: Regardless of what side they happen to be on, there will be many opportunities for the PCs to make names for themselves in battle.

Felmont 23, AC 1018: Unexpected Discoveries.

Location: Territory of Dabania Superior, Hinterlands, Thyatian Empire. DV

Description: After several years of archeological investigations, Flavius Nucius Justinus has uncovered ruins of what he believes were settlements of the original Thyatian tribes when they lived in Dabania before migrating north. More interestingly he uncovers a few scattered relics from what seems to be another civilization, which the Thyatians apparently fought, similar to some of the oldest relics uncovered under the city of Thyatis which pre-dated the Thyatian settlement there. Still more curious, the artifacts left by the proto-Thyatians seem to have a connection with those of the Thratians, as if they were branches of the same people, and the very oldest have runic inscriptions similar to the ancient records of the Antalian people of the Northlands.



Scattered throughout the site, at its most recent layer (which marks the destruction of the village) are some rusted and broken weapons that seem similar to those used by the Kastelians and other Milenians.



Justinus will continue his researches in the area to try and uncover more relics and confirm his startling conclusions.

What This Means: Justinus was sent to Dabania by Eusebius as a form of exile and punishment after his failure to recover the crown (thus being, indirectly and unintentionally partially responsible for precipitating the Crown War) almost two years ago. Since then he has pursued his researches (interrupted occasionally by the war between the Thyatians and the Thratians) diligently, and has actually made some important finds.

The older relics from the non-Thyatian group were those of the Nithians who had enslaved the Thyatians and settled them here. They soon vanished as a result of the Thyatian uprising. The Thyatians and Thratians are indeed related (although now only distantly so, separated by over sixteen centuries), with the Thratians being descended of those who remained behind in Dabania when the Thyatians sailed north and settled in the region now known as Thyatis. The old weapons of Milenian design are a result of the battle between the Thyatians and the Milenians which caused this migration and destroyed the village.

What the PCs Can Do: Characters are good at combing through old ruins and looting ancient artifacts. Many of these sites are infested with monsters, and old tombs and cairns are often protected by the spirits of the dead. Some of the loot that is found will be valuable, though the empire will expect its piece of the action and insist upon controlling anything really important (though most of what is found is not of such high value or power that would attract the strong interest of the empire). Mostly they will be satisfied with their 25% cut, which will go to universities and libraries in Thyatis. A museum is founded in Raven Scarp to catalogue and display much of these goods, which serves as the nucleus for a college.

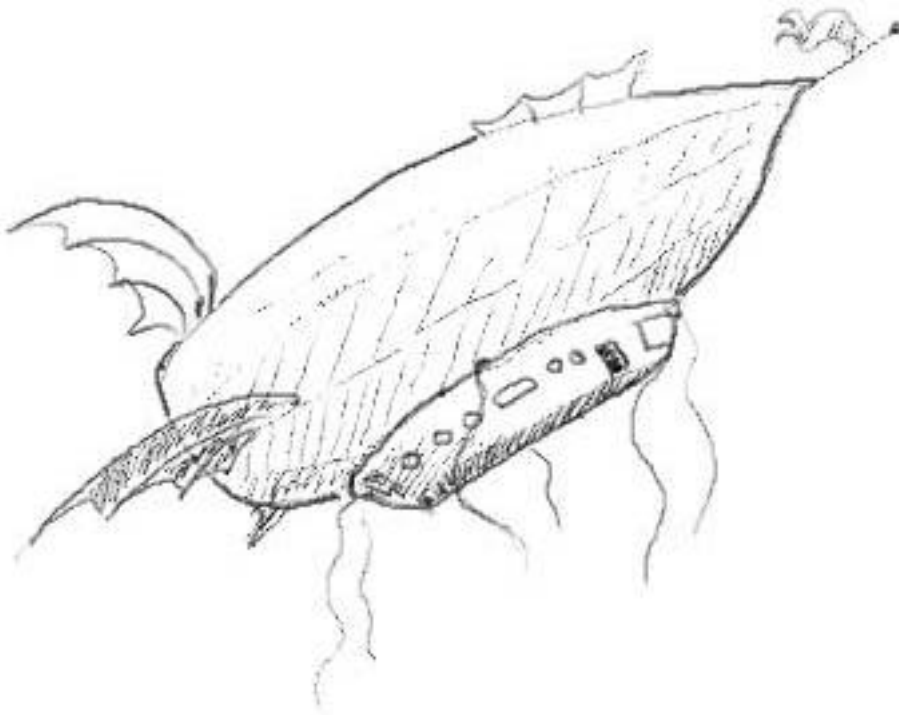
Felmont 25, AC 1018: Emissary under the White Flag.

Location: Headquarters of the Stonewall Expeditionary Corps, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **WM**

Description: Admiral Halzunthram enters the headquarters as an emissary under the white flag. According to military protocol he is greeted politely and he is assured that he is granted the right to leave freely. That is all though. Halzunthram is only allowed to talk to Colonel Sorentas, but he is not given the permission to speak to General Selcomad. The colonel has been given the task to delay at his very best, obviously. The demands for the release of his men, called prisoners of war by the colonel in his report, will be ignored. The admiral cannot even see his team. Unsuccessful, he departs. (See *Fl.* 27, *Fe.* 18; *Fe.* 27, *Fy.* 8.)

What This Means: As the chief of a mercenary group working both for Foresthome and Ambur, the admiral is seen as an enemy by the Stonewall command. The generals are not willing to grant him more than the minimal politeness. He will have to look for another method.

What the PCs Can Do: PCs accompanying the admiral will not be given any free movement. Effectively restricted and hindered they will probably not be able to do anything useful. PCs in the ranks of the Stonewall army might be given the task to spy out the unexpected "guests."

Felmont 26, AC 1018: The Return of Volospin Aendyr!

Location: City of Glantri, Principalities of Glantri. **OM**

Description: In what will be one of the most dramatic events of Glantrian political history, the Glantrian Parliament assembles to address the issues related to the Alexander's Day massacre and the diplomatic demands of the Temple of Valerias and the governments of Darokin, Karamaikos, and Thyatis.

Supreme Judge of the Council, Princess Dolores Hillsbury, is distressed that the Glantrian nobles have to bother with the demanding, overzealous clerics, while Chancellor of the Princes Armahid Krinagar seems surprisingly confident. Various nobles raise matters of business about their own dominions—from clerics proselytizing in public to outbreaks of violence involving clerics and their supporters—but before the ruckus becomes uncontrollable, Prince Armahid Krinagar requests permission to introduce a special speaker who will present a solution to the clerical crisis.

The parliament is silenced when they see the unexpectedly familiar face of one long believed dead—the former Prince of Blackhill, Volospin Aendyr! No stranger to Glantrian politics (and a famous stickler for etiquette), Volospin carries out all the requisite salutations as dictated by protocol and parliament—including a decidedly warm greeting to his “daughter” Princess Dolores Hillsbury. After apologizing for the unavoidable dramatics of his “unscheduled” appearance, Volospin proceeds with his proposal on how to deal with Darokin, Karamaikos, and Thyatis—essentially, yield to the demands of reparation.

Before the Hall of History breaks out into chaos, Volospin elucidates the reasoning of his plan. For the mercantile Republic of Darokin, Glantri will hand over several commercial skyships, recently produced by Montgolfière & Urbaal Ltd., for aerial travel and trade. For the Kingdom of Karamaikos, Glantri will extradite their most wanted criminal, presently residing in the principalities: the Black Eagle, Herr Ludwig von Hendriks. At this point, Princess Juliana Vlaardoen is visibly distressed. Finally, for the Empire of Thyatis, Volospin has the boldest proposal: to grant Thyatian clerics an area of land for a site of worship for their Immortal Valerias—somewhere in the ruins of the Principality of Caurenze.

The parliament goes into an uproar, some in enthusiastic assent, some in vehement protest. Chancellor Armahid takes control of the floor and order is restored; Supreme Judge Dolores is still in shock. More discussions and a voting later, the parliament decides that the proposal for Darokin and Karamaikos shall pass, while the proposal for Thyatis, strangely enough, will be studied further and raised in parliament again.

Chancellor Armahid calls for the end of the session. Alphatian loyalists flock to former Volospin Aendyr, but his first move is towards his “daughter” Princess Dolores Hillsbury, whom he embraces tightly. They are joined by Sir Lathan Aendyr, Volospin’s son, who survived the destruction of Blackhill, and the reunited family shares a few private moments away from the crowd.

Archduke John Beaumarys-Moorkroft indiscreetly congratulates Chancellor Armahid for “their” successful power play, and Princess Juliana leaves the parliament immediately for Bergdhoben. (See Fe. 4, Fe. 15; Fy. 1, Am. 4.)

What This Means: Volospin Aendyr masterminded his comeback not just to return him to power and recognition, but also for maximum impact in political and social spheres. Since making contact with his son, Sir Lathan Aendyr, sometime last year, he had been studying the Glantrian situation. When Archduke John Beaumarys-Moorkroft learned of his return (Sir Lathan and the archduke’s daughter, Lady Judith, are lovers of sorts), he took advantage of the situation and arranged for a meeting between Volospin and Chancellor Armahid, mostly to his own benefit, of course!

Volospin knows full well that Dolores is not his daughter, but rather than expose her he acknowledges her officially and publicly—a fact that totally astounds Dolores—thus securing himself

a stake in the princely House Hillsbury. He expects that his bold yet compelling proposals will also gain him supporters from the parliament.

Naturally, his proposals also have advantages more direct than their practical and political merits. The skyship makers of Montgolfière & Urbaal Ltd. are funded and owned largely by his son Sir Lathan Aendyr, to whom the profits of the business with Darokin will go. The extradition of the Black Eagle not only strikes a blow against his traditional enemy, the Flaemish House Linden, but also removes an ally of Dolores's, and makes room for him. Lastly, the granting of land for the Thyatian clerics of Valerias is a practical, if rather outrageous, solution, which will likely do little harm for the anti-clerical magocracy, but might cause trouble for his other enemies, the Thyatians of the both the empire and of Caurenze.

As for Princess Juliana, although her feelings for the Black Eagle—her current lover and possibly the father of her baby—are much confused, she could not bear to betray him by having him extradited to Karamaikos.

Felmont 27, AC 1018: Protection Improved.

Location: Northern region of Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: The southern team of the canal survey receives additional soldiers. The orders are changed anyhow as the team is no longer permitted to cross the Roaring River. (See Fe. 18, Fe. 25; Fy. 8, Am. 6.)

What This Means: The senior officers of the Navy of the Lakes have become very nervous now. They see the real danger of their dreams being crushed by the current threats. Right now the battle force, the wealth and the small political influence not only cannot help them but are endangered by the warring kingdoms and the scheming enemies of the project. Therefore they have decided to proceed as carefully as they can, and this includes protecting the last surveying team which is slowly advancing to the Roaring River. The admirals are now hoping that there will be peace in the north for the foreseeable future.

What the PCs Can Do: A group of experienced adventurers could scout ahead to spy out possible moves of the army of Stonewall.

Felmont 28, AC 1018: A Fateful Encounter.

Location: Countryside, Esterhold Peninsula. **SK**

Description: One of the groups Fabian has sent to Esterhold meets up with the Crimson Avengers just as they are destroying a camp of the free Jennites. The group is appalled by what they see and move to stop the slaughter of the Crimson Avengers. They do not respond well. They proceed to kill most of adventurers, calling them traitors deserving the same fate as the Jennites, then they continue their violent journey across the Esterhold Peninsula.

Of the whole group, only one, Daris Alska, survives. Horrified by what has happened, she decides she will try to make the dangerous journey to Skyfyr. (See Th. 26, Fl. 19; Fy. 15, Fy. 23.)

What This Means: Daris Alska is the sister of Noral Alska. Unlike her brother who has gone to Jonace as a refugee, she has remained to search for her missing uncle, Seward Alska, the former Governor of Anchorage, who was presumed dead when the town was burned to the ground. Daris wouldn't accept her uncle's death so easily, however, and was determined to find him, even if she could find only his body. In order to reduce the danger to herself, she joined a group of adventurers who were roaming the Esterhold countryside anyway.

Daris is a far less traditional Alphetian than her brother, and closer to Fabian's ideals. Where her brother is a would-be merchant, Daris is a free-spirited young woman who has always loved the vast frontier land of Esterhold and often went to explore it without permission. During such travels, she has met and learned from many hunters and other people about the land. As she did, she has abandoned many traditional Alphetian ideas, and over time she has gained experience as someone who knows the land, and because of that she became valuable to her uncle as a scout and pathfinder. As a consequence, she has come to believe there is room for both Alphetians and Jennites, so the violent behavior of the Crimson Avengers is contrary to her convictions, and she is certain they are not what Fabian Vern wants either, so she decides to go to Skypyr to make Kalin and Fabian aware of what the Crimson Avengers are doing. The journey to Skypyr will be very dangerous for a single, severely wounded adventurer.

What the PCs Can Do: The PCs should be involved in the actual fight only if the DM is confident he can set up the encounter so that they end up as the survivors along with Daris, which will require that Daris and the PCs are part of a greater group, most of which lose their lives. However, it is definitely appropriate that they should find the severely wounded Daris and help her back to Skypyr. The PCs might find Daris in the aftermath of the Crimson Avengers' destruction only to have a group of free Jennites come along and assume they are responsible. The way back to Skypyr will then be full of Jennite assaults, and the PCs must finally sneak Daris through the camp of Jennites besieging Skypyr.

Felmont 28, AC 1018: Eadrin and Arogansa at Peace.

Location: City of Archpoint, Kingdom of Eadrin, Floating Continent of Alphetia, Alphetian Empire. **WW**

Description: After more than a month of negotiations, King Idon and Queen Dettaria finally agree to the obvious: the Thera River and the land it flooded will continue to mark the border between their kingdoms. The flooded land—the “lake”—will belong to Arogansa. The borders with Randel do not change. (See Pa. 4, Pa. 15; Jy. 17, Am. 12.)

What This Means: The only major difficulty was in determining who would control the submerged lands. Most of that land used to belong to Eadrin, though Arogansan land was not totally spared by the flood either. The King of Eadrin was led to believe that the flooding was a weapon used voluntarily by Arogansa; besides, he is well aware of what is happening in Arkan in the north, where the kingdom is slowly being dismantled. Thus, he accepts a disadvantageous peace with his eastern neighbor. The fact that Randel refused to commit any significant number of troops to the defense of Eadrin is interpreted as a major political shift reflective of the new queen's attitude, and relations between Eadrin and Randel cool a lot.

Topic of the Month: The Return of Volospin Aendyr

An Interview with the Long Lost Prince of Blackhill

By Beatriz Dominatore of the Paparazzi Glantri

Beatriz: The first and foremost question on everybody's mind, Prince Volospin, is what happened during the crash of the Great Meteor in AC 1006?

Volospin: I must admit, signorina, that to this day I am not entirely sure. Until perhaps the last few moments I was very much unaware of the true nature of the incidents and the ultimate danger behind them. I remember it was a cloudy day, and there was a bright, blazing light in the sky. At first, it seemed like the sun shining through the clouds. I remember asking the diviners and weather mages to study it, fearing it might be some form of aerial magic sent by the Alphatians. By the time the meteor finally came out of the clouds, it was too late.

Beatriz: How did you survive?

Volospin: A contingency spell cast me into the Elemental Plane of Air at the very last moment. I had also cast a similar spell on my wife Serena and my daughter Thylera, but apparently the spell had not worked in time.

Beatriz: And what happened in the Plane of Air?

Volospin: I was unconscious for a time, and I woke up finding myself floating in an endless blue sky. Once I gained my bearings I tried to locate my secret safe house in the plane, but instead was captured by the elemental ruler.

Beatriz: Was he an enemy of yours?

Volospin: Not formally, but the Elemental Rulers of Air have long feared that we Alphatian air wizards would one day take over their domain. They are particularly wary of us Aendyrs, since my mother Lady Thendara Aendyr had once defeated the elemental ruler in a duel in his own plane.

Beatriz: So, do I understand it correctly, Prince Volospin, that all this time you were a prisoner in the Plane of Air?

Volospin: That is true, but you must understand, signorina, the principle of planar magic that time runs differently between the planes. The elemental ruler had imprisoned me in an area of elemental vacuum, devoid of all energy and nearly all magic, where time ran very slowly. It took me a few days to escape my incarceration, and less than a week to work a magical passage back to Glantri. But upon my return, I realized that more than a decade had passed in the Prime Plane!

Beatriz: The rumors are that you returned to your own magical studio in Castle Silberston and found yourself amidst the humanoid denizens of Prince Kol, who had established the Principality of New Kolland in the Great Crater created by the Great Meteor.

Volospin: The rumors are true indeed. I must admit that I was initially horrified by the devastation of my home, and further appalled of those goblins and orcs that had overrun Blackhill!

Beatriz: Si, even I have yet to get used to New Kollanders as Glantrians. But tell us, Prince Volospin, how did you find your way to Glantri City?

Volospin: It soon became apparent to me that all my Alphetian allies were gone, even my own family, since I had not seen them in the Plane of Air. My only recourse was to find refuge in the capital, where I had my city apartments, as well as my private chambers at the Great School of Magic. I traveled in disguise, trying not to be recognized, but also trying to learn about the changes in Glantri.

Beatriz: But, if you will forgive me, signor principe, you were recognized quite a number of times. The reports of your sighting sparked numerous rumors here in Glantri City for an entire year!

Volospin: Yes, but it was because of those sightings that Lathan was able to search for me and find me at last. It was by mere happenstance that my dear son Lathan was at the Great School of Magic during the Great Meteor crash!

Beatriz: What can you say about your new family member, Princess Dolores Hillsbury?

Volospin: I must say I was surprised that she even existed! I had lost my wife and my daughter, my entire principality. It was a miracle that my son Lathan was alive, and now, a new daughter from a woman I had loved was not only here, but had risen to take my place among the princes of Glantri!

Beatriz: So you admit to the affair between you and Duchess Margaret Hillsbury?

Volospin: You must understand, signorina, in the past, I had my marriage to consider and the reputation of my dear wife Serena to protect. Serena was a loving, generous mother, and as capable and formidable as an ally for any wizard-prince in Glantri, but the love and passion between us was simply not there. I respected and cared for Serena, but my heart belonged to Margaret. And my dear daughter Dolores undeniably reminds me of her.

Beatriz: Bene, Principe Volospin, let us now turn to politics. The Glantrian public had not yet recovered from the shock of your return, when you were to shock the Glantrians again with the bold proposals at the parliament. If I may, you proposed a solution to the Alexander Day massacre issue by agreeing to the demands of reparation from the Temple of Valerias?

Volospin: I am merely doing my bit to serve the principalities, signorina. Remember, I was once the chancellor of the princes. When the present chancellor, Prince Urmahid Krinagar, had learned of my return, he had approached me to ask my expert advice on diplomatic and ambassadorial relations. It was our plan that for my proposals to be even considered I myself should present them before the House of Lords.

Beatriz: And should we expect your return into politics?

Volospin: Not on a very public level, signorina, as I will be acting as advisor to my daughter Dolores and will be looking after the interests of House Aendyr-Hillsbury.

Beatriz: Ah! That is the first time I have heard the name of the noble house revised!

Volospin: Princess Dolores after all is my daughter and the bearer of the Aendyr legacy. But she is also her mother's daughter, and in memory of the late Duchess Margaret Hillsbury, she must keep that name. My daughter has the weight of the world on her shoulders, and clearly needs the support and guidance of the father she never had.

EVENTS: FYRMONT

First Week

Fyrmont 1, AC 1018: Juliana Disenchanted!

Location: Tower of Linden, Principality of Bergdhoven, Principalities of Glantri. **OW**

Description: Distraught by the proposal of former Prince Volospin Aendyr at the parliament—that Herr Ludwig von Hendriks shall be extradited to Karamaikos—Princess Juliana keeps to her private chambers, forbidding entrance to Herr Ludwig. She even refuses to see her true love, Feldian Lehenard, who had risked his life stealing into the heavily guarded, magically warded tower. The only company she keeps is that of the exiled Lady Sinaria Verlien.

Lady Sinaria, now returned to some state of lucidity, has figured out that Juliana has been victim of an enchantment, probably to charm her into falling in love with the despicable Ludwig von Hendriks. It is a simple task for the Flaemish wizardess to dispel the charm from Juliana.

Outraged, Princess Juliana immediately declares the Black Eagle a criminal, and orders her uncle Anton Vlaardoen to have the man arrested on sight. Anton eagerly complies, while Feldian comforts the victimized Juliana. (See Kl. 3, Fe. 26; Fy. 9, Fy. 14.)

What This Means: The end of the Black Eagle is closely approaching! Not only does the Princess of Bergdhoven find the mental clarity to have the Black Eagle arrested and prepared for extradition, she finds a new sense of Flaemish nationalism and a desire to punish the Black Eagle for his deception of a princess of the Flaems.

What the PCs Can Do: PCs loyal to Princess Juliana or the Council of Princes will be directed to find and arrest the Black Eagle, while PCs loyal to the Black Eagle, or even his main ally, Princess Dolores Hillsbury, will be working to hinder this plan.

Fyrmont 1, AC 1018: Treachery Unmasked.

Location: City of Zuyganeb, Zuyeban Empire. **WB**

Description: The adventurers sent out by the tsar earlier in the year to investigate claims made by Vasily Stolbob return to make their report to the tsar. After a harrowing period traveling amongst enemy Hulean-held territory, they report to the tsar that there is no evidence whatsoever of Zuyeban gold mines in the Bylot Hills, that some agents of Vasily Stolbob are dealing with Hulean spies on the borders of Zuyebo, and that the Olgarian resistance leaders (whom the adventurers managed to contact) were not even aware that aid had been sent.

The tsar nods his head. This news is no surprise for him. He immediately sends orders to his secret police to arrest Stolbob and his known allies and agents whom the tsar has had shadowed for some months. The arrests are made swiftly, and the tsar orders the immediate execution of all of the traitors. (See Fl. 4; Ei. 20.)

What This Means: Hulean influence in Zuyebo has been dealt a heavy blow, though indirectly through elimination of its major native contacts and influence. It now has no major agents within the Zuyeban government. However, Zuyebo is still weakened by the actions of Joramurak, the demon sent by the Master to raise havoc in Zuyebo, although there has been no sighting of the demon for several months now. It is only now that the Zuyeban armed forces are beginning to round up and kill the various abominations summoned by the demon.

Jyrmont 2, AC 1018: Disaster in the Landersfjord Tunnel.

Location: Landersfjord Tunnel, beneath the Kingdoms of Rockhome and Vestland. **OW**

Description: A Rockhome army attempts to enter Soderfjord through tunnels leading to Landersfjord. They are caught in traps and cave-ins and harassed by strange monsters, until they are forced to turn back before losing a substantial number of soldiers. The Modrigsberg have trapped the tunnels. (See Jy. 3, Jy. 9; Jy. 16, Am. 10.)

What This Means: Tunnels leading from Rockhome to Soderfjord and Vestland were thought by the dwarves of Rockhome to be a secret. The Modrigsberg of Thrabol, however, have known about them for years, and suspecting that the Rockhome dwarves might decide to use the tunnels against them, they've carefully trapped the tunnels and set various monsters loose in them.

What the PCs Can Do: It is possible that the PCs are part of the dwarven force traveling the tunnels. In this case they will have a hard time suddenly fighting dangerous monsters, while avoiding traps, and trying to get as many dwarves out of there alive as possible.

Jyrmont 2, AC 1018: The True Way to the Rescue.

Location: Countryside, Esterhold Peninsula. **SK**

Description: After destroying yet another minor Alphatian settlement, warriors of the tribe of the True Way find a single survivor among what appears to be several dead Jennite slaves. They put any surviving Alphatians on stakes to be left for an excruciating death, burn the settlement to the ground and then take the Jennite survivor to their chieftain, Maltaen. They are surprised, however, when they realize that the Jennite is a wizard! They almost kill him for being tainted by the evil Alphatian curse of wizardry, but the survivor begs for his life and tells them that he will gladly embrace their philosophy, as he has suffered so long under the Alphatians. They taught him magic because he had the talent for it, but they still treated him like a slave and never allowed him to learn any powerful magic.

Maltaen is skeptical, but the wizard tells him that he lives only to repay the Alphatians for their misdeeds, so he would like to stay with the warriors of the True Way, and so if they find that he is ever corrupted by his magic, they could always kill him. In fact, he says, he would rather have them to kill him than become cursed as the Alphatians, but before he falls to that curse, he could help them with what the Alphatians taught him and so fight fire with fire. Eventually Maltaen sees the logic of that argument and accepts it since he remains confident that his warriors can deal with a single wizard if and when he ever turns against them. The Jennite wizard then joins the True Way tribe and tells them his name is Detir. (See Jy. 8, Jy. 21; Jy. 12, Jy. 23.)

What This Means: Detir is an utter lie! He is nothing but a façade for Nicodemus, who has used his magic to appear to be a Jennite so he can manipulate the most extreme of the Jennite tribes.

Nicodemus carefully planned this encounter. The Jennite “slaves” he was “found” among were already dead. In fact, the settlement was settled by both Alphasians and Jennites, but when the True Way attacked it, Nicodemus hastened to kill some of the Jennites and then used an illusion to make them and himself appear ragged and enslaved.

During the meeting, he was able to secretly use spells like charm person and suggestion to persuade the Jennites to his arguments. In the coming weeks he will use his magic to further influence Maltaen and the other True Way leaders and so turn them into his pawns while claiming to help them with information since, he claims, he doesn’t have the power to cause mass destruction upon their enemies. This is a lie of course, but then Nicodemus came here to save Alphasians, not kill them, and claiming that he cannot cast spells of great destruction will only further convince Maltaen that “Detir” can be killed if he is corrupted by his magic.

Of course, Nicodemus is trying to manipulate the True Way for his own purposes. Since they are the most aggressive of the free Jennites, he hopes to divert their forces to attack the more pro-Jennite settlements among the Alphasians, which he has no love for, and he should also be able to lead some of the groups into traps he will have Minboral’s Circle set up for them. The True Way seemed the easiest tribe for Nicodemus to manipulate because of their extremist ways. With work, he hopes to convince them that many of their allies, particularly the rebels, do not follow the True Way, and so set up this tribe to move against them. This would have been more difficult to achieve in one of the other tribes of free Jennites because they are less extreme and so less likely to eventually move against their own allies. Sure, if Nicodemus is revealed, they will kill him, but then any of the Jennite tribes would, and besides he is certain he can handle this Jennite rabble without too much trouble, particularly these overly aggressive True Way followers whose hatred and anger blind them to a lot of things.

What the PCs Can Do: The PCs will only be involved in this if they are with the True Way Jennites, in which case they could be the ones to find “Detir” and bring him to Maltaen. If they are with the Alphasians, they could help try to help the settlers escape, but it could be dangerous since Nicodemus isn’t about to let any meddling adventurers interfere with his grand plan.

Fyrmont 4, AC 1018: Counterstrikes.

Location: Hills north of Town of Hillfork, Duchy of Retebus, Thyatian Empire. **OW**

Description: Thyatian forces have been moved into the region following the attacks on villages to defend them against attacks by naturalists. Several skirmishes have taken place between the Thyatian troops and druid-led bands of naturalists. Most have been inconclusive because the naturalists have been able to escape back into the wilds, with few casualties on either side so far.

Today, however, the Thyatians send several bands of adventurers and elite agents into some areas inhabited by the naturalists that they have been able to discover. Fighting is fierce, and many more naturalists are killed in these encounters, with survivors forced to flee from their communities. At the same time, however, some of the adventurers discover why the naturalists have been striking at the villages, and a few of these decide they are sympathetic with their cause. Some of them join with the naturalists, while others decide to go to Thyatis City and attempt to change the government’s mind.



Meanwhile, naturalists in northwestern Thyatis begin some attacks on settlements there, though these are more sporadic and less fiercely conducted. (See Da. 5, Fe. 12; Am. 9, Sb. 7.)

What This Means: The Thyatians are determined to settle and cultivate these lands, but the naturalists want to preserve the region as an untamed wilderness. Some of them will try to ally with Vyalians who share similar concerns in the Dymrak Forest region, while others, understanding that they are unlikely to defeat the empire by force, will try to reach some sort of arrangement with them to preserve at least some of the area unspoiled.

What the PCs Can Do: The PCs can be the adventurers hired by the government to put an end to the naturalist nuisance. In that case, they may learn more about the naturalists' plight in the course of their assignment, in which case they may decide to side with them and become plead their cause to their Thyatian employer. Depending on their skills at negotiating and their connections in the Thyatian government, they may gain them a vast natural preserve—or bring upon them an even harsher crackdown, if they don't succeed.

Fyrmont 4, AC 1018: Mysterious Dealings.

Location: Anywhere in the Emirates of Vlaruam. **OW**

Description: A group of well-known adventurers are approached by a Northlander sorcerer, a man introducing himself as Wastoure. He commissions them to investigate a series of seemingly unrelated occurrences over the past year, which he believes are connected to an ancient and enigmatic figure known only as Barimoor. The adventurers will be well compensated for their troubles. (See Ei. 15.)

What This Means: Wastoure is actually an Antalian wizard from the Hollow World, who seeks a means to release the burrowers of Entropy from their slumber and free them on the Outer World of Mystara. A servant of Entropic Immortals himself, he was directed by his patron to look into the whereabouts of the expatriate Alphatian wizard Barimoor, whose last known residence was in the Emirates of Vlaruam. There, Wastoure discovered some curious events he now believes are somehow related to Barimoor's alleged disappearance—the destruction of the Makistani wizard Istakhr and the theft of Pithian artifacts from Darokin, both of which took place last year.

What the PCs Can Do: If they are the PCs that Wastoure hires, he will keep his true motives and allegiances a secret from them. He may mention his suspicions about Barimoor, but he prefers to let the PCs arrive at their own conclusions. This is a chance to set mid- to high-level PCs on an epic adventure that may eventually lead them to a confrontation with Barimoor and powerful Entropic creatures themselves.

Fyrmont 4, AC 1018: Master Terari Visits the University of Alchemos.

Location: City of Alchemos, Kingdom of Meriander, Bellissaria, Nayce. **AS**

Description: Terari has set upon discovering as much as he can about the mysterious Phylactery of Agmas that Nayce learned about. From looking at records he finds at the University of Alchemos in Meriander, he can confirm what Pidimigd already discovered a year ago, namely that it was at one point in the possession of an Alphatian mage named Talerad, and he further discovers that Talerad was a necromancer. (See Kl. 17, Fe. 11; Fy. 26, Am. 19.)

What This Means: The loss of the great University of Air Magics after the destruction of Sundsboll and the subsequent sinking of Alphatia has robbed him of much lore that could greatly aid in his research. Because of that his research into the matter is advancing slowly, and he is forced to seek out bits and pieces here and there.

What the PCs Can Do: If the PCs are students at the University of Alchemos or merely visiting in Alchemos, this is one chance to meet the renowned master. After all, Terari was well known and much respected as the head of the greatest university in Alphatia, so he commands great admiration in the scholarly circles of Nayce.

Fyrmont 5, AC 1018: Thyatians Encounter Meghaddara.

Location: East of Aryptian Savannah. **DV**

Description: After several days of rest and hunting, the Thyatian expedition resumed its southerly course, and today it reaches an area where the coast turns west. Julius has his ship head west, but within hours they come across a small village, nestled within a cove. At the same time, the villagers clearly see the Thyatian vessel, and several small fishing boats, bearing armed warriors, are paddled swiftly to meet the newcomers. The natives appear to ask, albeit in an unintelligible language, what the Thyatians are doing here. Using simple sign language, Julius indicates that his ship is heading west, and he tries to make it clear that neither he nor his men harbor any hostile intentions. As a show of good faith, his party offers a small number of animal skins and other items collected on the journey thus far.

Seeing that the strangers do not appear to pose them any immediate threat, the natives indicate that the Thyatians should remain where they are, while they paddle back to shore. Moments later, they return, bearing with them a handful of what appear to be village elders, who, upon seeing the Thyatians, direct some younger warriors to proffer hand-made cloaks and other simple goods. Seeing that some form of exchange has been established, Julius directs some of the crew to accept the gifts and hand over their own offerings. Once this is done, one of the elders points to Julius and a handful of other older-looking Thyatians, and points to a waiting boat. Understanding what is being asked, Julius instructs the men indicated to accompany him, and gives instructions to the marine captain to do whatever is necessary should these natives prove dangerous. (See Kl. 3, Fe. 22; Fy. 7, Fy. 10.)

What This Means: The Thyatian expedition has encountered one of the eastern clans of the Meghaddara, a fair-skinned folk who inhabit the northern Aryptian Savannah. This specific clan, the Jintaad, occupies itself mainly with fishing, and wars infrequently with its neighbors to the north and west. The arrival of the Thyatians interests them, and, as they pose no immediate threat, and are apparently interested in trading, the elders have deemed it worthy to interact with them. They will meet with their Thyatian counterparts to discuss other matters, particularly news, as that is the custom of this people.

What the PCs Can Do: Unless the PCs are older (and look it) they will not be invited to the meeting. If they do look old enough, the PCs may be called upon to use their interpretational talents (mundane or magical) to ease the discussion.

Fyrmont 5, AC 1018: Breakdown of Internal Affairs.

Location: Across the northern parts of the Kingdom of Haven, Floating Continent of Alphatia, Alphatian Empire. **WW**

Description: All sorts of trouble has been going on in Haven recently. Wrong orders have been issued to the military, funds have been stolen, brigands have been active on the roads, fires and other accidents have occurred at an unusual rate, and other sorts of problems. Nobody is certain about the cause of this series of occurrences, but aristocrats are bringing these incidents to the attention of Queen Kryndplya, and it is beginning to seem obvious that these are not mere coincidences. It is feared that all this trouble may be caused by immigrants from Stonewall who have fled to Haven in search of food. Queen Kryndplya orders security increased and more patrols on the Haven roads for now. (See Fl. 16, Pa. 9; Fy. 19, Am. 9.)

What This Means: Naturally, this is the first step in Stonewall's plans for invasion in Haven, as most such incidents were caused by their agents now in the country. Already they have caused Haven a lot of trouble, and this is merely the beginning.

What the PCs Can Do: Stonewall PCs can be the agents causing all the trouble. Being caught will be dangerous, though. If they are with Haven, they can be sent to find out the cause of all this trouble.

Fyrmont 5, AC 1018: A Harsh Judgment.

Location: Town of Louknor, Delta Kingdom, Nithian Empire. **WW**

Description: Meketre, captain of a floatchariot that patrols near the mines of Per-Louk, reports back to Louknor, after a skirmish with gnolls. He informs Pa-Thon, the Nomarch of Louknor, of his encounter. Meketre discovered the gnolls encroaching on the forested hills near the mines. He ordered his men to engage the dog-men at once; several were slain, but the cowardly beasts fled into the hills and the wooded terrain hampered their pursuit. Pa-Thon glares at the captain, and angrily admonishes him for his failure to defeat the enemy. He accuses Meketre of intentionally letting the dog-men escape, and of being in league with the filthy creatures. Pa-Thon sentences him to serve in the mines, which he failed to protect, until he learns the true meaning of discipline. (See Fl. 27, Pa. 18; Sb. 1, Ci. 10.)

What This Means: The soldiers of Louknor, and especially Meketre, are shocked by this ruling from Pa-Thon. Although stern, he is known for his fairness and even-handed treatment of all of the people of Louknor, from slaves to soldiers. Meketre has been a loyal and dedicated floatchariot captain for many circles, and was merely making a routine report. He is stripped of his rank and brought to work in the mines of Per-Louk. Pa-Thon is convinced that Meketre has betrayed him and jeopardized the pharaoh's gold by his failure to eliminate the enemy.

What the PCs Can Do: Investigate the ruling by Pa-Thon. They will find that the reputation of the nomarch is unshakable throughout Louknor. He has a long history of fairness to all of his subordinates. However, nearly everyone is concerned about the harsh sentence given to Meketre, who is himself a well-liked and respected warrior.

Jyrmont 6, AC 1018: Raid on Garganin.

Location: City-State of Garganin, Serpent Coast. **DV**

Description: Several hours after sundown, three medium-sized vessels sail into this port city, bearing no recognizable flag. As they make their way to the docks, a small detachment of city guardsmen watches the scene warily, and one man calls out to the nearest vessel, ordering those on board to identify themselves or be barred from dropping anchor in Garganin. His answer comes in the form of a dart, whose poison drops him to the ground before he can utter another word. The suddenness of the attack startles the remaining guardsmen, and as they stand frozen for a few seconds grappling hooks are thrown at the docks, where they lash themselves to the piers.

Overcoming their shock, the guardsmen rush to meet those foes who are already leaping to the docks, swords in hand. Within moments, a heated battle is underway, as the guardsmen contend with ever-increasing numbers of raiders as more of them leap to the docks. To their dismay, they notice that the other enemy ships are heading for more distant docks, an observation that leads one of the guardsmen to break away from the fighting, and head to the nearest alarm bell, which he rings stridently. Within moments, the clamor is heard elsewhere in the city, as other guard posts hear the alarm and repeat it.

By now the guardsmen have been forced to retreat from the docks, and in doing so a handful of raiders manages to make it into the streets of the foreign quarter, where they begin looting and murdering indiscriminately. Before long, more Garganine guardsmen rush to the docks, and aid their faltering colleagues, and soon it appears as though the raiders will soon be defeated. Much to the defenders' surprise, however, the raiders suddenly pull back, and stage a swift fighting withdrawal to their ships, and, after severing the lines tying them to the docks, they glide away over the still waters of the harbor, their vessels' sails billowing in a nearly nonexistent wind. Although a number of warships are dispatched to pursue them, the enemy is too swift, and they manage to elude their pursuers within an hour.

What This Means: Garganin, situated between the Thyatian Hinterlands and the more open City-state of Kastelios, has never had much interaction with the outside world, and therefore its people have never felt the need to protect themselves from unknown menaces—at least, not those originating in the Sea of Dread. This raid is perplexing, not only because it happened at all; there was hardly any wind at all this night. Those who saw the vessels arrive and depart will swear that they looked as though they were being pushed along by a strong breeze, their sails flapping gustily. The three vessels were equipped with pouches of the winds, rare magical items that allow their possessors to expel gusts of wind in desired directions. These items allowed the raiders to enter and leave Garganin on a night such as this.

The source of this raid is anything but mysterious. For several years, since the beginning of the Great War, the Master of Hule has been ordering his sea raiders to sow chaos wherever they can, in order to further his own interests. Late last year, however, he had become aware once more of Garganin, and, knowing that it was once a colony of Hule, he decided to stir up trouble, as well as plant some spies there. Some of the raiders were deliberately left behind, and those who managed to escape detection will disappear into the city, only to resurface as “locals” with normal careers and identities.

What the PCs Can Do: PCs on the side of the Garganinese might be given the task of trying to track down any raiders who remained behind, but the task will be a very difficult one. Those raiders who were captured have been geased never to reveal their goals or the identity of their master, under pain of death, and those who managed to escape into the city are accomplished in the art of disguise. That, and the fact that the Garganinese are predominantly Hulean in ancestry, will make ferreting these people out a difficult task.

Fyrmont 7, AC 1018: Scandal at the Seashire Summer Fair.

Location: Village of Stillpool, Shire of Seashire, Fibe Shires. **OW**

Description: Scandal erupts at the Seashire Summer Fair. The “Phantom of the Fair” kills most of the ducks in competition for the fair’s blue ribbon before a resolution, of sorts, is brought about. A pair of adventurers from Glantri are run out of town even as blame falls on the oldest living hin in the Shires, Ashmore Battlebur. (See Fe. 7, Fe. 21.)

What the PCs Can Do: The krontar of Stillpool, Kip Littleglade, is strongly biased against outsiders and anyone not “normal.” Unable to see beyond his own prejudices long enough to stop the killings, duck farmers showing their livestock at the fair plead with the PCs to get to the bottom of the killings before their prize ducks are slain.

Fyrmont 7, AC 1018: Wendarians Question Bensarian’s Leadership.

Location: Kingdom of Wendar. **OW**

Description: All Wendarians, humans and elves alike, are definitely frightened by the rumors coming from the west. It seems the Baamor Woods are seething with evil, and many locals have moved to Woodgate and even farther afield to the central and eastern parts of the realm. Those who have stayed behind are slowly losing their minds, or so it seems, according to Bensarian’s agents. They see things where there is nothing to see and talk to invisible listeners.

The hill giants in the south are still a problem, since the royal army has no sway over their mountain holds. They continue to make bloody forays into the southern lands, resulting in the destruction of many villages and a flood of refugees to Oakwall. General discontent for current events in Wendar is rising and Bensarian is being blamed to a certain extent for his incapacity to protecting his people. (See Kl. 6, Fe. 7; Am. 2, Am. 25.)

What This Means: The evil emanating from the Dark Woods of Baamor is starting to have concrete effects on the locals and can no longer be dismissed as mere rumor. The towns of Oakwall and Woodgate are swelling with refugees. Frightened at what is happening, some have become critical at Bensarian’s inability to protect them. Agents of Idris based in Woodgate and Oakwall are busy fanning this air of discontent.

Fyrmont 7, AC 1018: Rock Harbor Evacuated.

Location: Town of Rock Harbor, Province of Southrock, Republic of Esterhold, Nayce. **SK**

Description: It is clear that Rock Harbor cannot hold out against the Jennites. Most people of Rock Harbor begin their evacuation to Port Marlin. The mercenaries from Veroth defend the retreat. (See Kl. 17, Fe. 4; Fy. 16, Fy. 22.)

What This Means: Though the Jennites cannot take Rock Harbor, neither can the Alphatians live there without food. Although the town itself is essentially defended by the escarpment, the mines are not, and without those, there is no money for food or soldiers, nor any basis for the town's existence. People flee to Skyfyr and, particularly, Port Marlin, both of which are easier for Hayce to defend, since they are closer to the core of Hayce. The Verothian mercenaries go with them. Their morale is low because they get no money now since Southrock can't pay it with the mines closed, but they have little choice since the alternative is to stay and meet the Jennites. Even so, the people fleeing Southrock think this is merely a temporary situation: once the Jennites are driven off, they can return. After all, if mining in Rock Harbor was permanently lost to the Jennites, it would impact Hayce's economy, so the people of Southrock remain confident that Hayce will eventually intervene, even as they pack up their things and leave, and the Verothian mercenaries do see some promise of profit in that—it just can't be paid now.

What the PCs Can Do: If the PCs are mercenaries hired by Darik Rockroll, they have to decide what they will do now, because Darik is running out of money to pay them. If they are more loyal than most mercenaries, they will face some fights with the Jennites as Rock Harbor is evacuated because most of the other mercenaries decide to leave. Jennite PCs can try to cut off refugees. They cannot take Rock Harbor just yet, but they can besiege it and try to capture those who will surely try to break through the siege, though this will put them face to face with Verothian mercenaries.

Jyrmont 7, AC 1018: Expedition Heads East Once More.

Location: East of Agyptian Savannah. DV

Description: After spending the better part of an evening and part of the next day meeting with the elders of the Jintaad Clan, Julius Ambrosius directs the expedition eastwards once more. (See Fe. 22, Fy. 5; Fy. 10, Am. 5.)

What This Means: Although only basic information could be exchanged, Julius and his companions were able to learn from the elders that there is a great conflict going on further to the west, involving other Meghaddara clans and an army of fair-skinned, metal-clad foreigners (the Heldannic Knights, although the Jintaad Clan does not know their identity) who have maintained a presence in that region for decades. Not wanting to get involved in any sort of large-scale conflict, Julius asked whether there was anything lying south or east. One of the elders indicated that he knew of people who lived to the east, over the sea, but that neither he nor anyone else he knew had seen them personally. None of them knew of anything that existed to the south. Afterwards, feeling that an easterly course might lead to something interesting, Julius decided to head in that direction. He does, however, note everything told to him, for it may be of interest to the empire.

What the PCs Can Do: If they were able to take part in the discussions, the PCs might have been able to learn the same thing on their own.

Second Week

Jyrmont 8, AC 1018: All I Have To Do Is Dream.

Location: Southwestern Canolbarth Forest, Colony of Aengmor. **OW**

Description: Grunalf treekeepers and shadowelf shamans, using combined magicks and knowledge, manage to reactivate the magic point known as the Dreamlands, west of Shieldtree. Their success is heralded as a triumph both for the diplomatic efforts between the two races of elves, as well as an omen that the Canolbarth will be restored to its former glory. (See Va. 27.)

What This Means: With the discovery of new growth around Ironbark, a theory was advanced that restoring the good magic points of the Canolbarth might be a means towards further restoration of the healthy growth of the forest. Shadowelf shamans—using magic related to the Chamber of the Spheres—and Altheim treekeepers worked together to this end, with the result that the Dreamlands were restored. There is renewed hope among both races of elves that the Canolbarth Forest's death will be halted. How long this may take is anyone's guess, however.

Jyrmont 8, AC 1018: Responses to Possible Threat Received.

Location: City-State of Kastelios, Serpent Coast. **DV**

Description: The Kastelian Assembly has received the responses from all of its neighbors concerning the potential threat posed by the developments in the Amalur Lowlands. Almost every nation was grateful to receive the information, and appreciated the efforts made by the Kastelian expeditionary force to assess the situation, but all of them felt that the situation did not appear to pose an immediate threat to the region, disturbing as the chain of events appeared to be. Nevertheless, Paddlom, Garganin and Kalabronti have indicated that, should the need present itself, they will stand with Kastelios against any threat that might arise. Similarly, Thyatian officials in the Hinterlands stated a willingness to cooperate with and aid their Kastelian allies, in accordance with the various treaties that have been signed between the two nations. Ilioloosti, however, declined to offer any aid, stating that the activities of Mibosia to the east will likely occupy too much of their attention to offer anything substantial. (See Kl. 15, Kl. 25; Sv. 24.)

What This Means: Kastelios has now received word from its neighbors concerning their willingness (or lack thereof) to aid the city-state should the situation require it. Paddlom and Garganin have agreed to help in large part because, as coastal nations, they could face the same threats from the sea as might Kastelios. Kalabronti, tending to be somewhat in the shadow of Kastelios and Garganin (its two larger neighbors) has decided to join any alliance that might form out of pragmatism, and because it might benefit from it. Likewise, Thyatis has economic, military, and growing cultural ties with Kastelios. Ilioloosti's refusal comes on the heels of a recent attack against its governing council by unnamed assassins, who in all likelihood are Mibosian—to many people in that city-state, this portends greater conflict in the future.

The Kastelian Assembly will send another group of explorers to the Amalur Lowlands over the coming weeks, whose assignment will be to monitor developments covertly. Some of these explorers

will also be instructed to locate and establish contact with any lizard men who might be opposed to what is going on.

What the PCs Can Do: If the PCs were among the messengers, there is nothing much they can do here, aside from deliberating the responses of the various nations.

Fyrmont 8, AC 1018: Imperial Emissary at Work.

Location: Headquarters of the Stonewall Expeditionary Corps, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. *WW*

Description: Lord Jintar, an imperial emissary from the Imperial Diplomatic Corps, arrives in the headquarters of the Stonewall army. His task is to negotiate the release of the captured surveyors. Although he is welcomed in a friendlier manner than Admiral Halzunthram, he has a difficult task, and he is prepared to stay for days or weeks. (See Fe. 18, Fe. 25; Am. 2, Am. 6.)

What This Means: The Navy of the Lakes has used its political contacts to seek the help of the imperial diplomats. It was Lord Soltumnun, admiral of the Navy of the Lakes, who made the request, and he was successful. For a tough negotiator like the imperial emissary such a squabble between kingdoms is daily business. Jintar is one of the most convinced imperialists as his home kingdom Meriander is still on the surface; on the floating continent he only has the empire and his service to the empire. Unfortunately he can remember the days in the outer world, and sadly he has learned that names like Meriander or Alchemos have no meaning for most people he meets.

Jintar's first aim must be to convince Selcomad and his subordinate officers that his only task will be the negotiations for the release of the captured surveyors. Right now he is neither ordered nor allowed to negotiate the war as a whole. Of course the men and women from Stonewall will have their doubts.

What the PCs Can Do: Jintar has a small escort, which can consist of adventurers.

Fyrmont 9, AC 1018: Red and Black.

Location: Principality of Bergdhoben, Principalities of Glantri. *OW*

Description: Initial reports that Herr Ludwig "The Black Eagle" von Hendriks has escaped arrest and extradition greatly upset Princess Juliana Vlaardoen, but these concerns are immediately cast aside as Princess Juliana goes into labor!

Fourteen difficult hours later, Princess Juliana gives birth to a healthy baby girl, whom she names Beatrijs. Initial examinations by court mage-physicians probe that Beatrijs has considerable magical potential, but questions regarding the child's parentage will take longer to answer. (See Fe. 26, Fy. 1; Fy. 14, Fy. 22.)

What This Means: It is a day of celebration for the Flaemish people, as a new heiress of Bergdhoben is born. But amidst the celebrating all across Bergdhoben and other Flaemish territories, the Glantrian constabulary and the agents loyal to the Flaems remain vigilant for the Black Eagle.

What the PCs Can Do: Impromptu celebrations like this can bring about all sorts of trouble, from drunkenness, crowds getting out of hand, accidental fires—the Flaems always have magical pyrotechnics and other fire-related entertainment, after all!—to opportunistic thieves or enemies striking. PCs will be kept busy during such times.

Fyrmont 10, AC 1018: An Incessant Plea.

Location: City of Jerendi, Jerendi Island, Kingdom of Jerendi. **OW**

Description: Ever since Millington Vonaday learned of the “Oracle of Honor Island,” he has been troubling King Reston and the Tribunal to allow him to visit the Honor Islanders and explore this “Oracle.” Millington has skillfully appealed to the king by reminding him that they are both Darokinians. King Reston has finally agreed to allow him to go there, but only if the Honor Islanders will allow it, which is probably impossible. The Tribunal agrees with King Reston on the matter. (See Kl. 5; Am. 7, Am. 18.)

What This Means: King Reston, the Tribunal, or indeed anyone in Jerendi outside Honor Island itself, has no authority over the Honor Islanders at all. Though Honor Island officially belongs to Jerendi, the relationship between Honor Island and the rest of Jerendi is merely one of mutual benefit, as Jerendi needs the power of the wizards who live there to defend their nation, and the Honor Islanders wish only to be left alone. However, Millington has tried so hard to convince King Reston and the Tribunal that they have finally agreed to at least bring the matter before the Honor Islanders, even though they are certain what the answer will be. In truth, Reston has agreed to Millington’s request mostly because he is growing weary of listening to his arguments. Now he expects the Honor Islanders to turn Millington down and then Millington can become their problem instead of his.

What the PCs Can Do: This is mostly a background event, so there is probably little the PCs can do... unless they are adventurers sent to Honor Island by Millington, in which case they might bring the case to the attention of the Tribunal or King Reston. If that happens, Millington will have some serious explaining to do!

Fyrmont 10, AC 1018: Land Sighted!

Location: Near western coast of Isle of Cestia. **DV**

Description: The Thyatian expedition sights land to the east, after a couple of days’ hard sailing in the Pass of Cestia. This new land appears to be quite large, and heavily forested. Julius Ambrosius orders the crew to set a southeasterly course such that the entire island will be circumnavigated first, before any place is chosen upon which to stage a landing. (See Fy. 5, Fy. 7; Am. 5, Am. 8.)

What This Means: The Thyatian expedition has reached the Isle of Cestia. Although the empire was aware of its existence, no state-sanctioned exploration had ever been undertaken in the area.

What the PCs Can Do: There could be any number of hostile sea creatures living around Cestia; PCs may have their hands full.

Fyrmont 10, AC 1018: Lone Wolves.

Location: Countryside, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: General Lotaran sends news to Wolf-Hunter of what King Qinn has recently done in Ailpon. Lotaran expresses support for his king, but to Wolf-Hunter it is just another disappointment, and he now feels disappointed by all the participants in this war, especially those on his side, by whom

he feels betrayed. He sends Lotaran one final message explaining his disappointment and tells him that his services, or those of the Wolf Pack, will no longer be available.

Wolf-Hunter then meets with the Wolf Pack and disbands the group. His companions are surprised, both by the news and by Wolf-Hunter's decision, and they urge him to reconsider, but Wolf-Hunter merely tells them that they are now free to do as they please. If they wish to keep the Wolf Pack alive, so be it, but he will no longer be a part of it. He then departs into the wilderness. The Wolf Pack members then disband and go about their business. (See Fe. 15, Fe. 20; Am. 4, Am. 14.)

What This Means: The cause that created the Wolf Pack no longer exists, partially because of Stonewall's victory, and partially because Wolf-Hunter feels King Qinn has abandoned all decency in his quest for power. The wolves might reunite one day, but for now they go their separate ways, though the stories about them will live for a long time indeed. Even Stonewall's soldiers will come to remember them as worthy and honorable opponents.

What the PCs Can Do: If the PCs were members of the Wolf Pack, this is a sad event. Still, nothing prevents them from staying together, even though they will have to see the disillusioned Wolf-Hunter walk off into the wilderness.

Fyrmont 11, AC 1018: Knights Return to Oceansend.

Location: Buffer zone between Barony of Dikhoff and Barony of Serenity, Tranquil Coast. **NW**

Description: The twenty Heldannic Knights that have been fighting with—and training—the Dikhoffians since the beginning of the year receive the order from their landmeister to follow a Thyatian messenger that brought them the message under a flag of truce. Puzzled and fearing deception, they nonetheless follow the man, without consulting their allies, who might try to stop them from obeying their new directives, effectively abandoning them. The knights, weapons at the ready, pass the enemy lines unchallenged, and continue to ride across Serenity toward the harbor, where they board a Thyatian ship.

Once aboard, they come face to face with Thyatian troops, but despite the momentary fear that they have ridden into a trap, nothing happens, and the two forces stand opposite, warily eyeing each other. The transport ship sets sail immediately afterwards, heading south. During the whole trip the two forces remain absolutely still, facing each other, without a word being uttered from either side. (See Fe. 4, Fe. 21; Fy. 12; Am. 2.)

What This Means: Apparently the knights have been recalled home, but they ignore the reason behind this order. The most surprising thing is that they are being carried by a Thyatian transport (and with Thyatian troops), whereas the two empires have not been on the best of terms ever since the Great War.

Although some Dikhoffians are now passable cavalry—they were to become the latest batch of knights in the Heldannic army if the battle had gone as planned—the additional loss of manpower will accelerate the inevitable defeat against a superior enemy. Besides, if the support they had is withdrawn, they will certainly never receive the additional relief they still hoped for.

What the PCs Can Do: The Thyatians need a group foolhardy enough to traverse a war zone, talk with Heldannic Knights, convince them that the message they carry is genuine, lead them back to

Serenity without anyone starting a fight, and board a Thyatian ship—certainly the PCs are volunteers for such a simple mission. If the PCs are Heldannic Knights that were sent to expand Heldannic dominion over the Tranquil Coast, they will have to decide whether they want to follow those orders and trust the Thyatians, and abandon their allies.

Fyrmont 12, AC 1018: Withdrawal from Oceansend.

Location: City of Oceansend, Territory of Heldland, Heldannic Empire. *NA*

Description: The people of Oceansend are surprised to see several troop carriers moored in the harbor—it has been many weeks since large vessels of any sort have visited this once-thriving commercial center. On the docks can be seen many Heldannic soldiers, but they are boarding the vessels, not disembarking. From other ships, different soldiers are entering the city—several dozen warriors greatly resembling Ostlanders or some similar folk, as well as several regiments of Thyatian soldiers. Watching the scene are the ever-present Heldannic garrisons manning the walls.



Soon it becomes clear that some sort of agreement has been reached between the Heldannic Knights and other nations, and something big is about to happen to Oceansend. Many of the cityfolk decide to sit back and observe, not knowing how things are going to turn out, although many do feel happier knowing that there will be fewer Heldannic Knights in the city. (See Pa. 23, Fy. 11.)

What This Means: The Oceansenders are right—something big is going on. This is, in fact, one of the conditions demanded of Oberherr Wulf von Klagendorf by Emperor Eusebius Torion of Thyatis in exchange for aid. The Thyatians will restore between one-third and one-half of the funding that used to go to the Heldannic branch of the Vanyan faith [before it was cut off entirely in Chaumont, AC 1017. Ed.], and they will provide military support to Herr Wulf's faction (at a level to be determined later on), but this aid will not be rendered for free. The emperor is well aware that public sentiment in Thyatis is against the Heldannic Order, in large part because of their failed attempt to conquer Heldun. Thus, while he sees Herr Wulf's faction as being friendlier to Thyatian interests, there would be many problems for him politically were he to render support to a nation against which the empire fought a small war just last year.

With this in mind, Eusebius has demanded that the Heldannic Knights pull out of Oceansend, and allow the city's monarch, King Olaf Harevikson (who, as it turned out, mysteriously escaped Heldannic custody over a year previously), to resume his responsibilities as ruler. Naturally, King Olaf will be advised by Thyatian officials, who will use their economic and military talents to ensure that Oceansend remains "sovereign in an often hostile land." As a gesture of goodwill, Thyatis has offered the services of a few regiments of legionnaires to help protect the city, and Thyatis's chief ally in the region, Ostland, has also contributed a small force of warriors to this end. The bulk of the Heldannic garrison will leave as soon as possible, while the remainder (numbering about 150 men) will depart at the end of the month to bolster the garrison in Kildorkak. Hermann Adalard, the former Landmeister of Oceansend, will be among them.

While it is true that Herr Wulf was sorely disappointed to see the price tag that the Thyatians attached to their aid, he realizes that his faction desperately needs outside aid if they are to win this war. Furthermore, as Eusebius's letter pointed out to him, Oceansend has always been a restive territory—

it has successfully revolted against the Heldannic Knights once already, and its value as a strategic port in the region has fallen considerably as northern traders began visiting other ports instead. The sizeable garrison that is currently needed to maintain control over the city could be better used down south, in battle against the armies of Ordensgeneral Heinrich Straßenburger. Thus, much as it galled him to admit defeat, Herr Wulf sent a secret message to Eusebius before the end of summer, indicating that he would accept the emperor's terms.

Oceansend is now officially free, but its ultimate status remains to be seen.

What the PCs Can Do: If they are part of the Heldannic garrison in Oceansend, the PCs will be getting their orders to board one of the vessels and head south. Had Landfall not switched sides, that would have been their destination, but now, roughly half of the soldiers will be sent to Seelitz, while the others will land at Kammin.

Jyrmont 12, AC 1018: The False Avengers.

Location: Countryside, Esterhold Peninsula. SK

Description: Talin's pursuit is finally successful, when he finds the group of adventurers he assumes to be the Crimson Avengers escorting Jennite prisoners toward the northern coast of Esterhold as slaves. A large battle ensues, but Talin and his friends, Grath among them, are eventually victorious and free the captured Jennites, although many are lost in the battle. (See Jf. 21, Jf. 28; Jy. 15, Jy. 26.)

What This Means: It may not actually be until he hears more rumors that Talin will realize these was not the Crimson Avengers, but Minboral's Circle. Not that it makes much difference to him given that they were taking Jennites to the coast as slaves, but it will start rumors that he encountered the Crimson Avengers, which will spawn rumors of Talin's death when subsequent rumors of the savagery of the Crimson Avengers then continue to persist.

What the PCs Can Do: Jennite PCs should be Talin's allies during this battle. PCs on the Alphatian side shouldn't be involved unless they are with Minboral's Circle, in which case they could be in trouble because Minboral has no problem running for the hills when things go against him. Minboral's fate is up to the DM—he can escape, die, or be captured as the DM prefers.

Jyrmont 14, AC 1018: Black Eagle and Red Flaem.

Location: Tower of Linden, Principality of Bergdhoben, Principalities of Glantri. OM

Description: Princess Juliana Vlaardoen is awakened in the middle of the night by the cries of her newborn daughter. Herr Ludwig von Hendriks has broken into her private chambers to kidnap the baby, to ensure his escape from Bergdhoben and the Principalities of Glantri. This final act of treachery and cruelty by the Black Eagle pushes Princess Juliana over the edge!

In an unexpected act of desperation and ferocity, Princess Juliana pursues the Black Eagle and his hostage. Seemingly heedless of her baby daughter's own well being, Princess Juliana quickly casts a series of powerful Flaemish fire magic, each spell breaking down the magical protections of the Black Eagle. Finally, the Black Eagle collapses to the ground, his body little more than black skin and red flesh, still clutching the baby.

The rest of Linden Tower arrive at the scene and learn of three miraculous occurrences. The first is that Beatrijs is practically unscathed by the fiery magical onslaught brought upon by her mother. The second is that in the passionate fury of Princess Juliana, her odd silver-white hair turned flaming red in two long streaks from her temples. Last, the Black Eagle—charred and burned as he is, is still alive, and thus will be soon extradited to Karamaikos! (See Jy. 1, Jy. 9; Am. 8, Ka. 1.)

What This Means: Princess Juliana had not wished for this final confrontation with her former lover, but she was not entirely unprepared. With the help of Lady Sinaria Verlien, the High Mistress of the Secret Craft of Fire Elementalism, they cast powerful fire-protection spells on little Beatrijs, hoping to enhance the natural Flaemish affinity for fire magic and confer a permanent protection against fire. Little did they know that such sorcery would save Beatrijs's life so soon.

This marks the end of the Black Eagle's glory days in Glantri, and the beginning of his trials and punishment in Karamaikos, as well as his plotting of vengeance on Princess Juliana Vlaardoen and the Flaemish people.

Jyrmont 14, AC 1018: Confidence.

Location: City of Helskir, Exarchate/Kingdom of Heldun, Thyatian Empire and Nayce, Isle of Dawn. **SD**

Description: Queen Asteriela and Lady Galatia have another of their discussions at the palace in Helskir, where Galatia is now residing most of her time in chambers not far from that of the queen, a reenactment of the old days at the court of Sundsball. To add to the delving into those days, Asteriela has given her former lady-in-waiting potions of longevity, so that they now both look the same as they did when they first arrived in Sundsball two decades ago.

Asteriela confides in that she is worried about the degrading political situations in Nayce. She has been trying to create a bridge between the Thyatian and Alphatian cultures, in the hope that by combining the best of the two cultures and removing the darker side of each she could spur peace and an era of cooperation in the known world. But while Thyatis under the rule of her brother Eusebius has been recovering from the dire consequences of the wars and crises it went through, Nayce has been unwilling to reform itself sufficiently. This lack of adaptation to new circumstances has led to a degradation of the political, social, and economic situation throughout Nayce, which Asteriela believes will inevitably lead to its collapse.

Asteriela also asks her friend if she has any idea why Terari, her teacher years ago, has come to Jonace and is silently attending the council sessions. Galatia says she cannot be certain of Terari's intents, but she will meet him and try to discover more once she has gathered a little information. (See Kl. 25, Jy. 19; Jy. 26, Am. 18.)

What This Means: Asteriela has been trying to get Nayce to reform itself, but some hard-line Alphatians have never trusted her owing to her parentage, and those conservatives have increased their influence at the council. She has been wondering about Terari's enigmatic presence, and the remembrance of her past with Galatia brought up the thought that Galatia may have greater insight into Terari's mind, or that she may be able to puzzle out the wizard's intents.

Galatia does have greater insight, for she and Terari have collaborated on a number of occasions. More than that, Galatia's former lover, Amanaras, is also an old acquaintance of Terari. Years ago

he told Galatia that Terari had gone to Karamaikos and founded a new school of magic after the war. He even claimed to have visited the old wizard on occasion, so Galatia has good knowledge of what her old master has been doing over the years.

Fyrmont 14, AC 1018: And the Search Goes On.

Location: All over Mystara. **KW, AS, SD, NW, DV**

Description: Zhucharnob's forces have spread out to the far corners of Mystara, searching for clues and following up on leads provided to them by Coiger de Mory, to track down the lost Mind Gem. Thus far, they have met with little success, but Viktor has a widespread network of men who are dedicated, and equipped with appropriate magical gear. Zhucharnob is spending a good deal of his fortune in pursuit of his goal. The latest information uncovered by Coiger points toward the southern continent of Dabania. (See Fl. 19, Pa. 26; Ka. 3.)

What This Means: Coiger has learned that there are gnomes in southern Dabania with Earthshakers in their history. Most of Zhucharnob's resources will be directed toward that mysterious continent.

What the PCs Can Do: PCs of questionable morals or mercenary nature could conceivably be hired by Zhucharnob or his associates to help with the search. In fact, it is likely that adventurers would be hired for coin to retrieve the gem, but without knowing what its true purpose is. If the PCs are exceptionally astute, they may be able to puzzle out that there is a larger plot unfolding.

Third Week

Fyrmont 15, AC 1018: The Return of Daris.

Location: City of Skyfyr, Province of Blackrock, Republic of Esterhold, Nayce. **SK**

Description: Daris Alska, the sole survivor of the adventurer group slain by the Crimson Avengers, manages to slip by the Jennite camp outside Skyfyr and enter the city. She is severely wounded and near death, yet demands to speak with Kalin and Fabian Vern immediately. Since Fabian is not currently in Skyfyr, she meets with Kalin and tells him of the group called the Crimson Avengers. Kalin decides to investigate the matter. After Daris has been healed of all wounds, she again leaves Skyfyr to take Kalin, Lyriander, and a few loyal followers to see the consequences of acts of the Crimson Avengers for themselves. (See Th. 26, Fe. 28; Fy. 23, Fy. 26.)

What This Means: Kalin has heard the rumors about the Crimson Avengers, but has mostly dismissed them as the sort of rumors that will always be said about the enemy, especially since he knows that Fabian recruited the Crimson Avengers personally, and Fabian Vern is not the sort of man to ally himself with such people. He was still unconvinced after Talin told him about them during their brief truce, but what Daris tells him shocks him. He cannot believe Fabian would support these actions, so he goes out to find evidences himself.

What the PCs Can Do: The PCs should definitely go with Daris, Kalin, and Lyriander, especially if they were the ones who helped Daris back to Skyfyr.

Fyrmont 15, AC 1018: Pirate Ball.

Location: City of Baraga, Merry Pirate Seas. **MM**

Description: The annual Pirate Ball is held in the Grand Ballroom on King Necco the Black's private estate. The wealthiest pirate kings and queens put on their best for this formal affair, in a blatant attempt to outdo each other. King Necco spares no expense in providing music, entertainment, fine foods and rare delicacies, and of course, lots of high quality drinks.

Felicia Marlinspike, in attendance at her first Pirate Ball, attempts to use the occasion to size up her chosen adversary, Handlebar Emilio. She flirts with the swaggering pirate, and before long he invites her to dance. Emilio is captivated with this new and delicate creature. Felicia goes along with it; in the end, it will make her slaying of the brash captain all the more sweet. They continue to dance and then Emilio kisses her deeply. Felicia pulls away from his embrace and abruptly leaves the ballroom, obviously flustered. Emilio attempts to follow her, but she is nowhere to be found. (See Th. 12, Va. 3.)

What This Means: The Pirate Ball is the high point of the Merry Pirates' very active social calendar. It is a good opportunity to hear the latest gossips, rumors, and to socialize with the elite of pirate society. Emilio, known for his way with women, was notably stricken with the raw personality of Felicia, unknowing that this is the same woman who has declared war upon him and all his ships. Felicia was hoping to play Emilio to pave the way for her ultimate vengeance down the road. Instead, she actually fell victim to Emilio's charms. Taken aback by her reaction to his kiss, she fled in panic and anger at herself for behaving so silly—she obviously had had one drink too many.

What the PCs Can Do: PCs of the appropriate stature (at least Name level) in the Merry Pirate Seas will receive invitations to this gala event. The DM is encouraged to create rumors and other gossip, which will lead to suitable adventures. The focus for the ball should be role-playing, rather than combat (although threats and challenges are not out of the question). If the PCs are not in attendance, they will be able to catch up on the more important news, as the ball will be the talk of Baraga for the next few sleeps.

Jyrmont 16, AC 1018: The Tunnels Are Sealed.

Location: Beneath the Kingdoms of Rockhome and Vestland. *OW*

Description: Scouts probing the tunnels between Rockhome and the nations of Soderfjord and Vestland find them to be filled with traps and monsters, making any travel between the nations impossible. The dwarves seal the tunnels to prevent the monsters from entering Rockhome. (See Fe. 9, Jy. 2; Am. 10, Am. 15.)

What This Means: The Modrigswerg dwarves of Thrabol have done a good job of making the tunnels between Rockhome and the Northern Reaches unsafe to travel. Realizing that clearing the tunnels will prove costly in lives as well as equipment, the Rockhome dwarves choose the sensible solution.

What the PCs Can Do: PCs can be part of the force scouting out the tunnels. They will have to deal with ingenious traps and dangerous monsters, but will eventually come to the same conclusion as the dwarves: It is too dangerous to travel these tunnels.

Jyrmont 16, AC 1018: Minaean Pirates Trouble Surshield.

Location: City of Spearpoint, Kingdom of Surshield, Bellissaria, Nayce. *AS*

Description: Consistent rumors of Minaean pirates continue to cause Queen Gratia trouble. Since Nayce is in economic trouble, she sees little chance of Nayce doing something about them, so she decides to take the matter into her own hands and makes a proclamation which calls for people to enter the navy of Surshield. (See Ju. 12, Kl. 25; Ka. 1.)

What This Means: Queen Gratia tried something like this in AC 1010, which caused the anarchistic elements of what was then Surshield to rise up against her in a civil war. However, now that the former Surshield has been divided into Cirundrynn, Turmoil, and the new Surshield, this is less of a problem because the anarchists now live mostly outside her nation in Turmoil, and those who do voice objection are too few to cause her trouble. The Surshield navy won't actually grow much as a result of this appeal to volunteers; it will merely gain a new source of manpower which can then be used to try and stop the Minaean pirates.

What the PCs Can Do: If the PCs are natives of Surshield this is their opportunity to sign up and go hunt some pirates on the high seas.

Jyrmont 16, AC 1018: Jennites Enter Rock Harbor.

Location: Town of Rock Harbor, Province of Southrock, Republic of Esterhold, Nayce. *SK*

Description: Jennite troops are finally able to enter the town of Rock Harbor. What they find is a bit of a surprise, though, as Rock Harbor has become a veritable ghost town. Rock Harbor is completely abandoned and has been picked clean of anything valuable. The Jennites celebrate their victory, then leave a few warbands in the town before they continue their conquest the next day. (See Fe. 4, Jy. 7; Jy. 22, Am. 1.)

What This Means: The Jennites didn't so much conquer the town as the Alphetians abandoned it. Without fresh supplies or the gold from the mines, Rock Harbor isn't a very interesting place at all, so the Alphetians left it behind and went on to Port Marlin.

What the PCs Can Do: Jennite PCs can attack and be credited during the celebrations for having helped "capturing" Rock Harbor. There will be a few fights, but the Alphetians really just want to escape.

Jyrmont 17, AC 1018: Attack of the Killer Goblins.

Location: Near the Lake of Lost Dreams, County of Vyalia, Thyatian Empire. *OW*

Description: This night several bands of elves try to sneak into the Haven Citadel construction site to conduct more sabotage, but find it difficult to evade the increased Thyatian patrols. Just as they find a gap through, they hear the sound of a goblin war cry near the river, and a horde of goblins pour into the area attempting to surround the encampment, killing both humans and elves indiscriminately.

A desperate melee ensues, with most of the elves withdrawing into the woods away from the battle. The goblins close in on the encampment, with desperate Thyatian soldiers and construction workers fighting for their lives against seemingly endless waves of humanoid attackers. A few hours later, however, several volleys of arrows are fired out of the trees into the goblin's rear, striking many down. This allows the hard-pressed Thyatians to counter-attack, and soon the surviving goblins are fleeing back to their canoes, trying to recross the river. Several more are picked off in their boats as the attack abates. (See Va. 12, Kl. 15; Sb. 7, Ei. 16.)

What This Means: The goblins were encouraged to attack by Baron Duschieb, who hoped to kill two birds with one stone: getting the goblins to kill the Thyatians and hopefully take large casualties themselves and be destroyed later. Their attack was fierce but unsuccessful because the elves eventually helped the Thyatians fight them off. The local Vyalian clans still aren't happy with the human presence in the area, but they hate the goblins more and will now try to seek some kind of solution to the impasse.

What the PCs Can Do: Characters that are present can fight the goblins, or be sent to pursue them in their lairs to try and deter them from future raids.

Jyrmont 17, AC 1018: Lake Deipan.

Location: Flooded lowlands, Kingdom of Arogansa, Floating Continent of Alphetia, Alphetian Empire. *HW*

Description: The flooded area that now belongs to Arogansa is officially renamed Lake Deipan.

The area is hardly a lake, however. It is, of course, just a flooded zone, with stagnant water and a lot of things in decomposition, and definitely not a clear, blue lake like its creators thought it would be.

In addition, the “lake” is not deep at all, averaging only two feet, with several areas where it is not even that deep. It means that navigation is hazardous on Lake Deipan, at least until it is well mapped out (and maybe even after), and that the only ships that can navigate it will have to have flat bottoms, and maybe not too much freight either. (See Pa. 15, Jf. 28; Am. 12, Sv. 4.)

What This Means: Let’s just say that the wizards who imagined a lake at this place were not really experts at such terraforming. The result is closer to a stinky swamp than to a crystal-clear lake.

Fyrmont 19, AC 1018: Enoreth Shrine Besieged.

Location: Enoreth Shrine, Great Forest of Geffron, Kingdom of Denagoth. *NW*

Description: General Grumman decides to launch a direct assault at the heart of the elves, after discovering their secret hideout inside Geffron. With a great deal of the Shadow Army stationed in the forest, he marches westwards and proceeds to surround the site where he suspects the Enoreth Shrine should to be located and lays siege.

Aleris has been kept informed of the situation through his undead messengers. When the Enoreth Shrine siege begins he opportunistically assaults Drax Tallen, which is only garrisoned by a couple of frightened squadrons. (See Kl. 13, Kl. 21; Am. 6, Sv. 9.)

What This Means: General Durifern and the crusaders understand the gravity of their situation. The final battle they had waited so long for has finally come to them, but at the wrong time. Vastly outnumbered, their only hope lies with their magic and superior knowledge of the forest. General Grumman was correct when he assumed Sylarion had quit the field, but he was mistaken about not having to fear further attacks from undead. Aleris will gain more undead and food from his raids on the under-strength Drax Tallen.

Fyrmont 19, AC 1018: Queen Kryndylpa To End Haven’s Havoc.

Location: Town of Dobir, Kingdom of Haven, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: Despite efforts to stop the recent havoc in Haven, attempts have met with little success. Patrolling the roads has only caused more trouble in the cities instead. Queen Kryndylpa and others are convinced the refugees from Stonewall have something to do with this, so they decide to do something about it. Queen Kryndylpa issues a law that classifies all Stonewall refugees as invaders of Haven, thus allowing the authorities to seize them as deemed necessary.

Stonewall representatives almost immediately protest, but the decision stands. (See Pa. 9, Jf. 5; Am. 9, Am. 22.)

What This Means: This is exactly what Stonewall expected Haven to do. Few of Stonewall’s agents in Haven have been captured, but now Stonewall can begin the next step of its plan when it wants to, which is to send troops into Haven to protect the bad treatment of Stonewall refugees in Haven.

What the PCs Can Do: Haven PCs will still be looking into the cause of all this trouble, while Stonewall PCs of the “second front” can go about their disruptive business.

Fyrmont 20, AC 1018: Hayce Told to Mind Its Own Business.

Location: City of Ionace, Ionace Island, Hayce. AS

Description: The Haycese Council receives a notice from the assembled jarls of Þstmarhabn, in which they state their intention to remain outside the control of Hayce. “For too long we have toiled and died under uncaring masters who do not understand our ways, yet who see fit to see our greatest men crushed to sate their own pleasures,” concludes the statement, “We owe no fealty to you, and your Qeodharan dogs are unwelcome in our lands.”

After a brief discussion, the council agrees not to send an official response, and resolves to seek no contact with Þstmarhabn or its people, and to forbid its ships from entering Haycese waters. (See *KL*, 8, Fe. 12.)

What This Means: The Haycese government is well aware of the recently ended Qeodharan civil war, which saw the rebirth of Þstmarhabn. While they would have preferred a Qeodharan victory, they recognize that the Þstmarhabners have won their nation through military might, and the cost of regaining those lands is a greater price than Qeodhar, or the rest of Hayce, can really afford at this time. Compounding this dilemma is the worsening economic situation in Hayce: the resources and other wealth that might be possessed by the Þstmarhabners would be poor recompense for the expense of mounting an invasion. In short, it is simply not worth the effort, and Þorlan will simply have to accept his loss.

Of course, there are a few people in the council who are rather happy to see Þorlan’s discomfort, despite the outcome. The Qeodharan King staged an unsuccessful invasion of Þorwold not long ago [AC 1016. Ed.], doing damage to the various dominions in that realm, and harming Haycese relations with the various members of the Þorwold Confederacy [many nations of Þorwold were rather upset that Hayce apparently did nothing to punish Þorlan for his deeds. Ed.]. To these council members, Þorlan is an embarrassment to Hayce, as well as being an unfit ruler, but they will take no action against him for now; Þorlan is living with the consequences of his actions, now. Should he continue to be a liability to Hayce, they may lobby for “corrective action” of some kind—but not now.

Þorlan, for his part, will not be happy when he hears of the council’s response to the Þstmarhabner declaration. He knows that he is not well liked in Hayce, but he feels the council owes him some measure of support for upholding the Haycese way in the northern frontier. With the great damage done by the civil war to the local economy, Qeodhar is in especially dire straits now; Þorlan feels that he is essentially being left to his own devices—which, in effect, he is.

What the PCs Can Do: Some Haycese council members, suspecting that Þorlan might do something rash, may order PCs to investigate the goings-on in Qeodhar. Þstmarhabn, for that matter, will also be spied upon, since it has declared itself to be, at best, neutral towards Haycese interests.

Fourth Week

Fyrmont 22, AC 1018: Bye, Bye Black Eagle.

Location: Town of Kopstar, Principality of Bergdhoben, Principalities of Glantri. *OW*

Description: After spending a little more than a week in intensive care, the Black Eagle is determined to be of sufficiently good health to survive extradition to Karamaikos. A group of adventurers selected by the Council of Princes will bear the man overland from Kopstar to the city of Mirros. Their departure is met with little fanfare from the populace of Bergdhoben, who have little love for their notorious captive. A contingent of him, who had been staying in the principality for the purpose of capturing the Black Eagle, also accompany the entourage. (See *Fy.* 9, *Fy.* 14; *Ka.* 1.)

What This Means: Even in his weakened condition, the Black Eagle willfully resists attempts to teleport him back to what he rightfully sees as his certain doom. The princes of Glantri do not view his extradition as important enough to use a skyship, and so land transportation seems the only resource. Juliana would have liked to simply hand him over to the him (they and their leader, Jaerbosz Dustyboots, allied themselves with Feldian last year in order to bring the Black Eagle to justice), but Glantri has no diplomatic ties to that nation, and the council forbade it.

What the PCs Can Do: If Glantrian (or perhaps Karamaikan) adventurers, the PCs can be those chosen to transport the Black Eagle back home. If the PCs are him, they may be among Jaerbosz's selected men. In any case, the overland transport will be perilous, as there are several factions in and outside of Glantri—Princess Dolores, Prince Kol, the wizard Sberdlob in Karamaikos, even the him themselves (who would like to take him directly back to the Five Shires for justice)—that will wish to take or kill the Black Eagle for themselves.

Fyrmont 22, AC 1018: Is There Anything in Them Thar Hills?

Location: Throughout Nayce. *AS, SD, NW, SK*

Description: Across most of Nayce, prices for basic metal goods, and many precious metals and stones, begins to rise as a result of reduced supply. Those who take note of the development, and ask about it, soon learn that the cause is the loss of many mines in Esterhold, due to the ongoing Jennite uprising there. (See *Kl.* 25, *Fy.* 16; *Am.* 9, *Sb.* 18.)

What This Means: During the heyday of the Alphatian Empire, the existence of rich metal deposits in Esterhold and the region surrounding Denwarf-Hurgon bolstered the production of metal goods immensely. Such a rich, convenient source of mineral wealth discouraged many kingdoms from exploiting their own resources to any great extent, and so the Alphatian Empire, and Nayce, came to depend upon these two regions for much of its mineral needs. With the loss of the dwarven mines of Stoutfellow following the sinking of Alphatia in AC 1009, and the Jennite conquest of much of Esterhold in AC 1017, that situation has now changed. Initially the increases are little more than an inconvenience—an extra judge or two for a cooking pot—but over the coming months the situation will worsen. By year's end, the prices on most basic metal goods will rise by as much as 20%. This will make it difficult for the average craftsmen to ply their trade, as the costs of tools, materials, and related goods will be higher. Faced with higher costs, many craftsmen will try to pass them on to the

consumer, in the form of higher prices for finished goods. This will raise the cost of living for the average Alphatian.

The pressure will soon be on for the various Naycese kingdoms to exploit their own mines to a greater degree, or to seek new sources entirely.

What the PCs Can Do: PCs with a talent and inclination for prospecting could make a lot of money by finding untapped metal deposits. Otherwise, they could serve as bodyguards for other prospectors, or find work clearing existing mines of any deadly inhabitants so that they could be exploited further.

Fyrmont 22, AC 1018: Defense Spending.

Location: Keep of Stanograd, Duchy of Stamtral, Final Range. *NW*

Description: Duke Stano Stamtral orders a build-up of his military. Veteran troops and mercenaries step up their training regiments and begin rigorous martial drills. Reserve troops are called up and begin to undergo significant weapons training. The official reason for the build-up is the growing threat of the Gremlish barbarians and the humanoids in the North Hills. (See Kl. 27, Fe. 6; Sb. 10, Ei. 17.)

What This Means: Stamtral is putting its military on a wartime footing, to muster and train as many soldiers as possible in the next few months. The army of Stamtral will swell from its usual 250 to 600 able-bodied and battle-ready men and women. This will strain Stamtral's treasury, but he has enough reserves to sustain this level of troops for some time, due to the silver recently found in his territory. An invasion of neighboring Vvolstograd is in the works.

What the PCs Can Do: The military build-up and ongoing training will be evident to any visitor to Stamtral. PCs may discover from townsfolk to the north that the raids by the supposed threats have been few and far between, leading to the conclusion that Duke Stano is planning an attack.

Fyrmont 22, AC 1018: Search for Krameos.

Location: City of Corisa, Milenia. *NW*

Description: High Priestess Helentia commissions Milenian heroes to track down the missing Senator Krameos, who fled Corisa last circle to escape the imperial guard. The senator was suspected of plotting to overthrow Emperor Adronius, but slipped town before the authorities could apprehend him. Since that time, Krameos has been wanted by the empire, but investigators have not made much headway.

What This Means: Helentia strongly suspects that Senator Krameos was set up, and that he possesses information which would reveal the truth about the Midwives and the events of last circle that culminated in the "sleep of the short sword" [Kl. 13, AC 1017. Ed.]. Now, after receiving omens from her patron Immortal, Petra, Helentia has resolved to locate the missing senator, one way or another. She fears that the senator's life may be in danger, as the Materans may also be hunting for him.

What the PCs Can Do: Accept Helentia's mission and set out looking for clues on the whereabouts of Senator Krameos.

Jyrmont 23, AC 1018: Kalin Meets the Champions of the True Way.

Location: Countryside of the Province of Blackrock, Republic of Esterhold, Nayce. SK

Description: While on their way to find evidence of the horrors of the Crimson Avengers, the group with Kalin and Lyriander and led by Daris Alska meets another savage group, the extreme Jennites called the Champions of the True Way.

The extreme Jennites angrily attack, especially once they realize who Kalin is—a Jennite leader on the Alphatian side, in short, a traitor. They unleash their fury and a harsh battle is fought. On the other hand, Lyriander attacks with an equal fury once he realizes that these are free Jennites of the same tribe that burned down Anchorage and brutally killed his Jennite friend and mentor, Krael, last year.

Eventually, Kalin, Lyriander, and Daris are victorious, but all the Champions of the True Way are killed. (See Jy. 2, Jy. 15; Jy. 26, Am. 9.)

What This Means: On their way to find one harsh group, Kalin and his followers have found another one. For Lyriander this a chance to avenge the death of Krael last year. However, since the Champions of the True Way are extremists, they fight to the death. They have been causing terror among Alphatian refugees and adventurers alike, so this might improve morale among the Alphatians a little and help stop the Jennite advance.

What the PCs Can Do: PCs with the Alphatians should definitely be encouraged to help Kalin, Lyriander, and Daris Alska fight these savage warriors. Still, the Champions of the True Way are among the most fearsome and brutal warriors of the free Jennites, so this should be a hard fight. They would probably be mostly barbarians, perhaps with one or two savage druids or clerics.

Jyrmont 24, AC 1018: Bullfight.

Location: Kazhr Outpost, north of City-State of Sinbay, Confederated Kingdom of Minaea. SK

Description: In the past weeks, raids by Savage Ones, barbaric tribes of nomadic minotaurs living in the northern part of Minaea, have reached a dangerous climax. Today, about 1,000 Savage Ones storm the Kazhr Outpost, destroying it utterly after many hours of siege. Most of the soldiers of the outpost are killed or taken prisoner, while others manage to escape and reach Keras Outpost, the second outpost that protects Sinbay and Crech from the brutal tribes' raids. (see Am. 9.)

What This Means: Raids by the Savage Ones against fortresses and villages settled by the civilized minotaurs of Crech and Sinbay are common during summer. This year, the Savage Ones are particularly aggressive, to the point that they have reached the first of the seven outposts, jointly administered by the militaries of the two city-states. The outposts have been built to shield the cities from their aggressions, and are often victims of the attacks. Kazhr Outpost has been destroyed no less than eleven times during the last hundred years, and this will not be the last.

What the PCs Can Do: They can either help the Savage Ones or fight at the side of the minotaurs, although it is unlikely that they will be here, except if they are minotaurs...or if the DM plans a trip from Minaea into the lands of the Savage Ones, and north toward Jen and the mountains.

Fyrmont 26, AC 1018: Calling an Old Acquaintance.

Location: City of Helskir, Exarchate/Kingdom of Heldun, Thyatian Empire and Nayce, Isle of Dawn. **SD**

Description: During one of the meetings between Asteriela and Galatia, an Alphatian wizard suddenly appears. He is of common Alphatian heritage, in his early forties, and introduces himself as Amanaras. When Asteriela is a bit puzzled, Galatia explains that she enlisted his help in determining what Terari is up to—Amanaras is an old friend and Galatia trusts him. He is also an old friend of Terari and knows a lot about him. Asteriela proceeds to ask him several questions, and Amanaras details much of what the old wizard has been doing since the war. He doesn't actually know what Terari is up to, but agrees with Asteriela's speculation that one would assume his repeated presence at the Naycese Council suggests that he plans a more active role in the future of Nayce. He answers several of Asteriela's questions and confirms much of her speculation. After their talks are over, he spends about ten minutes talking to Galatia, then teleports away. (See Fe. 19, Fy. 14; Am. 18, Am. 21.)

What This Means: Amanaras is quite truthful, though there is much he hasn't revealed. He didn't lie, but neither did he feel compelled to volunteer information, particularly not without discussing with Terari himself first. In truth he appeared because Galatia contacted him via a sending spell and asked him to come. Though his relationship with Galatia is not as strong as it used to be, the two have been having an on-and-off relationship for years, and they parted on friendly terms the last time.

Fyrmont 26, AC 1018: Master Terari in Skyreach.

Location: City of Skyreach, Kingdom of Floating Arkan, Nayce. **AS**

Description: In his quest to explore the Phylactery of Agmas, Master Terari has come to do some research in the library of the Aerial University of Arkan in Skyreach. After days of research, he is able to find records that confirm that Talerad used to live in Blackheart about a hundred years ago. Naturally, this doesn't help him much given that Blackheart sank along with the rest of Alphatia, but at least it eliminates some theories, and it might also explain why someone is apparently looking for it in Sunken Alphatia. (See Fe. 11, Fy. 4; Am. 19.)

What This Means: Terari's research into the Phylactery of Agmas is progressing, but it is still slow work. However, he doesn't tell people what he is working on as it deemed to be a secret by the Naycese Council. He also has his own reasons for not sharing anything.

What the PCs Can Do: PCs could meet the old respected Master of the Great University of Air Magics in Sundsvall. If he finds them to be trustworthy people, he might send them to explore clues he learns in his quest, or he might send them to keep an eye on Crackle and Pidimigd in the Bluenose Ruins. Either way, he won't reveal what he is looking for unless the PCs find clues that reveal anything about the Phylactery of Agmas itself.

Fyrmont 26, AC 1018: The Race Starts.

Location: City of Baraga, Merry Pirates Seas. **HW**

Description: The Big Banquet and the Cyclone leave the harbor of Baraga and head for the open sea. To the great disgust of Captain Merryweather, his rival has hired another pirate captain to accompany him on his departure. Aboard this ship is a brass-band performing popular pirates' music. This way Barbarossa quite successfully prevents his rival Merryweather from singing some songs from his opera *The Pirate King*, or other operas, as his a cappella voice is simply too low against the brass-band's sound. The music-loving spectators are much pleased with the performance. (See Pa. 13, Pa. 14; Am. 5, Am. 8.)

What This Means: Captain Merryweather, probably the best composer and singer in the Merry Pirates Seas, annoyed Barbarossa very much last circle. So Sabiola, being the least merry pirate ever, has chosen to use music as a weapon against his rival. Merryweather is known to sing while Fanalir Meditor, his first officer, is running the ship. Meditor is a mysterious figure, an elf from a world with a yellow sun which causes days and nights; at least he tells such stories when he is drunk—every two or three circles. Though few believe them, those stories are true, as he is a water elf from the Meditor Clan in the Minrothad Guilds.

Jyrmont 26, AC 1018: The Allies of Evil.

Location: Countryside of the Province of Blackrock, Republic of Esterhold, Nayce. SK

Description: After what he learned from Daris Alska, Kalin has been looking into the rumors of the Crimson Avengers lately. What he has learned appalls him. At first he thought the rumors were just anti-Alphatian propaganda spread by the Jennites, but recently both he and Lyriander have been sneaking past the siege of Skyfyr to follow Daris and see for themselves, and what they have found has more than confirmed the rumors. Both are shocked, Kalin especially, when they also hear a rumor claiming that Talin had an encounter with the Crimson Avengers recently. Kalin bows to confront Fabian on this matter! Kalin and Lyriander go back to Skyfyr, while Daris Alska decides to remain behind and continue her search for her uncle, Seward Alska. (See Jy. 15, Jy. 23; Am. 9, Am. 10.)

What This Means: War is war and it is ugly. As soldiers Lyriander and Kalin both know this, but what the Crimson Avengers have been doing is beyond war—it is inhuman! Lyriander dryly comments that it is not much more than what the Jennites did in Anchorage last year, but he also admits that he didn't expect his own allies to do things like that. Kalin is first shocked and then furious. And when he hears the rumor about Talin having met these people, he is naturally given to grave fear for his brother's life. The rumors of Talin's encounter with the Crimson Avengers are incorrect, but then Kalin doesn't know that, and they are certainly not unlikely. He eventually decides that if these adventurers were really recruited for this by Fabian and he condones what they do, then he isn't any better than Xanthus or Nicodemus and not at all who Kalin thought he was!

What the PCs Can Do: This is an Alphatian event which Jennite PCs shouldn't be involved with. If the PCs are on the Alphatian side, they should escort Kalin and Lyriander as Daris Alska leads them to the area where they witness the actions of the Crimson Avengers. Once that has happened, they have the option of staying with Daris to search for Seward Alska, or bringing Kalin and Lyriander back to Skyfyr. The latter has better adventuring potential, though, so the DM should try to point the PCs in that direction. Along the way the PCs will clash with Jennites who are moving to stop the adventurer groups.

EVENTS: AMBYRMONT

First Week

Ambrymont 1, AC 1018: It Came from Outer Space.

Location: Near Village of Hendry, Republic of Darokin. **OW**

Description: A shooting star is clearly seen in the night sky. It falls into Darokin, trailing a stream of fire, and strikes the ground with a crashing sound that is heard for miles. Officials in Darokin City quickly mount an expedition to examine the crash site, one that includes soldiers, a cleric and a mage. (See Am. 5.)

What This Means: The “shooting star” is actually a vessel for a creature known as neh-thalggu, or brain collector. It has traveled through space for its own inscrutable purposes, but crashed here on Mystara. Its vessel is destroyed in the crash.

What the PCs Can Do: This is the beginning of the adventure “It Came from Outer Space,” which can be found in *Book III: Adventures*.

Ambrymont 1, AC 1018: The Fear of Going Out.

Location: City of Shireton, Shire of Seashire, Five Shires. **OW**

Description: The visiting Leeshashire hin have excited the Five Shires far beyond anything in recent memory. A group of Five Shires hin, led by the famed adventurer Faddo Rummelmores, declare their intention to extend the Leeshashire expedition by organizing an ocean voyage to discover the origin of the hin, far to the south. Word of the expedition travels fast, and soon, more pallaren and adventurers than anyone could have expected make their way to Scareskittle House in Shireton to sign up. (See Va. 26, Th. 10; Ka. 3, Ka. 10.)

Ambrymont 1, AC 1018: Good and Bad Arrivals in Port Marlin.

Location: Town of Port Marlin, Province of Marlin, Republic of Esterhold, Nayce. **SK**

Description: As refugees and mercenaries from Rock Harbor and Southrock in general begin arriving in Port Marlin, the Province of Marlin also comes under attack from Jennite invaders. However, Governor Alinda has had time to consult with her advisors and prepare the defenses of Port Marlin, and with the added strength of mercenaries such as those from Veroth, the Jennites are firmly halted. They settle their troops and revise their invasion plans. (See Fy. 7, Fy. 16; Am. 12, Sb. 15.)

What This Means: Alinda fully expected Jennites to attack at some point, so she has used the time to consider her advantages and prepare accordingly. Most of the area is protected by the escarpment, and defenses have been erected in key locations to keep the Jennites out, and since Nayce can send ships to Port Marlin fairly quickly, the chances of Marlin falling to the Jennites are not too high. Besides, with refugees from Anchorage and Verdun and more arriving from Southrock, the Alphatian position is strengthened here. Some leave for Nayce, but those who remain are determined to fight hard for the

last major Alphatian settlement in southern Esterhold. The mercenaries from Veroth will try to make the same agreement with Marlin as they did in Southrock: they will defend Marlin for money. Alinda tells them she can pay them nothing, and because Nayce is not directly involved, it is unlikely to pay them either (it hasn't so far). Many Verothian mercenaries are disgruntled, but they remain and protect Marlin nonetheless. As they move to territories outside Port Marlin, however, they impose a war tax on the inhabitants of the villages and homesteads they defend or, they say, they'll let the Jennites take them. Needless to say, some people won't respond kindly to that.

What the PCs Can Do: Jennite PCs can pursue fleeing Alphatians and their Jennite allies only to run into a wall of well-prepared defenses once they get to Marlin. Then they had better stop or they might not survive. PCs with the Alphatians can escort the refugees, allowing more of them to make it to safety in Marlin, or they can be the Marlin troops standing by to meet the Jennites.

Ambrymont 2, AC 1018: The Battle of Threshold.

Location: Town of Threshold, Kingdom of Karamaikos. *OW*

Description: The logger's camp northeast of town is besieged by a night raid from a force of bugbears led by a maniacal witch-doctor. Wherever fighting becomes intense a great bronze statue of a dog-headed warrior trudges into the fray, scattering the loggers before it. Before long the survivors of the camp flee towards the safety of the town.

The bugbears spare no time gathering logs, which they use to float across the river to Fogor Isle. The city guard awaits them, preparing to turn them away with archery fire, when out of the river strides the fearsome bronze warrior. Soldiers valiantly try to fight it, but all they accomplish is to die valiantly. Before long the bugbears land on the isle and follow the bronze warrior, slaying all they come across.

As morning breaks the bronze warrior has crossed into Threshold proper, where it destroys entire buildings and kills all it comes across. The bugbears plunder what riches they can gather, gleefully finishing off any humans they encounter. Baroness Aleena Purebich quickly organizes strike teams to hunt down the bugbears, while she and a band of local adventurers tackle the bronze warrior. A clever soldier spots the witch-doctor and his group of bodyguards and sends an arrow into his chest. Wounded, the witch-doctor retreats and calls for the bronze warrior to follow him. As the metallic warrior obeys, it is oblivious to the attacks of the baroness and her band and they are able to incapacitate it, though they suffer grievous wounds from its fiery "blood."

Squads are organized to hunt down the bold bugbears and teach them a lesson. (See Jc. 4; Am. 17.)

What This Means: The witch-doctor of a bugbear tribe found and activated a bronze golem earlier this year. Seeing this as a perfect opportunity to emulate his ancestors and embark on a heroic plundering raid, he led the tribe in this attack. Backed by the unstoppable might of their bronze warrior, the bugbears are inspired to fight fiercely.

The bugbears' clever tactic of crossing the river, after securing a beachhead, allowed them to enter the town practically unopposed, a fact that hasn't slipped by the baroness. She asks that steps be taken to plan for such an eventuality, should something similar happen again.

As for the bugbears, they return to the hidden temple, laden with plunder, while the witch-doctor swears undying vengeance on the humans who toppled his bronze warrior.

What the PCs Can Do: Fight the terrible monsters invading the town! Depending on their level they can have their hands full with bugbears or take up the fight with the bronze golem. Afterwards they can be among the squads organized to hunt down the bugbears and take proper revenge.

Ambrymont 2, AC 1018: Giants Besiege Oakwall.

Location: Town of Oakwall, Kingdom of Wendar. **OW**

Description: When the temperatures suddenly lower throughout the whole valley, announcing the untimely coming of winter, a massive army of hill and stone giants march against the town of Oakwall and lay siege. The situation is desperate. Messengers are dispatched to request help from Bensarian. (See Kl. 6, Fy. 7; Am. 25, Sv. 23.)

What This Means: Oakwall has been caught off-guard. The hill giant raids of the summer steered clear of Oakwall and the royal army. Now stone giants and hill giants have massed around Oakwall and are hurling boulders at the town's defenses.

What the PCs Can Do: Organize the Oakwall defenses and sabotage the giants' preparations via daring raids. Or they could be the messengers sent to Wendar City to ask for aid.

Ambrymont 2, AC 1018: Tranquil Resolution.

Location: Tranquil Coast. **NW**

Description: The combined armies of Serenity, Dag, Dool and Swordcoast have already conquered a large part of the Barony of Dikhoff, and there seems to be little hope for the beleaguered forces of Dikhoff and Sonnenfeld, when news of the Thyatian-Heldannic settlement over Oceansend finally reaches all sides in the conflict over the Tranquil Coast. The various petty lords involved each react differently to it, though.

For Dikhoff and Fergus this is terrible news, though not an unexpected one as the Heldannic Knights had already deserted them. They know they will receive no outside aid now, which means that their dominions are doomed. Baron Dikhoff expects his barony to fall shortly, and once again he will have to retreat to the swamp, but this time he will have to do it with a reduced force as many of his men have already died, or will die trying to reach the safety of the Tranquil Swamp. Baron Fergus realizes that Dikhoff is doomed, and prepares to withdraw to Sonnenfeld in a desperate attempt to prevent the Thyatians from conquering the whole Tranquil Coast in addition to Oceansend.

For Baron Siegfried and Baron Maximus it good news, because it means they bet on the winning side and they are about to get their reward. With the Heldannic withdrawal and Alpha out of the picture, it is clear that Thyatis will grab the whole Oceansend-Tranquil Coast area. Immediately, Maximus proclaims himself Governor of the Tranquil Coast, despite attempts by his Thyatian advisors to prevent it. Baron Siegfried, who was biding his time until after he had captured his old rival Dikhoff and vanquished the traitor Fergus to ensure a total victory for himself and his Thyatian allies, is furious upon discovering what he assumes to be treachery from the Thyatians. He draws his sword and attacks his Thyatian advisors, whom he kills, though he is seriously wounded himself.

Alak Dool and Rutger Dag are taken aback by the news, as they suddenly realize where the money to hire their men as mercenaries came from—Thyatis! While neither really minds working for the

Thyatians, especially when the money is as good as it was, they want assurances from Thyatis that their titles will be recognized and that they will not be dismissed by the new governor. Their men pull out of the battle in Dikhoff, waiting for further instructions from their lords. (See Fy. 11, Fy. 12; Am. 23.)

What This Means: Maximus has proved unreliable, and now the Thyatians are stuck with him, especially since Siegfried, who was certainly much more trustworthy and reliable—although blinded by his hatred for Dikhoff—has now turned against his sponsors who by all appearances have betrayed him.

What the PCs Can Do: Thyatian PCs should try to avoid this mess from ever happening.

Ambrymont 2, AC 1018: Expedition to Polakatsikes Mounted.

Location: Dominion of Vanya's Rest, Agyptian Savannah, Heldannic Empire. DV

Description: Castellan Thomas von Wettingen orders an expedition to be mounted, to render aid to Polakatsikes, and to obtain more information about the lands between the two territories. A force of 500 soldiers is to depart as soon as they are able. (See Fe. 11, Fe. 13; Ei. 22.)

What This Means: The frontiers around Vanya's Rest have been fairly quiet of late, and while von Wettingen knows that this is likely the calm before another storm, the news he has been receiving from Governor Wolfgang Stimmel has been far from encouraging. Although Stimmel stated that his forces and allies are holding the line against Mibosia, von Wettingen knows full well that the Polakatsikan garrison sustained considerable losses during the battles of last year, and that aside from the townsfolk themselves, and the handful of former Mibosian conscripts who managed to escape, no reinforcements are in the offing. Von Wettingen knows that he is taking a gamble by sending 500 of his own soldiers to Polakatsikes, but he feels it is a task that must be carried out if Heldannic interests in the region are to be protected.

What the PCs Can Do: The PCs could easily be part of the expeditionary force, in which case they could have many dangerous wilderness encounters as the force makes its way across the dangerous Agyptian Savannah, and into the Meghala Kimata Plains.



Ambrymont 2, AC 1018: A Royal Note.

Location: City of Draco, Kingdom of Stonewall, Floating Continent of Alphatia, Alphatian Empire. **WW**

Description: King Edjer the Twisted from Frisland has sent a note to his fellow monarch that asks for the release of the captured surveyors in occupied Arkan. King Koblan is puzzled because he does not have the faintest idea what Edjer is talking about. He sends out a messenger to his army in Arkan to get a report. (See Fe. 25, Jy. 8; Am. 6, Ka. 2.)

What This Means: Admiral Halzunthram has asked the King of Frisland to write this note. As Frisland has hired the navy for a long time now to protect Lake Shiell against the monsters from the Ugly Woods, the king has seen no problem with this small plea. Therefore he has agreed to write this note. Besides, his advisors are already considering the effects of the planned canal that will link Shiell Lake to the other two great Alphatian lakes, Ulyn Lake and Crystal Lake. They have persuaded Edjer that the kingdom will benefit from it, so he has a good portion of self-interest.

Ambrymont 3, AC 1018: A Helping Hand.

Location: City of Helskir, Exarchate/Kingdom of Heldun, Thyatian Empire and Nayce, Isle of Dawn. **SD**

Description: Several Thyatian military engineers arrive to assist in the improvement of walls and defenses at the city of Helskir. Their stated aim is to help ensure that the city will not be captured again, as the Heldannic Knights were able to do over a year ago. A large sea wall will be built to protect the harbor from sea-based attacks, and its landward defenses will be upgraded as well with additional towers and artillery emplacements. (See Th. 12; Ka. 28.)

What This Means: Helskir's defenses are still suffering from the effects of the attack, and could use some improvement. The Thyatian engineers have considerable experience in the construction of fortifications. The engineers have an additional mission, however: They're not only to help improve the defenses, but bring back detailed blueprints to Thyatis, which will help the empire take the city should they ever need to capture it.

Ambrymont 4, AC 1018: Skyships Fly in Darokin.

Location: Cities of Corunglain and Darokin, Republic of Darokin. **OW**

Description: Two Glantrian skyships, the Storm Cloud and the Blue Swan, arrive in two Darokinian cities, and are met with much pomp and festivity.

In Darokin City, the Storm Cloud brings in a host of guests from the principalities: Chancellor Urmahid Krinagar, who heads the diplomatic functions of the principalities; Messieurs Jean-Louis Montgolfière and Harob Urbaal, the manufacturers of the skyships; Sir Lathan Aendyr, the major proprietor of Montgolfière & Urbaal, Ltd.; Sir Volospin Aendyr, father of Sir Lathan and former chancellor of the princes, recently returned from the dead; and Princess Dolores Hillsbury, daughter of former Prince Volospin (and rumored to be Prince Urmahid's present lover). The Glantrians are met by prominent personalities of Darokin, not the least of which is Chancellor Corwyn Mauntea himself.

The Darokinian Temple of Valerias and the Church of Darokin look at the festivities with a guarded eye.

In Corunglain, a much smaller ceremony awaits the Blue Swan, and the merchant-mage Kalindi Virapana and the Warden of the Marches Malachie du Marais are met by local officials, trade and military leaders, particularly the aging Natalie Kalimi, head of Corun House, the major trading house in Corunglain. (See Fe. 15, Fe. 26; Ei. 18.)

What This Means: As part of the reparations of the Principalities of Glantri for injury to the Temple of Valerias at the Alexander's Day massacre, the principalities fly two commercial skyships to Darokin for purposes of an aerial trade. At present, the Storm Cloud will serve the trade route of Glantri City-Darokin City, while the Blue Swan will fly from Leenz to Corunglain. Future skyships will be added next year.

Of course, as in all matters involving Glantrians, politics plays a role. Princess Dolores Hillsbury (secretly the queen of the night dragons, Synn) uses the affair as a show of strength for House Aendyr-Hillsbury, and to strengthen her ties with Prince Armahid. The all-but-ignored Corunglain ceremony not only snubs her enemy Prince Malachie, but also serves to weaken the alliance between Prince Armahid and Prince Kalindi.

What the PCs Can Do: Flying contraptions, crowds of rebels, diplomatic situations, rival factions, bordering nations, trade agreements, important personalities—all elements of a good disaster. The PCs can get involved in any plot of assassination, sabotage, espionage, theft, smuggling, or murder, either for or against. For example, in the future, Sir Lathan Aendyr plans to use the skyship trade to smuggle in the illegal zonga drug from Glantri to Darokin, and possibly the rest of Mystara.

Ambrymont 4, AC 1018: Civil Tension in the Ailpon Region.

Location: Estate of Lord Beremtöl, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: In Ailpon and the surrounding regions, tension has been growing among the commoners due to King Qinn's decision to conscript commoners into the army.

Since he was banned from Ailpon by the king, Lord Beremtöl has been spending his time in his estate outside the town, and today he is visited by a few fellow aristocrats, who ask him to do something about the situation. Beremtöl explains that obviously he has heard of what has been going on, but that there is little he can do—he was sent off by his king, and he has no authority to do anything behind the king's back. The other aristocrats explain that the commoners in their service are getting desperate with fear and do not tend to their duties correctly, and that is hurting everyone, including the aristocrats. Beremtöl promises to consider the matter, but makes it clear that he can give no guarantees. (See Fe. 15, Fe. 20; Am. 14, Sb. 17.)

What This Means: This is a bad time to be a commoner in the Ailpon region, particularly for men. Many families have seen growing boys or aging fathers or lovers conscripted into the army, and despair is growing. Men taken into the armies this way means that they aren't doing the work they usually do, and that hurts the region even more, to the point that the aristocrats have noticed it. To make matters worse, training these men for the army is slow work, as most just aren't fit for it, which means it will take time that Arkan doesn't have. Because of that, most of these new soldiers expect not to survive the

coming battles, which means morale is at an all time low. Naturally, families also fear that those conscripted into the army will lose their lives. General Lotaran has tried to convince King Qinn that this is not a good idea and that he should try to negotiate with Stonewall, but King Qinn won't listen to him.

What the PCs Can Do: If the PCs are here, they are best put in positions where they can see the hopelessness of the commoners first hand. They could train the unfit soldiers, for example, and see that their slow training isn't getting them anywhere.

Ambrymont 5, AC 1018: The Horror of Hendry.

Location: Near Village of Hendry, Republic of Darokin. *OW*

Description: A single soldier returns to Darokin City with a tale of horror. She was part of an expedition sent to examine the crash site of a shooting star that struck Darokin five days ago. She explains that they found a local farmer's family killed, the tops of their heads cut off and their brains extracted. They tracked a creature through the forest and confronted a terrible monster there. The crab-like, tentacled monster cast spells at the group and quickly overcame the spellcasters. Its terrible razor-sharp teeth tore off the limbs of men and she was the only one who escaped from the creature.

The authorities immediately advertise for the help of experienced adventurers. (See Am. 1.)

What This Means: The expedition tracked down and faced the brain collector that had arrived in the "shooting star." Unfortunately it was too great a challenge for them. It has set up lair in the forest near Hendry and is now planning to obtain the remaining brains it needs after extracting those of the expedition members.

What the PCs Can Do: This is another opportunity for the PCs to become involved in the adventure "It Came from Outer Space," which can be found in *Book III: Adventures*.

Ambrymont 5, AC 1018: Turmoil Has a Wizard Problem.

Location: The Lands of Turmoil, Bellissaria, Nayce. *AS*

Description: Some time ago a wizard calling himself Darkcloak came to the Lands of Turmoil and claimed a piece of land for himself to build a tower. When some locals objected, he destroyed them with his magic, so that they would leave him alone. Now it seems that this idea is spreading, as more wizards invade the area and set up patches of land for themselves, and with no authorities to put them in their place, the anarchist people of Turmoil are helpless to do anything about it.

What This Means: It seems that the Turmoil experiment may not be such a good idea, as Nayce actually has no authority to deal with these destructive wizards. The Lands of Turmoil could become the Blackheart of Nayce if the wizards continue to oppress the locals.

What the PCs Can Do: The PCs might be locals in the area who wish to end the wizard menace. It won't be a very attractive job, though, because the locals are poor and the wizards are rather powerful. Although they have nothing in common, the wizards just might unite if they find they are



being taken down by a group of adventurers one by one. On the other hand, nefarious PC wizards might jump onto the bandwagon and go to Turmoil to claim their one piece of free land while they can, in which case they find adventurers coming to stop them.

Ambrymont 5, AC 1018: An Intriguing Port of Call.

Location: Town of Mahajanga, Kingdom of Manakara, Isle of Cestia. **DV**

Description: The Thyatian expedition has rounded the southern coast of Cestia, noting the existence of a couple of unwelcoming port towns (whose apparently xenophobic inhabitants gave chase a couple of times), and has now spotted another port town—a fairly large and well-defended one at that. Seeing the strange-looking Thyatian vessel, some of the locals stop what they are doing as the ship sails cautiously into port, watching it with a mixture of curiosity and apprehension. Once it becomes clear that the ship is alone, and it does not appear to be geared for war, deckhands on the dock call for the lines and grab them as they are cast down.

Once the gangplank is in place, and Julius Ambrosius leads his entourage to the dock, a small group of robed natives approach the Thyatians, addressing them in what appears to be a succession of different languages. Julius shakes his head, indicating that he has not understood anything said thus far, and he directs his companions to try some languages of their own; the smattering of Meghaddaran spoken by one of them draws a knowing look from one of the natives, but little more. Finally, one of the natives greets them in broken Alphatian. Julius, never thinking that these folk might know a language understood in the Old World, then introduces himself and his associates in that language, describing briefly where they are from and their intentions. Once it becomes clear that the Thyatians are on an exploratory mission, the natives break out in smiles, and conduct them to a spacious mansion situated on top of a heavily forested hill, where they are wined and dined, and many hours pass in pleasant conversation. (See Fy. 7, Fy. 10; Am. 8, Am. 13.)

What This Means: The Manakarans have never seen Thyatians before; the only pale-skinned peoples they have ever met are the Androkians to the south (with whom they are at war), the Meghaddara on the mainland (with whom they seldom have any contact at all), and the Alphatians (with whom they have had no contact since Haldemar's visit in AC 965). The first words spoken to the Thyatians were in Androkian, which, from the puzzled looks of the newcomers, proved them not to be of that people—a fact that saved their lives. As the Manakarans have lived in fear of the night dragons of Oceania for centuries, they have been traditionally wary of strangers. Seeing that the Thyatians appear to mean no harm, they will welcome them—unless their impressions have proven false, in which case they will be quick to anger.

It is actually quite fortuitous that Haldemar's expedition had encountered the Manakarans, and made such a favorable impression on them. Some of the Manakarans who had left their homeland with Haldemar in AC 965 returned many years later, telling great tales of their adventures, and bringing with them a basic knowledge of the Alphatian language. That knowledge was shared, which ultimately allowed the two cultures to interact.

What the PCs Can Do: PCs may be chosen to accompany Julius to the evening's festivities, in order to watch his back, or to gain additional insights into these mysterious, civilized people. Their chances of being brought along will be greater if they speak Alphatian.

Ambrymont 5, AC 1018: First Stage Reached.

Location: Town of Floresque, Merry Pirates Seas. *HW*

Description: Like last circle it is Captain Merryweather who arrives first in the harbor of Floresque. The *Big Banquet* has an advantage of eight hours to *Cyclone*. The pirates in Floresque start a heated discussion about the comparative qualities of both ships. Last circle both ships had reached this stage two sleeps earlier. (See Pa. 14, Jy. 26; Am. 8, Am. 10.)

What This Means: Merryweather was successful in acquiring the faster ship again. The fact that the race is slower this time is no mystery: low winds have prevented higher speed, and The *Big Banquet* has proved the better ship under such conditions.

What the PCs Can Do: PCs aboard The *Big Banquet* working for Barbarossa should work on slowing her to even out the odds.

Ambrymont 6, AC 1018: Beneath Wit's End.

Location: East of Village of Burny, Shire of Seashire, Five Shires. *OW*

Description: An ancient seahold of dwarven invader Loktal Ironshield is discovered in the sea caves east of Burny. Recently used by a particularly unpleasant group of pirates on the Sea of Dread and secretly discovered by a band of dwarven criminals from Rockhome (who have been exploring the artifacts left behind from Loktal's time, as well as practicing banditry in the surrounding area), the complex was hidden under the famous estate of Wit's End.

Ambrymont 6, AC 1018: Death Cloud Reaches Denagoth.

Location: Lands of Essuria, Kingdom of Denagoth. *NW*

Description: A giant dark cloud suddenly engulfs the eastern border of the Great Forest of Geffron and the whole of the Essurian Grasses, casting perpetual darkness over the already eerie woods. Drax Tallen is swarmed by foul creatures of the night that take a few prisoners, but slaughter most of the soldiers. Triumphantly, the Shadow Lord holding aloft the Black Staff of the carnifex enters his ancestral stronghold.

Unaware of the events in Drax Tallen, the troops of Grumman and Durifern clash at Enoreth Shrine. The Shadow Army seems to have the upper hand, even though they are losing more soldiers.

The Abienite tribesmen are restless and fearful at the sight of the approaching dark cloud. They ask the priests of Idris to protect them. Arienghyla predicts: "This is but the beginning of the Dark Times, yet another Evil will be unleashed before the end of the year." (See Pa. 17, Jy. 7; Am. 14, Sb. 9.)

What This Means: The Shadow Lord, Sylarion and Ulslime have found a way to enlarge the Death Cloud. The Shadow Lord teleported to Aeleris's Pits to rally Aeleris's undead for an assault on Drax Tallen. From Drax Tallen, the Shadow Lord plans to retake his place as Overlord of Denagoth by fighting Idris and Her minions using Nyx's support and Her undead troops. He also plans to replace Grumman and resume his position as Commander of the Shadow Army.

The fighting in and around Enoreth Shrine will continue for some time.

What the PCs Can Do: Those at Enoreth Shrine may be asked to eliminate General Grumman. PCs imprisoned in Drax Tallen may be able to escape in the confusion caused by the Shadow Lord's assault. The sight of the enormous cloud may prompt PCs to investigate its source.

Ambrymont 6, AC 1018: Shazak Chef.

Location: Town of La Nouvelle Daens, Colonie de la Nouvelle-Renardie. SC

Description: Unable to stop the rumor mill, and with his business declining steadily, Fabien Morais, the owner of the restaurant L'Écaille du Coquillage, decides to let out the secret. The reason why the food at the restaurant is so good and exotic is that two chefs have been at work in the cuisine: a lupin chef, and a Shazak chef. The lizard man chef made marvels with fish and shellfish, to which the lupin chef added that lupin touch that allowed the food to be succulent for a lupin crowd.

The revelation, far from restarting business, finishes to kill the restaurant, whose tables are only attended by non-lupins now. Finally, the restaurant closes altogether. (See Fl. 3, Fe. 19; Ei. 8.)

What This Means: The Nouveaux Renardois cannot forgive Monsieur Morais of L'Écaille du Coquillage to have fed them lizard man food, a heresy for any lupin. The fact that Nouveaux Renardois do not make much distinction between Shazak and Ator does not help either. With all the money he made in the glorious days of his restaurant, the owner prefers to cut his losses and close his business.

Ambrymont 6, AC 1018: Survey Mission Aborted.

Location: Southern bank of the Roaring River, Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. HW

Description: The surveyors have reached the Roaring River, and they even have been able to locate a passage where it is navigable without additional work. So they now have a possible route from Lake Ulyn to the Roaring River which cuts through the plains of Foresthome east of the Lonely Forest. According to their orders they now return to the lake. (See Fe. 27, Am. 2; Ka. 2, Ka. 12.)

What This Means: The Navy of the Lakes now has a route for the biggest part of their own canal project, but it ends at the Roaring River, which is so named because several portions of it are whitewaters. How to proceed from this point is not yet settled because the survey teams in the north had to stop their work for various reasons. Should the navy be unable to find a route and build the canal due to the tensions in the north, they might be forced to work at the Roaring River to eliminate the obstacles. The Stonewall Expeditionary Corps has made its way through it, but only with a considerable amount of magic, which would be far beyond the strength of the average merchantman.

The navigable passage the surveyors have found has never been reported as it is literally in the middle of nowhere, with no towns or villages around. As a connection for two segments of a canal and a source of water for it this will be the first time that it can be used for anything.

Ambrymont 7, AC 1018: An Unkind Rejection.

Location: City of Jerendi, Jerendi Island, Kingdom of Jerendi. OW

Description: King Reston receives an answer from Honor Island about Millington Vonaday's request. It is precisely what he knew it would be... The answer says little more than no, but it does it in a rather harsh and sarcastic tone, as if the whole idea was so ludicrous that it was treated as a joke. King Reston brings the letter with the answer to Millington. Millington is disappointed, but hides his feelings well. (See Kl. 5, Jy. 10; Am. 18, Am. 28.)

What This Means: Millington had hoped for a better answer, but he hadn't really expected it. After all, he studied the rumors of the Honor Islander wizards for years, so he had a pretty good idea of what to expect. Even so, he still doesn't avoid disappointment altogether.

What the PCs Can Do: As noted before, Millington might want to hire adventurers to go to Honor Island for him, only now he wants to go himself as well. However, he will not go until he thinks there is a reasonable chance of success, so the PCs would have to scout the island for Millington's Oracle. That would almost certainly mean that they would be noticed and captured by Honor Islander wizards. It might be a better if the PCs spy on the island from afar and conclude that entering the island undetected is all but impossible and then report that back to Millington.

Second Week

Ambrymont 8, AC 1018: Shifting Alliances Again!

Location: City of Glantri, Principalities of Glantri. **OW**

Description: At the Council of Princes, Chancellor Armahid Krinagar calls to attention the dispute between the former Countess of High Sonden, Lady Sinaria Verlien, and her son and the present count, Lord Pieter Verlien. Princess Juliana Vlaardoen is clearly chagrined, stating that High Sonden is a local concern of House Verlien, or at most the Flaemish people. Supreme Judge Dolores Hillsbury sweetly expresses her “concern” over the Flaemish feud and suggests the parliament vote on the matter. Chamberlain Isidore d’Ambreville speaks against it, reasoning that the parliament has more pressing issues—the diplomatic situations with the clerics of Valerias, not in the least—at the present time.

The triumvirate of Prince Malachie du Marais, Prinz Jaggar von Drachenfels, and Prince Morphail Gorevitch-Woszlany, quickly agree with Isidore, as much as disagreeing against Dolores. Prince Kol XV, Dolores’s supposed ally, surprisingly and not too discreetly takes his stand with the triumvirate.

The elven princesses remain neutral on the matter. The conservative Prince Harald Haaskinz, as expected, does not want to add more fuel to the flames. Prince Kalindi Virayana takes the side of his mentor.

Prince Angus McGregor does not voice his opinion, but later in the day, at the Great School of Magic, he is seen discussing magic, school affairs, and perhaps more serious things with Grand Master Harald and Prince Kalindi. (See Fe. 4, Am. 4.)

What This Means: This was not so much a move to settle the High Sonden dispute as for Princess Dolores to test the political climate. Even amidst diplomatic turmoil, the cutthroat politics of Glantri never cease.

Princess Dolores has lost her two allies, Princess Juliana and Prince Kol, but she is now safely in bed (not just figuratively, gossips say) with Prince Armahid. Princess Juliana found an ally in the only noble house worthy of the proud Flaems, the d’Ambrevilles. Prince Kol has also begun to doubt Dolores and has allied with the military powers of Glantri and Dolores’s archenemies, although Prinz Jaggar and Prince Morphail have their doubts on the kobold’s turnaround. And the up-till-now unallied Prince Angus McGregor has thrown his lot in with the fellow brothers of the Radiance, Prince Harald and Prince Kalindi.

Ambrymont 8, AC 1018: We’re Off To See the Wiz—uh, King.

Location: Town of Mahajanga, Kingdom of Manakara, Isle of Cestia. **DV**

Description: After several days of earnest discussion, during which much information is exchanged, the Thyatians’ hosts announce today that Mananjary II, King of Manakara, has heard of the foreigners’ arrival, and wishes to meet with them. Julius and his entourage are told that their vessel will remain secure in Mahajanga for the duration of their visit, and a small detail of marines will be

allowed to accompany the Thyatian delegation; the remainder will be accommodated in the port town as guests. Those Thyatians who go to Tulear will be escorted by an honor guard, and they will have an unmatched opportunity to see the sights of the kingdom. The Thyatians accept the invitation, and preparations commence immediately for the overland trip to the capital city of Tulear. (See Fy. 10, Am. 5; Am. 13.)

What This Means: Word of the Thyatians' arrival has spread quickly, and the information exchanged about each other's nations has piqued the interest of a number of senior Manakaran officials, who would like to learn more about Thyatis and affairs in the Old World. The king is no exception in this regard, and his interest is sincere.

What the PCs Can Do: Depending on how well Julius knows the PCs, or how well they have served him, they could be among those Thyatians escorted to Tulear. Even with the honor guard, there are many perils in the jungles of Manakara; PCs could find their fighting skills in much demand.

Ambrymont 8, AC 1018: A Captain Falls Ill.

Location: Open sea east of the Island of Baraga, Merry Pirates Seas. *HW*

Description: Captain Sabiola is feeling very dizzy and must hand over the command to his first mate. The mate is not a bad seaman, but he is not a "Barbarossa" either. He promises his captain to do his very best though. (See Fy. 26, Am. 5; Am. 10, Am. 11.)

What This Means: Sabiola is paranoid enough to suspect an underhanded act initiated by Captain Merryweather. For the moment he has no proof to corroborate his suspicion. He does not have the stomach to start an investigation either. Unfortunately, the Cyclone does not have a cleric aboard who might cure the disease without problem.

What the PCs Can Do: PCs aboard the Cyclone can try to find clues to confirm the captain's suspicion. Experienced seamen will be asked to take over more authority.

Ambrymont 9, AC 1018: Stemming the Tides.

Location: Camp Ardelfhia, Republic of Darokin. *OW*

Description: A contingent of dwarven engineers arrives at the makeshift base known as Camp Ardelfhia. Their objective is to survey the tunnel systems beneath the ruins of Ardelfhia and determine the feasibility of establishing underground safeholds and fortifications against humanoid (and possibly shadowelf) invasions. (See Pa. 8.)

What This Means: The Council of Darokin sent out a call to adventurers across the land in Flaurmont of AC 1017 to assist in the reclamation of the ruins of Ardelfhia from monsters and bandits. The process has met with much success thus far, to the extent that a small shanty town—Camp Ardelfhia, consisting of adventurers, soldiers, and camp followers—has arisen on the outskirts of the ruins. Now, the council hopes to secure the lower levels of the ruins, from which many humanoid problems have arisen in the past. Eventually, the hope is to rebuild the city of Ardelfhia, which will become an important stop along the still in construction trade route through the Glantrian Barony of Celedyl in the Amsorak Mountains.

What the PCs Can Do: The engineers will need adventurers to guard them while they complete their tasks. The caverns under Ardelfia, so close to the humanoid realms of the Broken Lands, are rife with monsters. The PCs may even encounter shadowelf patrols, possibly leading to diplomatic incidents.

Ambrymont 9, AC 1018: Stonewall Enters Haven.

Location: Northern Kingdom of Haven, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: Stonewall troops enter northern Haven to defend the interests of Stonewall refugees who are treated badly there. The battle-hardened Stonewall forces quickly take a few minor villages and make their way south. The Haven defenders are mostly taken by surprise. (See *Jy. 5, Jy. 19; Am. 22, Sb. 2.*)

What This Means: Stonewall has been planning this for some time. An agreement with Queen Buthra Bofadar has allowed Stonewall troops to move across Stoutfellow territory and into Haven. Haven can offer little resistance for now due to the trouble caused by Stonewall's "second front" movement.

What the PCs Can Do: PCs involved in this campaign who have been waiting for a real fight now have several.

Ambrymont 9, AC 1018: Wild Men.

Location: Hills north of Town of Hillfork, Duchy of Retebius, Thyatian Empire. **OW**

Description: Thyatians patrolling the region seeking out enclaves of naturalists come across a small community of people with blond hair, speaking a strange crude language and living in rough, simple huts. After a brief attempt at parlay, fighting breaks out. Soon the wild men are defeated, the survivors captured and led off to the south. (See *Fe. 12, Jy. 4; Sb. 7, Ka. 28.*)

What This Means: The Thyatians stumbled across a region still inhabited by small bands of simple folk, the descendents of the Neathar that once lived throughout this region. They begin rooting out their villages in the area in a similar fashion as they did with the first one, viewing them as enemies possibly allied with their naturalist foes. The survivors are sold into slavery in the city of Thyatis and fetch a good price as curiosities, in addition to their unusual strength and beauty.

Other villages will be struck over the coming weeks in a similar fashion, while the Thyatian government will deploy forces and acquire the services of adventurers to root out and eliminate the troublemakers. Meanwhile the conflict with the naturalists continues.

What the PCs Can Do: Characters can take sides with either the settlers or the naturalists, or try to work out a compromise solution that will satisfy both.

Ambrymont 9, AC 1018: Islands Opened for Mining.

Location: City of Ionace, Ionace Island, Nayce. **AS**

Description: In response to the sharp reduction in the availability of common and precious metals in the Naycese region, the Naycese Council issues a decree that all currently uninhabited islands in the

New Alphatian Sea shall henceforth be opened for mining and colonization. Nayce will oversee this undertaking, and will administer any settlements founded in the region. Any metals obtained will be allocated among the various Naycese nations on the basis of need. (See Kl. 25, Jy. 22; Sv. 18.)

What This Means: The losses of the mining operations of Denwarf-Hurgon and Esterhold have hit Nayce hard—metals and precious stones are becoming scarcer already, and the prices of consumer goods are rising as a result. Until the various kingdoms can tap enough mineral resources to make up for the shortfall, alternate sources are required. Although most of the old dwarf-run mines around Denwarf-Hurgon are still largely intact, they are inhabited by many varieties of monsters; therefore, the effort required to clear out the mines and make them productive again would be too costly in terms of soldiers and resources.

The only other choice at the moment is exploring the various islands of the New Alphatian Sea. As most of these islands comprise what were once the hilly portions of the Alphatian continent, several were the sites of mining operations many years ago. The Naycese Council knows that many of these old mines have long since been played out, but some of them were closed before that happened (due to the greater abundance of mineral wealth in Esterhold, for example), and there should be enough ore in them to keep the situation from going too far out of hand in the short term. As a side benefit, settling these islands will assert Naycese control over the region, and, once those mines are well and truly played out, the settlements built there could be turned over to fishing, farming, or possibly viticulture.

What the PCs Can Do: PCs could find their skills in demand as guards for surveyors and miners, or they could be sent into abandoned mines to ensure nothing nasty is living there.

Ambrymont 9, AC 1018: A Truthful Confrontation.

Location: City of Skyfyr, Province of Blackrock, Republic of Esterhold, Nayce. SK

Description: Kalin returns to Skyfyr to see Fabian Vern. He meets with Fabian and confronts him about what he has unleashed by recruiting the Crimson Avengers, and voices his disgust in no uncertain terms, then ends his angry tirade by telling Fabian that if he truly supports the actions of such people, then he is actually worse than Xanthus or Nicodemus ever were!

Fabian is surprised, but he is also furious at Kalin's insolence and has him arrested, then withdraws to his personal quarters to consider the matter. (See Jy. 23, Jy. 26; Am. 10, Am. 14.)

What This Means: Fabian is truly in shock! Both from what he is told and from Kalin's reactions. He has always considered Kalin a reasonable and somewhat diplomatic man and his wild accusations make Fabian wonder if fighting his own people has pushed Kalin to the other side, particularly since it is well known that Talin led the rebels during the siege of Skyfyr. Even so, he considers the matter for a while and begins gathering facts from his own sources about Kalin's claims of an evil group of adventurers.

What the PCs Can Do: The PCs may try to persuade Fabian of the truth of Kalin's words. They can succeed to a certain point, but then Fabian will dismiss them. The DM should see to it that the PCs do not become violent in Kalin's defense, though. Fabian is making a mistake here, but he needs a little time to admit it to himself. It should be made clear enough to the PCs that they need to give him the time and privacy for that.

Ambrymont 9, AC 1018: The Battle of the Horn.

Location: Keras Outpost, north of City-State of Simbay, Confederated Kingdom of Minaaea. SK

Description: The Savage Ones arrive to the Keras Outpost (keras means horn in Minaean). There are one thousand of them, facing an army of 800 civilized minotaurs. However, the Savage Ones are too disorganized to stand a chance; after the first massive attacks and four hours of battle, most groups begin to leave the area, until the Savage Ones retire completely from the outpost. (See Fy. 24.)

What This Means: It is an important victory for the minotaurs; although raids will continue until the end of Ambrymont (and maybe even in the first days of Swiftmont), this is the peak of the Savage Ones' raids this year.

What the PCs Can Do: Take part in the battle, first, but also stage counterattacks against the Savage Ones to prevent future raids and put a quicker end to the season's fighting. Otherwise, if they are among the raiders, exactly the opposite!

Ambrymont 10, AC 1018: The Bitter Taste of Truth.

Location: City of Skyfyr, Province of Blackrock, Republic of Esterhold, Nayce. SK

Description: The day after Kalin's confrontation with Fabian Vern, he is taken out from the cell he was put in and led back to Fabian's quarters. One look tells him that Fabian is deeply troubled, and Fabian immediately apologizes for having him arrested, but explains that he was rather shocked by what he told him. He has looked into the matter a little now and it seems that Kalin is more correct than Fabian cares to admit. They sit down to discuss the matter and Fabian uses his magic to contact sources to tell them news of the renegade group of adventurers.

The two end up planning the entire day and Fabian eventually decides that he will find the Crimson Avengers and deal with them himself. Kalin will remain in Skyfyr to see to the city's defenses while he is gone. (See Fy. 26, Am. 9; Am. 14, Sb. 2.)

What This Means: Kalin woke up convinced Fabian had lost his way, but soon after his release he comes to regret what he has told Fabian, who suddenly looks old and fragile, visibly shaken by what he has learned. In fact, Fabian didn't sleep at all and stayed up all night searching his soul. He has slowly begun to realize that he has been acting in fury since the Jennites killed his negotiators earlier this year. Actually, it goes back further than that. All the way back to the failed elections and the subsequent war with the free and rebel Jennites, he has felt powerless to stop the events he has become involved in and has been forced to take actions he doesn't care much for, some of which he is rather ashamed of. Some of the adventurers he recruited are truly what he wants, but some he should never have allied with, the Crimson Avengers are really just the worst example. He cannot reasonably expect other people to clean up his own mess, so it is only fair that he go to Esterhold to deal with the matter himself. Ending the menace of the Crimson Avengers will be his first step on the road to redemption, but he vows to himself that it certainly won't be the last.

What the PCs Can Do: This is a major event of the war. Fabian truly has come to realize a few things, and he is very serious about dealing with the Crimson Avengers. If the PCs are noted adventurers on the Alphatian side, they should definitely be encouraged to go with him. In fact, Fabian will even ask them to if he has a good impression of them.

Ambrymont 10, AC 1018: Incident in Vestland.

Location: Town of Rhoona, Kingdom of Vestland. *OW*

Description: A small force of Rockhome dwarves march through Rhoona on their way to Soderfjord. Jarl Eric Rhoona demands that they wait for authorization from King Bergthor Haraldson, but the dwarves refuse. The jarl lets them pass, but sends word to King Bergthor with a quick rider. (See Fy. 2, Fy. 16; Am. 15, Sv. 2.)

What This Means: After finding that it is impossible to enter Soderfjord through the tunnels beneath Rockhome, the dwarves have decided to take some time to consider their strategy. A small force of hotheaded dwarves have refused to wait, however, and have set out for Soderfjord overland. To get there they will have to cross Vestland, which they assumed wouldn't be a problem. The Jarl of Rhoona thinks otherwise.

Ambrymont 10, AC 1018: A Serious Plague Strikes.

Location: Open sea east of the Island of Baraga, Merry Pirates Seas. *HW*

Description: Now it has become clear that Sabiola's illness was a deliberate strike: three quarters of the crew aboard the Cyclone are ill now. Some crewmen have found out that some of the water barrels have been polluted. Fortunately nobody has died yet. Captain Sabiola, although very weak, retakes command and orders his crew to set a course for a small island nearby to provision the ship with untainted freshwater. (See Am. 5, Am. 8; Am. 11, Am. 12.)

What This Means: Of course Captain Merryweather is the prime suspect now. Considering the incredibly high sums gambled on both ships he is not necessarily guilty. An influential pirate captain may be behind this to ensure that he will win his bet.

What the PCs Can Do: Most likely it was the PCs aboard the Cyclone who have found out the truth. If they are not ill now themselves, Barbarossa will need them now to command the ship and to get freshwater.

Ambrymont 11, AC 1018: A Landing Party Is Sent Out.

Location: Unnamed island in the open sea east of the Island of Baraga, Merry Pirates Seas. *HW*

Description: Some healthy crewmen leave the ship to look for freshwater. After some hours the Cyclone has enough fresh water and heads back to the open sea. Most ill crewmen feel better now, and there are still no fatalities. There are now investigations to determine why the captain fell ill first. Obviously there must be a saboteur aboard. Some say it must be the ship's cook, but on the other hand he was affected worse than most others. (See Am. 8, Am. 10; Am. 12, Am. 15.)

What This Means: This should prevent more disease, but the saboteur can be a real menace and must be found urgently.

What the PCs Can Do: The PCs can get the fresh water and now they can hunt down the saboteur. If a PC is the saboteur he will have an interesting time in the next sleeps.

Ambrymont 12, AC 1018: Jennites Revise Plans for Conquest of Marlin.

Location: Town of Port Marlin, Province of Marlin, Republic of Esterhold, Nayce. SK

Description: The Jennites abandon their plan for a direct invasion of Marlin. Instead they divide their troops into bands of raiders and send them to harass the Alphasians of Marlin and the mercenaries from Veroth in the plains and woods. This forces many servants working in the fields toward the safety of Port Marlin itself. (See Jy. 16, Am. 1; Sb. 15, Ka. 3.)

What This Means: The Jennites have realized that a direct assault on Marlin is hopeless because the town is too well protected by the sea and escarpment, and there is too great a concentration of Alphasians there anyway. The mercenaries from Veroth don't exactly make the situation easier, either. However, if they use smaller groups of warriors, they can bypass the escarpment and attack the Alphasians in the plains and woods. It's not really war as much as it is skirmishes and harassment. In essence this has turned the fate of Marlin into one of determination, in the sense that it will go to whichever side is more willing to accept sacrifices to keep the land. The Alphasians can live here, but they will have to tolerate the harassment of the Jennites for now, whereas the Jennites can succeed only if they are willing to commit enough troops to wear the Alphasians down, which will require a lot more from the Jennites than from the Alphasians.

What the PCs Can Do: Whichever side the PCs are on, there should be good potential for skirmishes in the wilderness here.

Ambrymont 12, AC 1018: Junna's New Residence.

Location: Lake Deipan, Kingdom of Arogansa, Floating Continent of Alphasia, Alphasian Empire. HW

Description: Junna, the former Queen of Randel, establishes her new estates on Lake Deipan, close to the border with her homeland, Randel. She hires some commoners who had taken refuge in the area she covets, a small hill that juts out of the surrounding waters, and ousts the rest. (See Jy. 28, Jy. 17; Sb. 4.)

What This Means: No Arogansan aristocrats want to have estates by the new Lake Deipan, given the rather loathsome condition it is in (the smell, especially, greatly disturbs the nobles' delicate senses). Thus, Junna is free to pick the emplacement of her estate as she wishes, without contestation. What her plans are, so close to the border with her homeland, no one knows.

What the PCs Can Do: Junna will be looking for employees, not just servants to build and keep her estate clean, but also guards to patrol it, and probably henchmen to advance her agenda—whatever that is.

Ambrymont 12, AC 1018: The Big Banquet Arrives in Puerto Morillos.

Location: Town of Puerto Morillos, Merry Pirates Seas. HW

Description: Merryweather's The Big Banquet enters the harbor of Puerto Morillos as the first ship. The whereabouts of the Cyclone become a matter of discussion among the Merry Pirates in Puerto Morillos. (See Am. 10, Am. 11; Am. 15, Am. 17.)

What This Means: The trick has worked, whoever has worked it out. The advantage of The Big Banquet has become quite great.

What the PCs Can Do: Now Merryweather's men aboard the Cyclone should try to hinder the ship.

Ambrymont 13, AC 1018: A Tour of the Kingdom.

See foldout map.

Location: City of Tulear, Kingdom of Manakara, Isle of Cestia. **DV**

Description: After a journey through the jungles of eastern Manakara, the Thyatian delegation is brought to the city of Tulear, and without delay is brought before King Mananjary II, who, through the aid of an Alphatian-speaking translator, welcomes his guests formally to Manakara, and expresses a hope that friendly relations might be established with the Empire of Thyatis. Julius Ambrosius, as head of the Thyatian delegation, thanks the king for his warm welcome, and for the hospitality shown to his people thus far. The king then invites Julius and his associates to a formal dinner, after which he and his party will be allowed to wander throughout Manakara, so as to become more familiar with its wonders. Knowing full well that this is an opportunity to acquire considerable information about this part of the world, Julius accepts. (See Am. 5, Am. 8.)

What This Means: Although the king is interested in the Thyatians, and he will spend a great deal of time conversing with Julius this evening over dinner, he is not totally certain of their intentions. Thus, while the Thyatians are exploring Manakara, some of their guides will be spies instructed to watch the foreigners closely, to determine what their true intent might be. For the Thyatians, this presents an unprecedented opportunity to learn about Manakara and its people, as well as to forge ties with the nation. Word will be sent to the other Thyatians in Mahajanga of this development, and they will be instructed to explore as much as they can of that region. Given the sheer amount of information to be gained, the expedition members will be busy into the new year.

What the PCs Can Do: Assuming that the PCs were part of the Thyatian delegation, they will have an opportunity to explore Manakara thoroughly, helping Julius collect information about this mysterious kingdom, as well as protect him from various threats. DMs are encouraged to come up with a number of one-off scenarios that are challenging and surprising; alternatively, the PCs could experience a number of encounters with the natives that only underscore how foreign a place this happens to be.

Ambrymont 14, AC 1018: The Merciless Harshness of Truth.

Location: Countryside, Esterhold Peninsula. **SK**

Description: Having faced the consequences of their actions and heard of their deeds on many occasions, Talin and his allies are forced to acknowledge that the atrocities committed by the Jennite side of the war are done by the tribe of Maltaen, the chieftain who follows the extremist philosophy known as the True Way. They are also forced to realize that what they do to the Alphatians and their allies is worse than anything the Alphatians ever did to the Jennites in the war, except for what has been done by the notorious Crimson Avengers, whose actions are somewhat limited since they are only

one group whereas Maltaen commands an entire tribe of many warriors. (See Am. 9, Am. 10; Sb. 2, Sb. 12.)

What This Means: Talin finds that there is actually a limit to what he feels should be inflicted upon the Alphatians. He has been denying it for a long time, but he is eventually forced to listen to his own conscience. After all, the Jennites aren't as evil as the Alphatians, so this shouldn't be happening! Eventually he will seek out Maltaen to discuss the matter and try to convince him to end his campaign of horror.

What the PCs Can Do: Jennite PCs could be with Talin when he makes his decision.

Ambrymont 14, AC 1018: The Harvest of Fury.

Location: Estate of Lord Beremtöl, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **WW**

Description: The discontent Lord Beremtöl, currently ostracized from Ailpon by King Qinn of Arkan, is paid a visit by some people from Ambur who bring him some interesting news. It soon becomes obvious to him that his recent dispute with King Qinn and the general despair in the Ailpon region has not gone unnoticed when the visitors from Ambur question him about how he feels about King Qinn and the current situation in Arkan. When he admits that Qinn is a problem in his opinion, they make an interesting proposition to him. If they can get rid of Qinn, things can return to normal if he is willing to accept that the Ailpon and all the rimward regions of Arkan become part of Ambur. Beremtöl knows well that he is the major aristocrat in the regions around Ailpon and that most will probably do as he does, but there are certain concerns that must first be addressed. Mostly, King Qinn will have to be deposed and there are also concerns of how Foresthome and the Stonewall invaders will respond. When the visitors from Ambur tell him not to worry about that, since they will take care of those matters, Beremtöl becomes quite interested in their suggestions. (See Fe. 20, Am. 4; Sb. 17, Sb. 23.)

What This Means: Obviously Ambur has an ace up its sleeve, but the truth is far shadier than Beremtöl suspects. When Ambur made its agreement with Stonewall to withdraw from the Arkan war, it included an important covenant. Ambur wanted to capture the rimward parts of Arkan, including Ailpon, for themselves, so they agreed to let Stonewall take the rest of coreward areas of Arkan and grant them certain future trade rights. Stonewall accepted that for two reasons: first because the coreward regions have a lot of farmland which is what they came for, and second because they knew Ambur was interested in the rimward regions because they insisted on not being surrounded by land occupied by Stonewall, a demand that was clear to the point that Ambur wouldn't withdraw from the war if Stonewall did not allow that. For Stonewall it wasn't a major problem. The coreward regions formed the vast majority of Arkan, including lots of farmland. The rimward regions has some farmland too, but is still only a relatively small area, and it would have been difficult for Stonewall to conquer anyway since it could be attacked only across Crystal Lake. And because Ambur is also a densely populated kingdom, Stonewall preferred giving Ambur those regions rather than face the army they could potentially mount from their sizeable population.

The result is that, once Foresthome withdrew and Stonewall and Ambur negotiated, they divided all of Arkan's remaining land up among them—the rimward regions to Ambur and the remaining coreward regions to Stonewall. Arkan didn't know, but from that point on, its fate had already been decided by a

few lines on a map during secret meetings between Stonewall and Amburese negotiators. So Ambur can quietly proceed with their plans to take the rimward areas, secure in the knowledge that Stonewall will do nothing about it. Foresthome is unlikely to do anything, since it would violate its treaty with Stonewall.

What the PCs Can Do: PCs spying for Arkan can begin to discover the rather shady agreements that have been going on between Ambur and Stonewall. Beremtöl might suspect—and want confirmation of—the existence of such agreements, but he cannot afford to explore the matter because the chance that King Qinn will catch wind of it is too great. PCs from Ambur might be Beremtöl's visitors, though.

Third Week

Ambyrmont 15, AC 1018: The Games of Protius.

Location: City of Baraga, Merry Pirate Seas. **HW**

Description: This annual Merry Pirate event begins this sleep, and will last for the next thirteen. The games will have competitions in swordplay, archery, boxing, wrestling, swimming, sailing and rowing competitions, drinking contests, and other piratical and nautical events. This circle, the attendance is higher than normal, for both participants and spectators, as the much-hyped race between rival captains Merryweather and Sabiola is due to finish in Baraga sometime during the festivities. Throughout the games there will be revelry, merrymaking, and other debauchery, taking place in the taverns, streets, and docks of Baraga. (See Pa. 14, Am. 12; Am. 17, Am. 26.)

What This Means: The Games of Protius are an annual Merry Pirate event where the highly competitive pirates can try to outdo each other in various contests and earn bragging rights for the next circle. Prizes, some of substantial worth (monetary, or even magical) are awarded to the winners of each event. During the games, the normally festive Merry Pirates take their merrymaking to the extremes of over-indulgence.

What the PCs Can Do: Take part in the games, although competition will be stiff, as the very best in the seas usually are in attendance.

Ambyrmont 15, AC 1018: Dwarves Demand Passage.

Location: City of Norrvik, Kingdom of Vestland. **OW**

Description: King Bergthor Haraldson faces the dwarven force from Rockhome. The dwarves demand passage to Soderfjord, and remind King Bergthor of their previous alliances. Bergthor ends up agreeing to escort the dwarves through Vestland. (See Fy. 16, Am. 10; Sv. 2, Sv. 5.)

What This Means: Though King Bergthor isn't thrilled about letting a dwarven force through his lands, he realizes that it would jeopardize his relationship with Rockhome if he stopped them. But he assigns a small force to keep an eye on them during their stay in Vestland.

Ambyrmont 16, AC 1018: An Interesting Discovery.

Location: City of Matobe, Province of Bedl, Empire of Tangor. **SK**

Description: Two farmers from the surroundings of the city of Matobe bring a giant egg, seemingly of a reptilian creature, to the Animal Lore University located in the city. Here, the students and teachers of the school begin to study it. The first conclusion to which they come is that it is not a dragon egg, nor the egg of normal animals of the region. Moreover, it is fossilized and must be centuries old, if not more.

What This Means: The egg is in fact a stegosaurus egg, which remained here for millions of years, as dinosaurs have been extinct in this part of Mystara for a long time.

Ambrymont 17, AC 1018: Treasures of Our Past.

Location: Town of Threshold, Kingdom of Karamaikos. **OW**

Description: After the recent attack on Threshold by bugbears, professor Igor Grygorovich from the School of Magecraft shows up to study the remains of the terrible bronze warrior that caused such havoc in the town. Igor is a renowned historian, who has spent his entire life studying ancient Traladaran artifacts. He is amazed by the design of the bronze golem, calling this a major discovery. He insists that he be taken to the bugbears' territory, so that he can search for any other such artifacts that may be waiting there. (See Fe. 4, Am. 2.)

What This Means: Igor is a powerful mage, but a scholarly one, who has taught Traladaran magic and enchantment techniques at the School of Magecraft for the past seven years. He is the reigning authority on Traladaran history, but is very out of touch with current events. In his youth he trekked all across Karamaikos (or Traladara, as he likes to call it), but now in his late 60s he is getting a bit old for this sort of venture, though he is still enthusiastic enough.

What the PCs Can Do: Escort Igor into hostile bugbear territory, help him recover artifacts and protect him from dangers. Igor is actually quite a competent mage, so it may be him that ends up saving them. His spells are often unexpected variations, which he has learned from restoring ancient Traladar texts. While Igor has terrible social skills, they have improved during the years teaching at the School of Magecraft. He still talks of little but ancient Traladara, which he is happy to discuss at great length.

Ambrymont 17, AC 1018: Arrival in Kota-Jayang.

Location: Town of Kota-Jayang, Merry Pirates Seas. **WW**

Description: The Big Banquet is still leading. In fact the Cyclone has not yet reached Puerto Morillos. Of course nobody knows it in Kota-Jayang. Despite this ignorance there is an incident which must have been initiated by friends of the red-bearded captain: the quartermaster of The Big Banquet is ambushed in the harbor. He and the accompanying sailors have to endure a big brawl against a superior gang. After all fighters are exhausted everybody is arrested by the guardsmen of Kota-Jayang.

Captain Merryweather has to pay a high sum if he is to get his men free. Angrily he does it and leaves the harbor. (See Am. 12, Am. 15; Am. 17, Am. 18.)

What This Means: Indeed this was a planned action to delay the him. Although such a brawl is not seen as a serious crime in the Merry Pirates' culture, it is quite normal that the local authorities, if the various gangs in the service of the pirate kings can be called so, arrest everybody. Those guardians—the so-called “enforcers”—became active only after the fight had ended! The other participants of the brawl will be released a few sleeps later, but of course Captain Merryweather cannot wait. That his men are released after paying “bail” is quite normal, too. And, of course, Merryweather will not see this money again, because the local enforcers are pirates like everybody else. They are not above selling captives to captains looking for sailors, and they collect “tolls”, “bails” and “fees” for their pirate king. Usually they consist of stranded captains with some of their crews, disabled sailors, and those rare inhabitants who do not like the sea.

What the PCs Can Do: They can have a lot of fun in a good old-fashioned street brawl. Should they use deadly weapons they will get into real trouble, of course.

Ambrymont 17, AC 1018: Cyclone Arrives in Puerto Morillos.

Location: Town of Puerto Morillos, Merry Pirates Seas. **HW**

Description: Finally Barbarossa made his way to Puerto Morillos. The advantage of his rival is so big that he has no chance to win. Nevertheless he continues the race. (See Am. 15, Am. 17; Am. 18, Am. 21.)

What This Means: Indeed the race seems to be decided but Sabiola would not be Sabiola if he simply gave up. The race is over when the race is over.

Ambrymont 18, AC 1018: Intruder Alert!

Location: A beach outside Town of Filtot, Honor Island, Kingdom of Jerendi. **OW**

Description: A group of wizards on their nightly patrol is quite surprised to see a group of intruders standing in the water near a beach outside the town of Filtot. Most surprising, they make no attempt to avoid detection whatsoever. When they move toward the intruders to arrest them for trespassing, one of them pulls out a piece of paper from under his clothes. Expecting this person to be a spellcaster about to use a scroll, the wizards cast a few protection spells, but when no attack comes, they move warily toward the intruder who merely holds out the piece of paper. Once they are close enough, he merely says, “Please bring this to your superiors.” The wizard guards are rather surprised. (See Fy. 10, Am. 7; Am. 28, Sv. 1.)

What This Means: These adventurers were hired by Millington Donaday to bring a letter to the authorities on Honor Island. Since they are unwilling to listen to his arguments, he sees this as the only way to get their attention. The wizard guards will certainly take the letter to their superiors, who will then have to ponder what to do about this troublesome and persistent diplomat.

What the PCs Can Do: The PCs are ideal candidates for this mission. However, note that the adventurers never actually set foot on the island. They were specifically ordered by Millington not to do so, because Millington can then later claim that nobody entered the island without permission—the seas are neutral territory. This event ends in an undetermined fashion because of this. The “intruders” could be captured or escape depending on the DM’s wishes or how the players perform their actions, as Millington merely wanted them to deliver the letter and then return home, and he pointed out very clearly that the group was to take no hostile action against the Honor Islanders, not even if they were attacked!

Ambrymont 18, AC 1018: Terari’s Charge.

Location: City of Ionace, Ionace Island, Nayce. **AS**

Description: As she promised to Queen Asteriela, Galatia meets her former teacher Master Terari. The old wizard scrutinizes with a half smile the face of her former student, but Galatia can decipher little more than mild amusement from that wrinkled face. After letting him question her—as courtesy dictates—about her life since the end of her tutelage to him, and whether she made good use of his

teachings (all asked with that amused smile still on), the opportunity comes for Galatia to ask her mentor about the reason of his return from Karamaikos, where she says she thought he was living as the headmaster of the local school of magic. Terari does not seem surprised by the question, as he still displays that amused, benevolent-looking but unreadable smile. He simply answers that his task in Karamaikos is over, so he came home to resume his prior charge. Letting it at that, he cites that he has other engagements that he must attend to, and bids her farewell. (See Fy. 14, Fy. 26; Am. 19, Am. 21.)

What This Means: Terari is well aware of the renewed friendship between Asteriela and Galatia, so he knows exactly what the meeting is truly all about. He even knows of the meeting between Asteriela, Galatia, and Amanaras. Since he suspects Galatia suspects his true identity both from years spent at the court with his two main identities and from the conspiracy they participated in to free the Glantrians wrongly accused of Torenal's death in AC 1004, he lets clues pass to Asteriela by way of Galatia, of whom is he rather fond, yet without revealing much about his plans. Since Terari didn't come back to take a charge of teacher in Aeria or elsewhere, Galatia comes to the only other possible conclusion: Terari was hinting at his other charge, which means that Tylion is back into politics!

Ambrymont 18, AC 1018: An Accident on The Big Banquet.

Location: Open sea south of Town of Kota-Jayang, Merry Pirates Seas. **HW**

Description: A block from the rigging of The Big Banquet comes down and hits Fanalir Meditor on the head. He suffers heavy injuries. Although he does not die the first mate is neutralized for the moment. Captain Merryweather now has to command his ship on his own. The crewmen become nervous and start talking about an act of sabotage. (See Am. 17, Am. 17; Am. 21, Am. 24.)

What This Means: This event is a really big strike for the ambitions of Theodor Merryweather. Although he ignores it, usually his own role is limited to making strategic plans and keeping high the morale of the crew. All the daily commanding work has been done by Fanalir during all those circles. Whether it was a true accident or sabotage is to be checked.

What the PCs Can Do: PCs hired on by Captain Sabiola could be the ones behind the accident. Crewmen PCs could try to find out the truth behind it or they could take over the responsibility for the ship.

Ambrymont 19, AC 1018: Master Terari in Aquas.

Location: City of Seashield, Kingdom of Aquas, Nayce. **AS**

Description: Looking further into the matter of the Phylactery of Agmas, Terari has come to find clues in the Zyndryl University in Aquas. Here he is able to find references which convince him that the Phylactery of Agmas is indeed an artifact of Entropy, but it is actually a forbidden tome about undead lore and secrets and not at all connected with the "phylactery" often associated with liches—the name is a misnomer. (See Fy. 26, Am. 18; Am. 21.)

What This Means: As Terari, Tylion is exploring this artifact because he deems it to be part of his quest for Immortality in the Sphere of Thought on the path of the Epic Hero. One quest on that path is to destroy an artifact of Entropy, and the Phylactery of Agmas just might be it. Still, finding more clues to this dark text will take time, and Terari has other projects to look into.

What the PCs Can Do: Though Terari will go on quests to confirm his suspicions, he is unlikely to take others along with him unless he considers them experienced enough to survive. As powerful as he is, he probably doesn't need much aid anyway. Then again, he might very well send PCs to explore loose rumors he hears. After all, the good Terari is a busy man.

Ambrymont 20, AC 1018: Vision in the Ring.

Location: Village of Ringrise, Shire of Highshire, Five Shires. **OW**

Description: The gold dragon Azem is spotted in the early morning hours digging in the middle of the standing stones of Ringrise. Shortly after dawn, she flies off, and eyewitnesses believe she is carrying something as she departs. An investigation by krontar and the Sheriff of Highshire fails to reveal what the dragon removed from the site, which is later filled and repaired by order of the sheriff. (See Th. 6, Fl. 13; Ka. 26.)

What This Means: The origin and meaning of the circle of standing stones has long been a mystery in the Five Shires. While its connection to Azem is just as great of a mystery, the use of powerful magics will reveal that Azem has retrieved a key she had hidden there, centuries ago.

Ambrymont 20, AC 1018: The Pezchamenid Conspiracy.

Location: City of Darsagades, Pezchamenid Empire. **WB**

Description: The young 25 year old Shah-an-Shah Zhoher, supreme ruler of the sprawling and cosmopolitan Pezchamenid Empire (situated on the northern part of the Arm of the Immortals Peninsula, south of Zuyeb), is walking through his palace grounds alone early this morning when he is set upon by a single green-garbed assassin. After a short struggle the assassin garrotes the shah-an-shah and makes his escape over the palace wall. When the palace guards discover Zhoher's body all hell breaks loose as they start frantically searching for the killers. After some hours they discover a bloodstained garrote under the pillow of Zhoher's chief vizier, and an ochre badge (sign of the Vasi rebels—a group that have been fighting the shah-an-shah's rule in the northern mountains) in the bedroom of the captain of the guard. Both are arrested and taken for trial despite their protests of innocence. (See Sv. 6.)

What This Means: The Emerald Fire Warriors, a sect of assassins dedicated to the Immortals of chaos in Pezchamenid territory, have carried out the assassination of Zhoher. They calculated that this will help bring about chaos within that realm, as happened when Zhoher's father was assassinated by Zuyeban agents 21 years ago while on a hunting expedition. To further their conspiracy they have planted evidence against various innocent palace insiders to cause additional chaos.

Ambrymont 21, AC 1018: Political Terari.

Location: City of Helskir, Exarchate/Kingdom of Heldun, Thyatian Empire and Nayce, Isle of Dawn. **SD**

Description: Galatia reports to Asteriela about her meeting with Terari. Though she doesn't tell about her suspicions about Terari's true identity, she does tell about what she concluded from that assumption, i.e. she thinks Terari wants to become involved into the politics of Nayce. Galatia insists that Terari may be of help in passing the reforms that Asteriela believes Nayce needs, though she also

cautions the queen that Terari's goals and methods may differ from hers. (See Jy. 26, Am. 18; Sv. 9, Ei. 14.)

What This Means: Galatia isn't sure what exactly Terari's goals are. She believes he is back into politics, but for what end? Reforming Nayce? Becoming emperor (which is his former charge)? Something else entirely?

Ambrymont 21, AC 1018: Cyclone Arrives in Kota-Jayang.

Location: Town of Kota-Jayang, Merry Pirates Seas. **HW**

Description: The Cyclone has made a quick passage. The stay in Kota-Jayang is short and uneventful. (See Am. 17, Am. 18; Am. 24, Am. 26.)

What This Means: The Merry Pirates in Kota-Jayang do not believe that Barbarossa still has a chance. So nobody does anything special.

Fourth Week

Ambrymont 22, AC 1018: Talin and Maltaen Meet.

Location: Countryside near Ruins of Anchorage, Esterhold Peninsula. **SK**

Description: Talin's travels have taken him to see Maltaen himself. He voices some concerns over what he has seen and wonders if Maltaen knows about the crimes he mentions. Maltaen doesn't deny anything and openly admits that he urged his people to destroy the Alphatian monsters by any means necessary. In fact, he is proud of what they have done!

When Talin states that Jennites shouldn't commit the sort of horrible acts on others that Alphatians do, Maltaen calmly tells him that he should be a little careful with his comments and that, as a friend, he would advise him that if their people heard him speak like this, there are those among the Jennites allies who might see him as a traitor just like his brother Kalin, corrupted by Alphatians and beyond redemption, in which case his life could be endangered. (See *Fy.* 12, *Fy.* 23; *Am.* 27, *Sb.* 6.)

What This Means: Naturally, this is an ill-hidden threat by Maltaen that if Talin voices criticism of him, he will use the fact that Talin's brother has sided with the hated Alphatians against him. Obviously this could also endanger the alliance between the rebels and the free Jennites, especially since Talin is a major rebel leader and Maltaen one of the most aggressive Jennite chieftains in favor of war with the Alphatians.

What the PCs Can Do: The PCs could participate as advisors for Talin or Maltaen, in which case the DM should try to make them aware of the veiled threats Maltaen makes. They should remain calm, though, because both leaders are very dedicated to their views, particularly if they are with Talin since Maltaen is quite willing to make good his threat if Talin or his friends voice their criticism too strongly. There would be no fighting during the actual encounter, though, and PCs with the Alphatians won't be involved.

Ambrymont 22, AC 1018: Stonewall Takes Warzazath.

Location: Town of Warzazath, Kingdom of Haven, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: As Stonewall continues its march, it finally reaches the first settlement of any real significance, Warzazath. The town is better prepared than most due to Stonewall's recent maneuvers in Haven, but once the defenders prepare themselves, they discover the town gates have been sabotaged. Before they can react, Stonewall forces rush into the town itself, and the town leaders have no option but to surrender to avoid a hopelessly bloody battle.

News quickly spreads to the southern regions of Haven. Many, including Queen Kryndylva are both surprised and horrified by the actions of Stonewall and the swiftness with which the enemy troops have swept across Havenite soil. (See *Fy.* 19, *Am.* 9; *Sb.* 2, *Sb.* 6.)

What This Means: Stonewall has kept up its stride and not lost momentum, and naturally the sabotage is due to the efforts of its "second front" inside Haven. Fear is spreading in Haven because,

while Stonewall captured villages in the north, this is first real town that has fallen to the invaders, and it was taken with unsettling ease.

What the PCs Can Do: The PCs could fight on either side. If they are with Haven, they might slow down Stonewall's troops enough to allow a few more people to escape before the town is captured. They are likely to be captured or killed themselves, though. Stonewall PCs can be on the front lines of the battle, or they can be the infiltrators who sabotage the town gates.

Ambrymont 23, AC 1018: "I Pledge My Allegiance..."

Location: Camp of Chagon-Nah, Ethengar Khanates. *OW*

Description: A group of Bortaks present themselves at the court of Manghai, Khan of the Murkits. Led by their dakan, Essen (a dakan leads a dagam of 100 warriors), they forswear their allegiance to Batu Khan and offer to ally themselves with the Murkits. In exchange, they request that Manghai recognize Essen as the new Khan of the Bortaks. Manghai agrees. (See Pa. 5, Kl. 8; Ci. 15, Ci. 16.)

What This Means: Not all of the Bortak leaders agree with Batu's rulership, but they remain loyal out of tradition. Sensing his tribe's imminent defeat, Essen, a cousin of Batu, is seeking an opportunity to further his own ambitions by allying with Manghai. Whether Manghai will keep his pledge is unknown.

Ambrymont 23, AC 1018: More Tranquil Resolution.

Location: Barony of Dikhoff, Tranquil Coast. *NW*

Description: While most of Fergus's troops have withdrawn to Sonnenfeld, and the Dikhoffians have retreated to the safety of the Tranquil Swamp, the Serenics attack their former allies from Swordcoast, under the uncomprehending eyes of the mercenaries from Dag and Dool.

The battles take place in Dikhoff, though both forces move toward Serenity. Mercenaries from Dag and Dool finally return to their respective dominions. (See Jy. 12, Am. 2.)

What This Means: The new political situation, unclear as it is, has caused the dissolution of the Thyatian-sponsored alliance. The Tranquil Coast is, again, embroiled in war, much to the dismay of the Thyatians who hoped to easily secure the zone. The Thyatians are hesitant as to how to deal with the new situation, and thus prefer to take a step back and wait to see how things evolve, and concentrate their efforts on the more important city of Oceansend for now.

What the PCs Can Do: Although the Thyatians back off for the time being, certainly they will keep an eye on things, and maybe have agents in place ready to move when an opportunity arises.

Ambrymont 24, AC 1018: The Big Banquet Gone Astray.

Location: Open sea south of Town of Kota-Jayang, Merry Pirates Seas. *NW*

Description: Worried crewmen sneak into the ill Fanalir Meditor's cabin. The Big Banquet has made slow progress since the accident, and now they fear that the ship is on the wrong course. The first mate is their last hope and, despite his bad health, he is able to make some computations. The ship has

gone astray indeed, and the crewmen come to terms to ignore the captain's calculations thereafter. Unfortunately, Fanalir falls into a coma-like sleep due to the effort of computing a new course. (See Am. 18, Am. 21; Am. 26.)

What This Means: Captain Merryweather has proven that he probably is the worst seaman in the Merry Pirates Seas. Due to his bad calculations and his sloppy command The Big Banquet has lost a lot of time. The Cyclone is quite near now, and Barbarossa and his men have a real chance now.

What the PCs Can Do: Most likely the PCs are the crewmen who have decided to ask the first mate. They have to be careful though, as no captain likes a crew who does not obey his orders. Some even might call this mutiny. Should there be a PC aboard working for Barbarossa he might try to inform Merryweather about this "mutiny."

Ambrymont 25, AC 1018: Bensarian Informed of Oakwall Siege.

Location: Royal Citadel, City of Wendar, Kingdom of Wendar. *OW*

Description: Messengers from Oakwall arrive in Wendar City and gain an audience with Bensarian. They inform him of the situation in Oakwall and request immediate assistance. After careful deliberation, Bensarian orders units of the royal army to Oakwall to break the siege. (See Fy. 7, Am. 2; Sv. 23, Ci. 9.)

What This Means: Bensarian is torn between investigating the mysteries of the Baamor Woods and breaking the siege of Oakwall. Unable to leave the citadel in Wendar City for fear of assassination, he sends as many troops as can be spared to help Oakwall. The realm is now thinly defended and Bensarian is relying heavily on his agents to keep him informed of developments in the west.

Ambrymont 26, AC 1018: Final Clash before Baraga.

Location: Sound of Baraga, Merry Pirates Seas. *HW*

Description: The pirates who are celebrating the Games of Protius in Baraga have become uneasy as neither of the two ships participating in the race around the islands has arrived yet. Of course, as experienced seamen they know that there can be a lot of reasons for this delay.

Now the waiting comes to an end. Captain Merryweather is the first to steer his ship into the Sound of Baraga, but his ship is impossibly slow—it is strangely unlike the skilled Fanalir Meditor to sail this slowly. Unfortunately, and unknown to the onlookers, his injuries still does not permit him to supervise the crew. So inevitably it happens that the Cyclone has caught up with The Big Banquet. The crew of The Big Banquet watches in dismay as the distance separating the two ships shrinks alarmingly. Merryweather loses his nerve and commands all hands to battle stations. As soon as the Cyclone is within firing range, he gives the order to open fire. Barbarossa is prepared and more than willing to exchange some shots with his old rival. For over one hour both captains try to outmaneuver each other but after a short time it become clear to neutral observers that Merryweather is no match for Sabiola. The Big Banquet is hit hard several times, while the Cyclone goes along nearly untouched. The fight ends after the Cyclone has literally shot The Big Banquet to pieces. Standing on his quarterdeck Captain Luciano Sabiola watches the sinking of his old rival, apparently emotionless while his crew is cheering over their victory. When the survivors of The Big Banquet—including Theodor

Merryweather and Fanalir Meditor—are saved by some observing ships, Barbarossa gives the order to steer into the harbor. Finally the Cyclone is docked at the jetty. The crowd cheers loudly for the winner, and the observers swear that they have seen Sabiola smiling and waving his hands while leaving his ship. (See Am. 21, Am. 24.)

What This Means: The race is over for this circle, and Sabiola had his revenge. For now it is doubtful that there will be another race next circle. Sabiola is content but perhaps Merryweather will seek revenge next time, though, so who knows.

What the PCs Can Do: Like last circle this day is a party for all the inhabitants of Baraga, and, again, the disappointed sailors might want to seek personal revenge against the crewmen of the winning ship. But of course this is an absolutely normal event in the Merry Pirates Seas.

Ambrymont 27, AC 1018: Metallic Dragon in Aalban!

Location: Village of Graez, Principality of Aalban, Principalities of Glantri. **OW**

Description: The villagers of Graez are shocked to find a black dragon along the hills outside their small village. Unlike other dragons sighted before (and there have been many seen flying from the Wendarian Ranges in the north), this large, oddly-shaped dragon seems to be made of black metallic scales, and is lumbering awkwardly about, screeching and hissing spouts of acrid smoke.

The Aalbanese authorities soon discover what the truth of the matter when Herr Sigmund von Drachenfels, the son and heir of Prinz Jaggar of Aalban and a crackpot wizard-inventor, emerges from somewhere along the back of the creature and ensures that “Old Dolores” is perfectly under his control. Relieved, the townsfolk of Graez come out in droves to come see the curiosity, with children merrily running around it and asking Herr Sigmund for a ride on his “iron dragon.” The carnival mood is however suddenly broken when Old Dolores accidentally knocks down a nearby brewery.

No one is hurt and the cost of the damage is covered by Drachenfels’s coffers. (See Kl. 15; Ci. 2, Ka. 2.)

What This Means: Old Dolores is nothing more than one of Herr Sigmund’s magical inventions, a mechanical drollem (dragon golem), made of steel and iron, run by cranks, shafts, and levers, and powered by magically-conjured fire and steam. Herr Sigmund chose to test-run his contraption outside of the more populated Aalbanese capital of Leenz to avoid potential accidents. Not surprisingly, he named the machine after his father’s former lover, Princess Dolores Hillsbury (who is, ironically, the night dragon Synn in disguise), whom he never liked.

What the PCs Can Do: Old Dolores herself could be a potential springboard for plots involving a mix of magic and quasi-technology. Gnomish PCs and other characters who like to tinker could find Old Dolores quite interesting.

Ambrymont 27, AC 1018: The Enemy Within.

Location: Camp of the Jennite chieftains, Esterhold Peninsula. **SK**

Description: Since Maltaen’s hidden threats, Talin has been fighting with his conscience whether to oppose the True Way and so risk destroying the Jennite alliance. However, when he sees yet more evidence of the deeds of Maltaen’s tribe, there really isn’t much choice left for him. He calls a meeting

between the major chieftains and tries to convince them of his views, particularly Lotam, the chieftain of one of the strongest and most influential tribes.

He openly accuses Maltaen and his tribe of acting in savage ways which are just as bad, if not worse, than what the enemy would do. Maltaen responds by calling Talin a traitor to their cause since an internal conflict like this will weaken them. He then demands to have him executed.

The various Jennite leaders are uncertain, but by pointing out that Talin's brother is fighting strongly for the Alphasians, Maltaen eventually succeeds in convincing most that Talin is at least under suspicion, and they decide to have Talin arrested for now, under suspicion of treason.

Merely having Talin captured is not enough for Maltaen, though, so he begins to plan having Talin killed before the rest of the united Jennites, particularly Lotam, can decide what to make of Talin's criticism. Toward this end, he begins to arrange Talin's "escape" so that he can be "killed while attempting escape." (See Fy. 23, Am. 22; Sb. 6, Sb. 12.)

What This Means: Talin's conscience forced him to speak out, but Maltaen was able to cleverly manipulate the circumstances in his favor since Talin isn't much of a politician. Tribal politics may be crude among the free Jennites, but it doesn't mean they are stupid, and Maltaen knew just what they were most likely to respond to.

Maltaen is not just playing politics, though. He truly believes in what he preaches, and if Talin speaks out against it, it can only mean that, sad as it is, he has finally fallen victim to the Alphasian madness of magic, just as his brother Kalin did before him. It's unfortunate, but rabid dogs cannot be cured and must be put down before they pass on their infection.

However, due to the uncertainty of some chieftains, especially Lotam, the strongest chieftain of the free Jennites, they remain unconvinced of Talin's treachery. This really just suggests that they tend to agree with Talin but are unwilling to accept his accusations without evidence. Naturally Maltaen realizes this, so he can scarcely afford to await the outcome of the tribes' judgment. So he plans Talin's death, thinking that once he is gone, nobody will be worrying about his insane comments since he is already dead and following up on his position would only hurt the Jennite alliance. Then Maltaen will have succeeded in stopping his "contagion" from spreading. And if Talin is killed while attempting escape, that will really just prove that Maltaen was right about him.

What the PCs Can Do: This is a major event of the war, but since the plot demands Talin's capture, the DM should set it up so he makes it in a meeting with the other Jennite leaders without advisors. That way, the PCs won't be there to be captured with him, even if they are in the camp. However, soon after, Jennite guards will come to arrest them and Grath as allies of Talin, at which point they should fight their way to avoid capture. Once they are free, they should consider their options, and decide to rescue Talin. However, Grath will remind them that since they fled, their Jennite allies, rebels and free Jennites alike, will most likely consider them fugitives, and as such it will be difficult to find Talin. After a while, unless the PCs think of it themselves, Grath will suggest they arrange to talk with Kalin, Talin's brother. He should be able to help them find Talin and free him, even if he is on the Alphasians' side. If the PCs are reluctant, Grath will even offer to meet Kalin himself, explaining that he was the only one to stay calm at the failed meeting during the brief truce at Skyfyr. He will ask only that the PCs bring him close to Skyfyr.

Ambrymont 28, AC 1018: A Bit of an International Incident.

Location: City of Jerendi, Jerendi Island, Kingdom of Jerendi. *OW*

Description: A wizard named Firdon from Honor Island arrives in the city of Jerendi on a matter of some importance. He gains admittance to see King Reston and tells him his business: A Darokinian diplomat named Millington Vonaday has hired spies to go to Honor Island on his behalf. These intruders were caught in the act and Millington's involvement was then discovered. Firdon tells the king that this is not acceptable behavior and that something must be done. King Reston is rather furious and sends for Millington immediately. (See Am. 7, Am. 18; Sb. 1, Sb. 2.)

What This Means: Millington did indeed hire people to spy on Honor Island for him, although he merely had them bring the Honor Islanders a message. If the Honor Islanders wouldn't even listen to him, then that's what they get for their arrogance in his opinion. Still, he did not expect the Honor Islanders to be unreasonable about it. If they are, it could cause friction between Darokin and Jerendi, and because Reston is from Darokin, he could also be hurt by it. Obviously, this does not make Reston think kindly of Millington.

What the PCs Can Do: Unless the PCs are the "intruders" Millington sent to Honor Island, they are unlikely to be involved. If they are, and they were caught, they can hope to avoid an unpleasant punishment (though not deadly) only if they confess everything they know and reveal their association with Millington. Otherwise they might be teleported far away to some unfunny place (a mountaintop, a desert island, or a cave in the middle of the underground shadowwelf lands are all likely destinations) and further punished with a geas which prompts them not to come back to Honor Island.

However, Millington might also hire the PCs to protect him in case his spies disappear on Honor Island, as he might fear retribution. In that case, the DM should definitely send an Honor Islander wizard or two to catch Millington. However, Millington will make it clear that nobody is to be harmed (since he still hopes to go to the island at some point), nor will the Honor Islanders use deadly force to get their way. Or the PCs could themselves be wizards from Honor Island ordered to catch Millington for some serious questioning. Note, however, that although these encounters are somewhat hostile, nobody involved seeks to harm anybody. In fact, all involved seek the exact opposite, except perhaps the PCs, in which case they could cause a lot of trouble.

EVENTS: SVIFTMONT

First Week

Swiftmont 1, AC 1018: Lone Beastly Dove.

Location: Great Forest of Geffron, Kingdom of Denagoth. *NW*

Description: The metamorphosis is now complete. Professor Dove awakens in the middle of the forest alone. All of his companions are either gone or are strewn around him, killed and maimed. He considers himself particularly lucky to have escaped with his life, but then realizes something odd about himself. Peering in a nearby pond, he understands what has happened to him and to the elves. He roars desperately and begins wandering aimlessly through the woods looking for food and trying to think clearly. (See Kl. 21, Fe. 1; Ci. 9, Ci. 27.)

What This Means: The victims of the high priestess's curse have all been turned into hideous beastmen. Some have killed their former brethren in their madness. Idris's secret now appears safe.

Swiftmont 1, AC 1018: A Tangled Web of Diplomacy.

Location: City of Jerendi, Island of Jerendi, Kingdom of Jerendi. *OW*

Description: Millington Vonaday is unceremoniously summoned to the court of King Reston in Jerendi Castle. He arrives to meet a rather enraged king who berates him for sending people to Honor Island when his request to go there has already been denied. Reston points out that, as a fellow Darokinian, this does not put him in a very comfortable position, and finally tells him that the Honor Islander envoy is furious! Millington apologizes and says that he certainly didn't intend to cause King Reston, or indeed anyone, any trouble whatsoever. However, he firmly denies that he sent people to the island—they never set foot on the island at all! King Reston rejects that argument as a technicality, but Millington asks if he can talk to the Honor Islander envoy himself. Reston is a little surprised, but makes arrangements for Millington to meet with Firdon, the Honor Islander envoy, the next day. (See Am. 18, Am. 28; Sb. 2, Sb. 3.)

What This Means: Millington's curiosity has put him in a lot of trouble. He certainly didn't consider that his actions might hurt Reston in some way, but he is willing to try and sort matters out himself. After all, he fully expected the Honor Islanders to respond somehow, since he sent people to the island to provoke just such a reaction. Still, his determination surprised Reston a little, as he fully expected Millington to try to hide behind the king. In fact, the furious Firdon has already asked to meet with this pestering diplomat who continues to defy Honor Island's desire for isolation.

What the PCs Can Do: If the PCs were hired by Millington and then caught on Honor Island, Firdon might bring them with him to support his claims against Millington. If wizards were sent to catch Millington and the PCs stopped them, then that would be another matter Firdon would take before King Reston.

Swiftmont 1, AC 1018: Pa-Thon Snaps Again.

Location: Town of Louknor, Delta Kingdom, Nithian Empire. **HW**

Description: When a hober-barge arrives with a smaller load of ore than usual, Pa-Thon lashes out at the crew, demanding that they all be brought before him. The nomarch declares them guilty of stealing from the royal mines and has them all sent back there to work as slaves. The slaves already on the barge are beaten severely, many by Pa-Thon himself. The nomarch then storms back to his chambers, twitching with rage. (See Pa. 18, Jy. 5; Ei. 10, Ka. 11.)

What This Means: Pa-Thon's atypical judgments and over-reactions to minor shortcomings have been continuing since the sentencing of Meketre, some fifty sleeps before. A close aid to the nomarch, Atenalam, is actually a potent priest of Kaniborus. Atenalam has been whispering hateful suggestions to Pa-Thon, which he has accepted as truth, making him increasingly paranoid and violent. Atenalam hopes to drive Pa-Thon to complete insanity, throwing Louknor into chaos. This is another aspect of the Tower of Soth's revival of the Cult of Kaniborus, which is also at work in other Nithian cities.

What the PCs Can Do: Astute PCs should discern that Pa-Thon has not been himself lately, and that something or someone is causing his radical behavioral shift. Atenalam will not direct attention to himself, and will try to dissuade over-investigative PCs by using the whisper ability to shift the blame to someone else, send them elsewhere, or to divide the party against itself. This is a good opportunity to send the PCs off to fight some threat in another region of Nithia, or even another Hollow World nation.

Swiftmont 1, AC 1018: Winter Solstice.

Location: Across the Principalities of Glantri. **OW**

Description: When the members of the Brotherhood of the Radiance make contact with each other on this night, they are immediately greeted by a strange voice coming from the Radiance itself! The voice of the Radiance can only be heard in their minds, feeding directly into their consciousness, and seems to be giving some form of instructions. Some of the brothers, fearful of this inexplicable turn of events, end the meeting abruptly. Others, like Prince Harald Haaskinz, the strongest ranking member at present and Grand Master of the Great School of Magic, stay on to investigate this radiant voice.

Eventually, the Radiance becomes silent again, and Prince Harald is left the rest of the night to ponder on what has happened. (See Jf. 1, Pa. 10; Ka. 2.)

What This Means: The Radiance has indeed showed signs of sentience and is now communicating directly, though mysteriously, to the Brotherhood of the Radiance. Prince Harald Haaskinz considers that this voice might be the Immortal Rad Himself, but he believes that it might actually be his old master and the discoverer of the Radiance, the legendary Etienne d'Ambreville! Of course, Harald does not know that Rad and Etienne are one and the same!

The prince-magicien has several times before disappeared for what seemed to be for good, only to return to whatever mysterious beyond he comes from. This time, however, Prince Harald suspects that Prince Etienne is in grave trouble and might need assistance, and is thus trying to contact the Brotherhood of the Radiance. He will feverishly investigate the Radiance and the true nature of the radiant voice over the next few weeks.

Swiftmont 2, AC 1018: Diplomacy at Work!

Location: City of Jerendi, Jerendi Island, Kingdom of Jerendi. *OW*

Description: Firdon, the envoy from Honor Island, meets with Millington Vonaday. He intends to verbally slap this impertinent upstart around for continually bothering Honor Island, and enters the room to meet Millington with a smile of glee on his face in anticipation of what is to come. He has heard of these people from Darokin and has gained a rather low opinion of them based on what he has heard, so he expects to have the upstart Darokinian on his knees or even groveling, perhaps crying, begging for mercy in ten minutes or so, and he can't wait to watch it. What he faces is not what he expected, however. Millington argues well and undermines most of Firdon's arguments. While there is no denying that Millington's actions were disrespectful of Honor Island's desire for isolation, he maintains the position that their refusal to even discuss the situation left him little choice and even forced his actions, and contrary to Firdon's claims, the people he hired certainly did not violate Honor Island, as they never set foot on the island. If the Honor Islanders had at least taken the time to consider Millington's arguments, they might have been able to find a solution to their mutual satisfaction. Since they merely refused all argument, he had little choice but to find a way to get them to talk to him. In doing so he was forced to ignore their wishes, for which he apologizes. He is merely curious about the place and meant no harm, and that was the purpose of his actions. No matter how much Firdon tries to undermine his position, Millington maintains that position and does it well. Worse, he continues to do it for hours on end! After nine hours of this, Firdon postpones their discussion until the next day, and leaves the room a bit uncertain of what actually happened. (See Am. 28, Sv. 1; Sv. 3, Sv. 13.)

What This Means: Firdon is no fool, but he failed to take into account that Millington is a skilled diplomat. As a skilled wizard, Firdon is a good debater and quite knowledgeable, but Millington is a full-scale diplomat, and he is quite capable of talking his way out of most situations, since that was what he was trained to do, and he is a master at debating. As such, he is both capable and willing to talk all opposition to death, and that's precisely what he did. His skills were indeed tested here, but Firdon didn't notice that and Millington caught him off guard by pointing out that the people he hired never set foot on Honor Island. As a wizard, Firdon is not used to that sort of tactical maneuvering, but to Millington it is a common ploy. As Firdon spends hours pondering what happened, Millington prepares himself for the next day by going to bed early.

What the PCs Can Do: It could be fun to have the PCs be assigned to aid Firdon in this debate, perhaps ordered to by King Reston who wants this matter settled peacefully and fears an outburst since he knows the Honor Islander wizards can be rather angry and, unlike Firdon, he knows the debating skills of the Darokinian diplomats quite well! In that case, Firdon will be furious after about fifteen minutes and the PCs must try to keep his temper from exploding (literally!) while arguing against Millington's points. That would be an adventure in itself, and for once one where the goal is to avoid any fight at all!

Swiftmont 2, AC 1018: Dwarves Ambushed.

Location: Near Town of Landersfjord, Kingdom of Vestland. *OW*

Description: While traveling the last stretch of land on their way to Soderfjord, the Rockhome army and its Vestland escorts are ambushed by giants, golems, and strange monsters. In a mighty

battle, the Rockhome dwarves prove victorious, but with a fair amount of losses. The Vestlanders are scattered. The dwarves decide to continue, expecting additional aid from King Ragnar. (See Am. 10, Am. 15; Sb. 15, Sb. 13.)

What This Means: The Modrigsberg dwarves saw a good chance of defeating the small Rockhome force, and, with help from their monstrous allies, almost succeeded. These dwarves are veterans of the recent wars in Rockhome, however, and managed to stand their ground and chase the monsters away. The Vestlandic forces sent to keep an eye on the dwarves are less experienced and quickly flee from the battle.

What the PCs Can Do: If the PCs are part of either the Rockhome or the force of Vestlanders, they'll be involved in the battle, and, by heroic deeds, might cut down the losses.

Swiftmont 2, AC 1018: Fabian Finds the Crimson Avengers.

Location: Countryside, Esterhold Peninsula. SK

Description: Having tracked the Crimson Avengers for some time, Fabian and a few loyal adventurers finally catch up with them. Fabian is furious! He tells them that they are a disgrace to his cause and that the slaughter of innocent, helpless Jennites was not what he recruited them for. The Crimson Avengers don't take kindly to this sort of abuse and respond by ridiculing Fabian for his pathetic ideals and naïve beliefs that the Jennites could ever be more than savages fit for slavery. When Fabian tells the Crimson Avengers that as President of the Republic of Esterhold, he is putting them under arrest for having committed horrible war crimes, they have finally had enough and attack him. After a huge battle of swordplay and magic, Fabian's side is victorious and claims the feared banner of the Crimson Avengers, that of a falling eagle with a lightning bolt through its body. (See Am. 10, Am. 14; Sb. 12, Sb. 13.)

What This Means: The menace of the Crimson Avengers is over. But although they will no longer trouble Esterhold, their memory is likely to haunt Fabian for some time since he was the one who unleashed them, and people are less likely to remember that Fabian was also the one to stop them again. If Fabian were a more traditional Alphatian, he might actually have used them to his advantage. Since he is not, however, their reputation is likely to cause him grief for a long time, which will hurt him politically. Even so, Fabian is content, for now, that he has put out a fire that he started. However, he sees this as only the first step on his road to redemption. Next he will have to find some way to settle the war with the Jennites.

What the PCs Can Do: PCs on the Alphatian side should definitely be with Fabian for the climactic encounter with the Crimson Avengers. It should be a challenging battle, but then it is a significant event in the war. The ultimate fate of the Crimson Avengers is in the DM's hands. They are not actually likely to fight to the last man, but then if some of them are captured, they will most likely face the death penalty for their crimes.

Swiftmont 2, AC 1018: The Great Council in Uproar.

Location: City of Andaire, Kingdom of Alphas'ar, Floating Continent of Alphatia, Alphatian Empire. HW

Description: A sizeable amount of the Grand Council become enraged when news of Stonewall's invasion in Haven reaches the imperial capital. Some—particularly members from Haven and Arkan, obviously—demand immediate imperial intervention against Stonewall's aggressive behavior, which they claim to be a direct threat against the entire empire. As the aristocrats become more and more agitated, someone suggests that by conquering Arkan, King Koblan Dracodon of Stonewall is trying to rule two kingdoms, and is now making a move on a third. The claim quickly gains support among the vast majority of the Grand Council, and the majority hold that Stonewall's actions are unconstitutional and illegal by imperial law. As the tension begins to mount, many call for Empress Eriadna to stop Stonewall's aggression. (See Am. 9, Am. 22; Sb. 6, Ci. 14.)

What This Means: By Alphetian law, no king or queen but the emperor or empress may rule more than one kingdom. Traditionally, this has been so because a king of several kingdoms would be seen as a threat to the emperor or empress, though he or she may rule as many kingdoms as they like. Vertiloch used to be the traditional imperial kingdom where the emperor or empress is always the king or queen, a position that Alphas'ar now fills, though Eriadna remains queen of both kingdoms. Eriadna could also have been the queen of the traditional kingdom of her family, Theranderol, but chose to allow her daughter, Eldrethila, to be queen there when she became empress.

Because of this rule, no king may rule two nations, and the Grand Council is trying to put pressure on Eriadna against Stonewall with it. In truth, there is no rule in Alphetia that prevents kingdoms from conquering each other—the conquered kingdom just has to be declared a part of the victorious kingdom. This is well established in Alphetian history and law, but there are a few factors that are significant in this case. First of all, Arkan is far away from Stonewall, and the members of the Grand Council will claim there cannot be a “disjoined” Kingdom of Stonewall, i.e., King Koblan cannot simply declare that the conquered land in Arkan is part of his nation because it's too far away. Foresthome can keep the areas around Arregghi and Ambur may claim the areas around Ailpon if they take them because their nations border on those lands, but Stonewall's borders are far from Arkan. There is no specific law against what Stonewall has done, but that a kingdom is conquering territory that it does not border is unprecedented in Alphetia. And, of course, the aristocrats don't like Stonewall. They never did because Stonewall does not treat aristocrats with the traditional respect and privileges (i.e., Stonewall makes no distinction between aristocrats and commoners, and so does not discriminate), and besides, the aristocrats are beginning to fear Stonewall, since they must obviously be strong if they can conquer land with such opposition while fighting a famine at the same time, and the aristocrats don't like the idea of perhaps having to defend their own borders against Stonewall. Naturally, the aristocrats will never admit to this, least of all to themselves.

Thus, pressure will grow against Stonewall. Empress Eriadna probably cannot afford to ignore the situation for much longer. The fact that she has not interfered probably means she does not think Stonewall has broken any laws, but then again, the Grand Council has the authority to depose her if they get angry enough.

What the PCs Can Do: The PCs will be involved only if they like politics, or they could be “summoned” as witnesses to “Stonewall's aggression” if they were involved in the war in Arkan (which means a powerful mage would appear and capture them with his magic, then bring them before the Grand Council).

Swiftmont 2, AC 1018: A Marooned Man Is Found.

Location: Sharkfin Sea, between Towns of Puerto Morillos and Kota-Jayang, Merry Pirate Seas. **WM**

Description: While passing through the Sharkfin Sea, the crew of the Butchery spots a marooned man trapped on a sand bar. The tide is rising, and soon the poor soul will be swept out into the shark-infested waters. Captain Kray orders the man to be rescued, and he is brought aboard the brigantine. Kray instructs the quartermaster to whip the man with a cat o' nine tails until he collapses; then they force the unfortunate pirate to sign the articles of the Butchery.

Once he has recovered, the pirate, one Reginald Sneed, offers to tell his story to Redbeard Kray. Kray agrees, but warns him that if he was marooned because of some treachery, they will whip him again, and throw him to the sharks. Sneed explains that he was a captain who fell out of favor with his crew in pursuit of Captain Blake's map. He has information that his agents overheard in Baraga City—that the location of the lost map is known to a cloister of clerics who live high in the mountains of eastern Baraga Island. Sneed does not know the precise location, but he does have a general idea of where to go. His crew tired of the chase after the fabled map, and coveted some good hard coin, thus they marooned him just last sleep.

Kray is intrigued by the story, and charts a course for the far side of Baraga Island. He flatly tells Sneed that, if this is some trick, the punishment will be grave indeed. (See Fl. 4, Fe. 7; Sv. 16, Sv. 22.)

What This Means: It is common for pirates to pick up marooned persons and for captains to issue some form of punishment before having them sign their ship's articles. Marooning is a cruel punishment, reserved for the worst offenders (or out of favor captains), so they are assumed to be guilty and punished immediately, so they are loath to think of betraying their new mates. Usually, no questions are asked and no stories are volunteered, the marooned person must accept his new fate. In this case, Sneed has been picked up by one of the cruelest captains in the whole Merry Pirate Seas—Redbeard Kray. Kray rules his ship with an iron fist, and his control is well established in the ship's articles. By signing the Butchery's articles, the former captain is now a common pirate, but it beats being eaten by sharks or dying of thirst. Sneed is telling the truth—his sources overheard some of the Lucky Lass's crew when they made port in Baraga. Kray has no other leads, and figures he might as well take a shot at the fabled map.

Swiftmont 3, AC 1018: Diplomatic Debate: Round Two!

Location: City of Jerendi, Island of Jerendi, Kingdom of Jerendi. **OM**

Description: Millington Vonaday and Firdon from Honor Island meet again to continue their debate. Firdon is a bit unsure of the situation today, but tries not to let Millington see it. They discuss the matter further for five hours, after which Firdon leaves the room and informs King Reston that the matter is settled. Then he departs for Honor Island. King Reston is a bit surprised, but doesn't ask further, as he is merely relieved that the matter is over. (See Sv. 1, Sv. 2; Sv. 13, Ci. 1.)

What This Means: Firdon's attempts to keep Millington in the dark failed miserably, and Millington took full advantage of the situation. Not only did he persuade Firdon to let the matter go, but he also convinced him to bring Millington's interest for the "Oracle of Honor Island" to his

superiors with a suggestion that letting Millington approach it would both make Millington indebted to them as well as getting him out of their hair. How they respond remains to be seen.

What the PCs Can Do: There is no battle or adventure here, so the PCs won't have anything to do... unless they enjoy lengthy debates, that is.

Swiftmont 3, AC 1018: Devilfish Sightings in Underocean

Location: East of City of New Smaar, Kingdom of Underocean, Sunken Alphonatia, Rayce. AS.

Description: Kelp farmers in the region have reported occasional sightings of devilfish on the outskirts of their fields. The local guard captain, a triton by the name of Casion, dismisses the reports. After all, there hasn't been a confirmed devilfish sighting in Underocean in almost three years. And if there were devilfish in the region, surely there would be some attacks! The kelp farmers, not convinced, begin to search for a band of adventurers willing to investigate. (See Fe. 8, Fe. 17.)

What This Means: Who knows? The devilfish could be survivors of the invasion force, symptoms of overactive imaginations, or anything in between. Perhaps an unusual migration of ordinary manta rays or a prank by a mischievous Alphonatian mage bearing a grudge on the triton? It's up to the DM.

What the PCs Can Do: Obviously, any PCs adventuring in the region could be approached by the kelp farmers.

Swiftmont 4, AC 1018: It Couldn't Happen Here...

Location: City of Freiburg, Territory of Haldann, Haldannic Empire. OM

Description: The siege of Freiburg has continued largely unabated for over two months. On several occasions, Ordensgeneral Heinrich Straßburger's forces staged concerted assaults on the city, as well as Althaven, but to no avail; Freiburg's defenses were constructed far too well, and the defenders of Althaven know the importance of their duty as the gatekeepers of the river route to the city. Thus, today he has decided to focus almost all of his might on breaking through Freiburg's defenses, since the city is by far the greatest prize. Leaving a token force to watch Althaven, he orders the bulk of his armies to converge on the capital.

All day an intense barrage of catapult and ballista fire rains down on Freiburg's walls, while several of the more powerful Haldannic Knights cast earthquake and transmute rock to mud spells at perceived weak points in the defenses. For their part, the defenders seek to sow chaos amongst the attackers through insect swarms, hold, barrier, and cause fear spells, which work to some effect, as well as flaming projectiles fired from catapults mounted on the walls. Despite the destructive magics being cast by each side, Freiburg's defenses hold out for much of the day, and Straßburger's soldiers continue to press their attack relentlessly. Finally, however, the arrival of fresher troops from the siege of Althaven tips the balance in the favor of the attackers, and the defenses give way in two portions of the wall.

Straßburger's forces begin to stream into the city, tearing into anyone who stands in their way. At first, the defenders are beaten back by the sheer ferocity of the rampage, but then they regain their bearings, and, through discipline and bless spells, they soon are able to hold the line. Morale improves for the Freiburgers wherever Oberherr Wulf von Klagendorf shows himself, and on a number of

occasions he personally leads counterattacks against their enemies. Soon, however, there are too many of Straßenburger's soldiers in the city, and the defenders must cover many fronts—both outside of and within the city. Herr Wulf then issues orders to his remaining trusted ordensgeneralen in Freiburg: Their forces should regroup and hold the lands around the Star Chamber, the main cathedral of Vanya, and other major public buildings as long as possible. Should that effort fail, they should seek to break out of the city, and regroup in or around Althaben, and from there proceed to Kammin.

Throughout today's battle, and in those to come, both leaders will rue the loss of the Heldannic Order's beloved warbirds; had the Star of Vanya not been damaged last year, they would still be operational, and this nightmarish siege might never have taken place, for good or ill. (See Fe. 22, Fy. 12; Sb. 6, Ci. 10.)

What This Means: Straßenburger expected the siege of Freiburg to take a long time, but not this long. The defenders were well entrenched behind the city's walls, and well supplied (supplemented by create food and water spells when necessary). Plus, they were defending nothing less than the very center of Heldannic power in the Old World; surrendering was never an option. Even the siege of Althaben was not without its costs—Straßenburger lost a number of his ships to the town's defensive artillery, and none of his vessels could safely bypass it, effectively creating a bottleneck for his small navy and preventing him from placing too much pressure on Freiburg.

By concentrating his forces, Straßenburger could try to conquer Freiburg in one fell swoop, while at the same time remaining secure in the belief that the still formidable garrison of Althaben would not give chase, fearing to leave the strategic town unguarded. This plan worked out in his favor, as the additional force of numbers brought too much pressure on Freiburg's defenders. Now that his forces have entered the city, there will be numerous, costly street battles to determine who will have ultimate victory. Herr Wulf's strategy seems to be geared towards making every advance by Straßenburger's army a costly one, as the major public buildings he designated as holdout points—most of which have significance to the Heldannic Order—are all veritable fortresses in their own right. Clearly, Herr Wulf has listened to Anna's report of her experiences and tactics during the final battles in Helskir last year, and is using them to his advantage.

What the PCs Can Do: Regardless of which side they are on, the PCs will be in for some tough fighting. If any of the PCs served under Anna during the Helskir campaign of AC 1017, this battle may bring back some unpleasant memories, only worsened by the fact that the combatants they face are their countrymen.

Swiftmont 4, AC 1018: We'll Be Working Lake Tonight.

Location: Lake Deipan, Kingdom of Arogansa, Floating Continent of Alphonat, Alphonatian Empire.
HW

Description: Realizing that Lake Deipan is unlikely to become any cleaner all by itself, various aristocrats who would like to have estates by the lake (they are missing their estates by the now-vanished sea—these estates generally still exist and are staffed, but they are not frequently visited by their owners anymore) send slaves out to clean the lake: pick up rotting dead animals and plants, chop down half submerged trees, etc. (See Fy. 17, Am. 12.)

What This Means: This is backbreaking labor for slaves (who have to walk on the none too deep lake), and it is uncertain that such efforts will have any real impact on the lake, even in localized areas. There is so much debris and decomposing matter, and the lake is so shallow and the water slow-going because of the large area that was allowed to be inundated in an uncontrolled manner, that it is doubtful whether any effort can prevent the lake from turning into a swamp. In any case, barring further magical interference, it will take years for things to settle.

Swiftmont 5, AC 1018: Fort Ebekarr Falls.

Location: Fort Ebekarr, Kingdom of Rockhome. **OW**

Description: A force of giants, trolls, golems and monsters led by Modrigswerg dwarves of King Hurkres of Makkres take Fort Ebekarr, by attacking from above and below. The Modrigswerg suddenly control all access between Rockhome and Vestland. (See Am. 15, Sv. 2; Sv. 13, Sv. 19.)

What This Means: Since they managed to prevent all travel beneath the eastern mountains of Rockhome, the Modrigswerg dwarves know that the only access the Rockhome dwarves have to the Modrigswerg kingdoms goes through Fort Ebekarr. The fort is practically unconquerable by foot, but the Modrigswerg have other means. By tunneling through the rock and levitating from the mountains above the fort, the Modrigswerg manage to take Fort Ebekarr by surprise. Their monstrous allies help rout the dwarves quickly, and only a few survivors manage to flee for Rockhome.

Sbiftmont 6, AC 1018: A Champion Rises, Another Falls.

Location: City of Freiburg, Territory of Heldann, Heldannic Empire. *OW*

Description: Amidst the din of battle, Ordensgeneral Heinrich Straßenburger leads a group of his best men into the Star Chamber itself, fighting their way through the desperate, but fiercely loyal, soldiers of Oberherr Wulf von Klagendorf. Ultimately, he and the remainder of his soldiers find the oberherr, who is surrounded by his own personal retinue, including Ordensgeneral Anna von Hendriks. There, hidden from the ongoing street battles outside, a more personal conflict erupts. Herr Wulf engages Straßenburger directly, angrily denouncing him as a traitor, while their followers do battle around them. The duel is hard fought, as both combatants are almost equal in skill and power, and they ignore the fighting around them. Neither man invokes the power of Vanya; this is a contest of personal strength and prowess.

Soon, it becomes clear that Herr Wulf is the more experienced swordsman of the two, and he presses his advantage aggressively, only to feel cold steel pierce his side. Drawing back in shock, he sees one of Straßenburger's men grinning with pride not far to his right, standing over the body of one of Herr Wulf's men, and bearing a bloodied sword and dagger. That split second of shock is all the time Straßenburger needs, and he lunges forward with his own sword, driving it through the oberherr's body, missing the heart by inches. Withdrawing his blade with a smirk, Straßenburger tells his foe, "Never forget the value of a good sword arm in your service... but I see that is something you have forgotten."

His gloating is short-lived, however, as Anna von Hendriks, having dispatched a number of enemies, witnesses the fateful blow, and leaps over the bodies of the fallen to slash the would-be usurper across the left side of his face. Straßenburger fails to deflect this blow, and cries in agony, but manages to parry her successive blows while calling to his remaining followers for aid. There, they manage to regroup, protecting their leader while forcing Anna and her remaining companions on the defensive. Seeing that she and her companions are now outnumbered by their foes, Anna orders a retreat from the Star Chamber; no pursuit ensues, and Straßenburger orders the oberherr's body to be burned. (See Jy. 12, Sb. 4; Ei. 10, Ka. 5.)



What This Means: While the fate of Freiburg will be decided in the streets, the battle that took place in the Star Chamber could well determine the future direction the Haldannic Order might take. Although Herr Wulf and Straßenburger did not rely on their clerical abilities to do battle (relying on their own prowess to determine who had Vanya's favor), one of Straßenburger's companions stepped in under Wulf's guard with his dagger as the oberherr pressed his attack, stabbing him in the side. The split second of shock was all the traitorous ordensgeneral needed to finish off his foe, although he will end up being blinded in one eye due to Anna's counterattack. With the oberherr dead, nothing will stand in Straßenburger's path to political power.

Now, with Wulf dead, Anna will regroup the remaining ordensgeneralen loyal to the order, and, seeing that Freiburg cannot be held, she will lead a retreat to Althaben during the evening, punching through any remaining enemy forces along the way. The ongoing watch over Althaben by Straßenburger's forces will be broken, but it is only a matter of time before the victorious usurper brings his force to heel, and seeks to eliminate the remaining opposition in the area.

What the PCs Can Do: If they are trusted advisors or companions on either side, the PCs could take part in the battle of the Star Chamber. The fighting will be fierce, and deadly, as everyone present will likely be champions of either faction.

Swiftmont 6, AC 1018: Problems in the Pezchamenid Empire.

Location: City of Darsagades, Pezchamenid Empire. **WB**

Description: Despite there being no conclusive evidence to support the charges of regicide being brought against the former captain of the guard and vizier of the now deceased shah-an-shah, they are both executed today. (See Am. 20.)

What This Means: Because the Pezchamenid Empire is made up of some many different nationalities and groups, each group aims to get its favored members into the hierarchy of the government. The captain of the guard and the vizier were members of two such influential groups who now feel that they have been deprived of their voice in the government. These groups allege that other ethnic groups within the government have conspired against them, and a fractious situation begins to develop in the Pezchamenid Empire as rival groups seek to press their claims to the now vacated crown. While the executions create a considerable amount of unrest with a number of violent incidents breaking out, the empire will not yet descend into civil war. However, tensions are increasing amongst the diverse ethnic, racial and religious groups, and an almighty conflict may be looming on the horizon.

Swiftmont 6, AC 1018: My Kingdom for the Elves!

Location: Cirundrynn Castle, Kingdom of Cirundrynn, Bellissaria, Nayce. **AS**

Description: Still new to the administrative duties put before him, Governor Thedryll has spent more than a year patrolling the border between Dawnrim and Cirundrynn, which used to be the western parts of Surshield. The fort built north of the town of Dubbo is called Cirundrynn Castle, though it isn't really a castle as much as it is a military fortification. Thedryll has come to understand that it is apparently his task to make this kingdom flourish, but the people here are so different from the military structure he is used to. In fact, they possess a lot of the carefree elven traits, which has suggested to

him that elves might mingle easily with the people of Eirundrynn. For that reason he makes a proclamation that elves are welcome to settle in the forests of central Eirundrynn.

What This Means: Regardless of what Thedryll might hope, Eirundrynn will not become the Shipe-Lawr of Nayce. There are a couple of important reasons for that, and one of the primary ones is that he is far from the sort of frivolous type most people associate with elves. Another is that Eirundrynn just does not have enough forests for that. Still, calling for elves to settle in Eirundrynn might not be such a bad idea.

What the PCs Can Do: Elven PCs interested in becoming lords might want to seek out Thedryll on the matter... if they are spellcasters, that is! This is still an Alphetian nation, and Thedryll hasn't abandoned the distinction between commoners and aristocrats in Eirundrynn.

Swiftmont 6, AC 1018: A Major Piece of the Puzzle Is Found... and Lost.

Location: Camp of the Jennite chieftains, Esterhold Peninsula. SK

Description: Though imprisoned, Talin has not given up. Unknowingly helped by his enemies who planned his "escape," he manages to flee. However, unlike what the True Way followers assumed, he doesn't try to leave the Jennite settlement but instead hides among the Jennites for the time being.

While he does, he happens to spy on the wizard Detir as he uses his magic to communicate with Karszamon, and realizes that the "Jennite wizard" is really Nicodemus using both sides of the war as his pawns. He is shocked, but unfortunately Nicodemus discovers him too, as do some guards of the Jennites. With little time to deal with Talin, Nicodemus hurries to cast a geas spell on him and tell him that if anyone ever asks him about his imprisonment, he is to forget all about his escape. Talin is then captured and severely beaten before he is put in irons. (See Am. 22, Am. 27; Sv. 12, Sv. 13.)

What This Means: Maltaen expected Talin to walk right into his trap, but Talin was aware that his escape could be a trap and besides, he still needed to expose Maltaen, and if he just ran away he would only discredit himself. So he decided to hide around within the settlement of the free Jennites. As luck would have it, he spied on "Detir" just as Nicodemus dropped his mask to talk to Karszamon. Nicodemus doesn't let Karszamon see his secret "Detir" identity because Karszamon could use it against him if their plan turned out badly for them—they may be allies, but that doesn't mean Nicodemus trusts Karszamon.

Talin grew up in Verdan where Nicodemus ruled with oppression for many years and he was a major rebel leader when he was overthrown, so he knows Nicodemus quite well from earlier encounters, even if Nicodemus may not have recognized him. Realizing who this wizard really is, Talin is horrified! For a brief moment it dawns on him that by opposing Fabian so strongly, the Jennites could be pushing Nayce to the point where they prefer the return of Nicodemus, for what else would he be doing here but further his own interests? Unfortunately for him, he is so surprised that he knocks over a nearby tool which reveals his presence. However, since Nicodemus doesn't really have the time to deal with the spy, his options are limited. He could disintegrate Talin, but then he would reveal that he lied about his limited magic, so he has no other choice but to silence him for now. Besides, with his brief escape, Talin is now more likely to be executed for treason, so Nicodemus really just has to shut him up for a little while.

What the PCs Can Do: This is mostly an event behind the scenes. The PCs would only be able to interfere if they are the Jennite guards looking to recapture Talin.

Swiftmont 6, AC 1018: What Desperate Times Demand.

Location: City of Draco, Kingdom of Stonewall, and Town of Ceafem, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **WW**

Description: Feeling the pressure of the Grand Council and fearing intervention by Empress Eriadna, and also because the famine is still killing many in Stonewall, King Koblan Dracodon of Stonewall contacts General Selcomad, in command of the Stonewall forces in Arkan, to let him know that the Arkan war needs to be settled now, once and for all..

Selcomad wonders what he can do and talks to his advisors, such as Amagast, a cleric of Razud from Stonewall, and several allies from Randel. They decide that the situation can be solved if they can persuade the Grand Council that things are not going to change in Arkan, and for that they need a ruler in Arkan they can control, and appease the Grand Council at the same time; in short, a figurehead they can use as a puppet. Since Arkan has essentially fallen now, they decide the best choice might actually be King Qinn of Arkan. It should be clear to him that he won't get his kingdom back now, particularly since Stonewall knows Ambur will take the regions around Ailpon shortly, so he might prefer the position of their figurehead to simply being deposed.

However, they will need to find Qinn, and since he is unlikely to come willingly, they will probably have to capture him. The problem with that premise is that Stonewall will need to send troops to Ailpon to capture Qinn, and they have already promised Ambur not to do so. Toward that end, they decide to contact Ambur to discuss the matter. (See Am. 14, Sv. 2; Sv. 17, Sv. 23.)

What This Means: By setting up a puppet king as a figurehead, Stonewall hopes to control the situation before the Grand Council forces Eriadna to intervene. The plan might just work, too, because Ambur is planning to get rid of Qinn itself, though Stonewall doesn't know that yet. However, chances are that Ambur will be extremely skeptical of allowing Stonewall to move troops to Ailpon to capture Qinn, because they would fear it as an excuse to capture those regions of Arkan now that Stonewall has conquered all the coreward regions.

Beyond that, Stonewall will halt its invasion in Haven for now. They won't give up the regions they've conquered, but they will not advance further until things calm down a little.

What the PCs Can Do: If the PCs are with Stonewall, they could be sent to contact Ambur and negotiate for Stonewall's plan. Or they could be sent to find out where Qinn is. Stonewall promised Ambur not to send troops, but they never said anything about spies...

Swiftmont 7, AC 1018: Preservation.

Location: City of Thyatis, Duchy of Thyatis, Thyatian Empire. **OW**

Description: The imperial government concludes an agreement with a party advocating the interests of the naturalists in Thyatis. The naturalists agree to stop attacking settlements and allow Thyatis to cultivate the lands it is most interested in. In return the government agrees to designate about half the land in the area as "nature preserves" to be left unsettled, where the naturalists can continue to reside.

The area will be open to travel (and, over time, some tourism will develop), but will otherwise be left in a natural state.

At the same time Eusebius concludes an agreement with the Vyalian elves regarding human settlement and development in the westernmost part of the County of Vyalia, the area recently ceded to Thyatis by Karameikos. They agree to allow human settlement in the area nearest the eastern shores of the Lake of Lost Dreams, which is more lightly forested than the rest of the area, and which is closest to Haven Citadel. The human settlers will agree not to cut down most of the forest in the area, but only agriculturally cultivate a small section of it, and the rest will be left undisturbed, for elven habitation. The Vyalians of the area agree to accept the authority of the empire and follow the lead of the Count of Vyalia, and the strict laws of that county will apply to the region regarding the cutting of trees and poaching of animals. Transport of goods between the Haven Citadel region and the rest of the empire will be conducted by river up the Rugalob, so no road will be constructed. The elves and humans will cooperate against humanoid incursions from across the river. (See Fy. 4, Am. 9; Ka. 28.)

What This Means: Eusebius was more interested in getting the matter resolved so that the settlements that have already been founded can begin to flourish than in pressing the issue. Some of the areas in question, at least a third if not more (especially in the mountains and the depths of the forest) are not really suitable for large-scale settlement and cultivation anyhow. He is thus willing to make an agreement that gives him what he needs and ends the conflict, which has been more of a nuisance than a real threat but has been disruptive nonetheless.

As for the naturalists and the elves, they're satisfied with the outcome. The Vyalians of Karameikos are connected with the Vyalian clans of the County of Vyalia anyhow, though they are less prone to dealing with humans than they, and the naturalists know they couldn't resist the empire for long and needed some agreement to save themselves. Frictions will no doubt continue but this formal agreement ends the fighting.

What the PCs Can Do: Characters could be involved in the negotiations that result in this agreement.

Swiftmont 7, AC 1018: Through with the Concordia.

Location: North Pole. **HW**

Description: The Karameikan skyship Concordia flies through the North Pole. She encounters the violent storms that have been sweeping both poles for a few months, but as chance would have it she does not crash, although she is quite shaken by the ordeal. Fearing serious damage, the Concordia heads for Jonace's yards rather than directly to Karameikos. (See Pa. 5; Sb. 23, Ka. 17.)

What This Means: The weather has degraded terribly at the poles, making travel between the worlds nigh impossible. In fact, the Concordia is the first ship to make it through since the worsening in weather, as five other skyships, one from Nayce and four from Alphatia, have all been utterly lost.

Second Week

Swiftmont 9, AC 1018: Shadow Lord Replaces Grumman.

Location: Enoreth Shrine, Great Forest of Geffron, Kingdom of Denagoth. *NW*

Description: The undead troops of the Shadow Lord reach the battlefield around Enoreth Shrine. The Shadow Lord himself confronts General Grumman for the control of the Shadow Army. The Elf Skull Units immediately swear their obedience to their first master. Grumman soon understands the Shadow Lord is not acting on behalf of the Church of Idris and opposes him, but there is not much he can do. Once it is clear the Shadow Lord will kill him eventually, Grumman quits the field and disappears, leaving the Shadow Army to the Shadow Lord. Surprisingly enough, the Shadow Lord does not press on with the siege, but calls his troops back, leaving only a few Elf Skull Units behind to cover the retreat. (See *Fy.* 19, *Am.* 6; *Sb.* 28, *Ei.* 18.)

What This Means: Grumman is no fool, he quickly realized he could not count on enough support from the beleaguered Shadow Army against the Elf Skull Units, the undead, and the charismatic leadership of the legendary Shadow Lord. The Shadow Lord has no great love for the elves, but his fight is for now against Idris. Hence the retreat to Drax Tallen.

What the PCs Can Do: Attack the remaining Elf Skull Units once the main army has retreated.

Swiftmont 9, AC 1018: Waiting Is Teaching.

Location: City of Ionace, Ionace Island, Nayce. *AS*

Description: Amid various futile meetings at the Naycese Council, in which nothing is decided to right the degrading situation and only the usual bickering takes place, Queen Asteriela privately meets Terari.

Not wanting to reveal too much about herself at once, Asteriela simply begins by noting that Terari has been present at the various council meetings for the past few months, even though he is not a councilor himself, prompting Terari to state that he is indeed interested in Naycese politics, and that he plans on taking an active part in it. Rebounding on his statement, Asteriela wonders why he has not taken yet a more active role at those council sessions he seems so willing to attend to, considering the low levels of decisiveness they have fallen to—toward which, she remarks, Terari occasionally displayed his revulsion. Terari smiles then, and answers that knowledge can be taught, but experience cannot be passed from the master to the student, so youth must make their own errors if they are to learn from them. Hearing the words of wisdom from the aged teacher, and remembering that Thyatis passed through dark times before it reformed itself and started to recover, Asteriela nods her approval, wondering how low Nayce must fall before it realizes it erred—and if it will be able to rise up from such an abyss. Then Terari adds that when the student is ready to learn, the student will find its master. (See *Am.* 18, *Am.* 21; *Sb.* 18, *Ei.* 14.)

What This Means: Terari expected this visit from Asteriela, after his earlier meeting with her confidante, Galatia, a former student of his. It is, indeed, the first meeting he has with one of the rulers of Nayce, and thus marks a new step in his involvement in Naycese politics.

Terari's hints lead Asteriela to believe that the teacher will be a supporter of the necessary reforms, when the time comes. Still, she wonders what exact role he intends to play, seeing as to how he is not a counselor, and to her knowledge not even an adviser to any ruler.

Swiftmont 10, AC 1018: A Poor Harvest.

Location: Duchy of Vvolstagrado, Final Range. NW

Description: Throughout Vvolstagrado, the crops have failed to produce a bountiful harvest. Many crops have withered entirely, or else have been blighted with various rots and molds. The potato crop has been hit particularly hard. Additionally, many animals have been sickened due to malnutrition, or other, more virulent diseases. Overall, it is one of the worst harvests that anyone can remember. Starvation is a very real possibility for some Vvolstagradians. Although some grain is imported from Bellissaria (where demand is waning), it is not nearly enough. (See Fe. 6, Fy. 22; Ei. 17, Ei. 28.)

What This Means: The spells of Talitha's clerics have taken their toll on the foodstuffs and livestock of Vvolstagrado. Unless significant aid is received, a fair number of people, especially the young and the elderly, will perish from starvation. Some people will pack up and head for Stamtral, Moonland, or some other part of Norwold where food is more readily available. Duke Nebik will be forced to import more food rations, straining his already meager treasury.

What the PCs Can Do: Help bring food to the populace. Duke Nebik may hire the PCs to guard incoming shipments of food, to protect them from bandits or other marauders.

Swiftmont 11, AC 1018: Randel Line of Subjects.

Location: "Kingdom" of Jochnyx, Underside, Floating Continent of Alphatia, Alphatian Empire. NW

Description: A party of Zandor's minions, on a mission to gather subjects for their emperor, encounters a group of Randel soldiers patrolling this area of the Underside. It is the first group of humans they encounter, so the undead avidly attack the men, who are destined to be the first of Zandor's subjects. In their natural environment, the undead easily overcomes the scouting patrol, which is unable to retreat to its base camp. (See Nu. 19, JfL. 8; Ei. 18, Ka. 20.)

What This Means: Randel has sent men to explore the Underside, and to establish a military base below Randel. Conditions there are not ideal, as the place is dark and damp, and covered by steamy mists that make the easiest mode of traveling its surface, skyships, very dangerous—the normal means, by foot, is complex as gravity points toward the Hollow World and not toward Alphatia's surface, so you cannot walk on the Underside except with magical help (though you can walk in caves and tunnels). The Randel military base is located at the edge below the frontier town of Dmireton near the border with Bettelny. Those Randel that were captured were only a scouting party, and it would require a great effort to capture the whole Randel base—but it is something that Zandor will certainly want to do, eventually.

What the PCs Can Do: Undead PCs may be the first to encounter those living subjects, whom they will capture for Zandor, before they continue in their efforts to subdue all humans in Jochnyx as well as those that must have spilled into the northern "Kingdom" of Omsburyrch. Randel soldiers might encounter the first minions of Zandor that are about to harass their military base—a not-so-

welcome change from the monsters they might have encountered so far in their exploration of the Underside.

Swiftmont 12, AC 1018: An Unlikely Call for Help.

Location: City of Skyfyr, Province of Blackrock, Republic of Esterhold, Nayce. **SK**

Description: A single Jennite nears the still besieged city of Skyfyr under a flag of truce, asking to see Kalin. He is brought to Kalin who immediately recognizes him as Grath, a Jennite wizard loyal to Talin. Dubious at first, Kalin soon thinks differently once Grath tells him that Talin may be executed by the Jennites for speaking out against the warriors of Maltaen's True Way tribe. (See Am. 26, Sv. 6; Sv. 13, Sv. 27.)

What This Means: Since Talin was imprisoned, the rebel Jennites have been torn apart. Some are loyal to Talin while others are satisfied that he is traitor, particularly after his attempted escape, and some simply see an opportunity to gain more power for themselves once he is gone. Finding few allies among their own, Talin's loyal followers could do very little about the situation, so Grath decided to seek out Talin's brother. Although Kalin is an Alphatian ally, he did seem to be the most reasonable man at the meeting they had during the siege of Skyfyr, so Grath thinks he might still want to help his brother. Besides, Grath has nowhere else to turn.

Kalin is doubtful of what Grath says at first, but then he knows that Grath is an ally of Talin since he saw them together during their meeting during the brief truce, and he knows of the harshness of the True Way, having recently faced (and defeated) the Champions of the True Way.

What the PCs Can Do: Jennite PCs could be Talin's allies who help Grath get to Skyfyr. Perhaps they even want to enter and talk with Kalin themselves, which is all right. They might have trouble with Jennites still besieging Skyfyr, though. They can either bluff their way through, hoping the news of the alleged treachery of their leader has not reached the besiegers yet, or they can sneak past the camps. If they are on the Alphatian side, they might have been sent to sneak past the camp of the besiegers and gather intelligence on the Jennite positions, then encounter Grath by chance and then sneak him back to Skyfyr.

Swiftmont 13, AC 1018: A Surprising Invitation.

Location: City of Jerendi, Island of Jerendi, Kingdom of Jerendi. **OW**

Description: King Reston is surprised in the extreme to receive a letter from Honor Island, which grants one Millington Donaday permission to visit the island. He brings the letter to Millington and asks at length just what he told that envoy from the island, Firdon. Millington tells him, yet claims as much surprise as King Reston at their decision. Although Millington was able to best Firdon in their debate, it is still rather surprising that his superiors would have listened to the proposal Millington sent him back with. (See Sv. 2, Sv. 3; Ci. 1, Ci. 2.)

What This Means: Millington's claims of surprise are genuine. He didn't expect this invitation, nor did he expect to get near the Oracle he is interested after Honor Island turned his request down. He merely decided to pursue the matter because he felt his professional pride as a diplomat was hurt by his request being refused out of hand, so he did what he did because there was little for him to lose.

What has happened, however, is that Firdon has made a full report about Millington Donaday, and his superiors on Honor Island are both amused and curious about this persistent foreigner. Though the Honor Islanders guard the Oracle fiercely, it still isn't a major secret of theirs (or Millington never would have learned about it in the first place), nor will it reveal any of their secrets, so letting him go there is not a major problem, and having him owe them a favor in return is not something they mind, particularly not after he demonstrated his skills so well to Firdon.

What the PCs Can Do: It's off to Honor Island for Millington and he might want to have a few bodyguards with him on the trip. If the PCs sign up for such a duty, the DM should prepare a few encounters at sea as Millington sails to Honor Island.

Swiftmont 13, AC 1018: King Bergthor Demands Explanation.

Location: Kingdom of Vestland. **OW**

Description: King Bergthor Haraldson sends an emissary demanding an explanation for the attack on the Rockhome dwarves and his own men. King Buhrest of Thrabol informs King Bergthor that while the Modrigswerg did not condone the attack by the giants, the Rockhome dwarves were traveling through their territory, and the giants were free to drive them from their lands. King Bergthor is furious: The Modrigswerg have just laid claim to the lands containing the trade route to Soderfjord. (See Sb. 2, Sb. 5; Sb. 19, Ci. 4.)

What This Means: King Bergthor gambled that he could be friends with both the Rockhome dwarves and the Modrigswerg. He also took a chance, thinking that the Modrigswerg would not make good on their claim to independent territory within Vestland. Unfortunately for King Haraldson, the Modrigswerg saw a perfect opportunity for striking at the Rockhome dwarves, and convinced a clan of frost giants to attack them. Now the Modrigswerg are planning to further enforce control of their lands.

Swiftmont 13, AC 1018: Thicker than Water, Stronger than War.

Location: City of Skyfyr, Province of Blackrock, Republic of Esterhold, Rayce. **SK**

Description: Having considered the matter, Kalin decides to mount a rescue of his brother, Talin. He puts Lyriander in charge of Skyfyr, then assembles a group of experienced people to sneak into the Jennite area and bring Talin out. He sends word to his various sources, including Fabian, that he will need information on Talin's whereabouts, then prepares for their group to leave. (See Sb. 6, Sb. 12; Sb. 27, Ci. 1.)

What This Means: The two brothers may have been on opposite sides of the war, but they are still brothers. Apart from that, Kalin realizes the potential to end the war here; if Talin will consider the other side, then they could work to bridge the differences between the enemies before too many are lost on both sides. After all, all Fabian and Kalin ever wanted was a peaceful existence for everybody. So Kalin is determined to save his brother, and since Alphasians would immediately be recognized among the hostile Jennites, he gathers a group of loyal Jennites to sneak into the enemy camp, guided by Grath, and free Talin.

What the PCs Can Do: The PCs should definitely be involved, but this is a mission for Jennites only. However, those Jennites can be both Jennites allied with Talin's rebels or Kalin's Alphasian

allies. But because Kalin and Grath plan to sneak into Jennite settlements, no Alphatians should go on this mission, since they would be recognized as such.

Third Week

Swiftmont 15, AC 1018: The Great Reckoning Begins.

Location: Throughout the Republic of Darokin. *OW*

Description: The evaluation of the increase or decrease of every income in Darokin begins. Anyone who has increased Total Worth from the previous Great Reckoning (in AC 1013) owes five percent taxes of the gain.

What This Means: This is a regular event that takes place every five years.

What the PCs Can Do: There is not much adventure here... unless the PCs are desperate to avoid the taxman, that is!

Swiftmont 15, AC 1018: New Kolland Under Siege?

Location: The Great Crater, Principality of New Kolland, Principalities of Glantri. *OW*

Description: A humanoid patrol of New Kolland, under the command of the kobold Prince Kol XIV, chances upon a small organized force coming from the southeastern border of Glantri. A confrontation ensues, and the orcs, goblins and gnolls are routed when the intruders begin attacking with magic. Frantic news of this attack spreads throughout the humanoid tribes in the Great Crater, and the news to a panicky Prince Kol in Glantri City are that New Kolland is under siege! Prince Kol is ready to leave the capital with one banner of the Glantrian army, when reports to the all-too-eager warden of the marches, Prince Malachie du Marais, confirm that previous accounts of the attacks were quite overstated. (See Th. 7, Pa. 10; Sb. 20.)

What This Means: Because of the increasingly frequent and audacious assaults of the various clerical groups throughout the principalities (such as the Followers of the Claymore and the Thousand Fists of the Khan), most Glantrians are on edge with attacks and acts of aggression. When this magic-wielding force defeated the local troops, the humanoid fears and panic reactions were highly exaggerated, to the point that they could not recognize the enemy for what they truly were: a cohort of elven warriors traveling from Aengmor to the Principality of Erewan, under the leadership of the elven hero, Tel'Erond.

Swiftmont 15, AC 1018: Mission Accomplished.

Location: Town of Sasdil, Kingdom of Vertiloch, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: Captain Ichar has finished his work of surveying the route of the Bigos-Sasdil Canal. He and his men return to Bigos to take a boat downstream to Errollyn. Colonel Moron and Lieutenant Commander Bartan, who have visited Sasdil, now return to Andaire to make report to their queen and empress. (See Fl. 7, Fl. 28; Ei. 25.)

What This Means: The route is known, and now Brigadier Okano can send his engineers to the construction site. The liaison officers will later travel to Errollyn, and they will accompany the construction crew.

Sbiftmont 15, AC 1018: Jennite Aggression on the Decline.

Location: Plains of Marlin, Province of Marlin, Republic of Esterhold, Nayce. **SK**

Description: The Jennite invasion in Marlin is not going well. Initially they were stopped, but managed to harass the woods and plains of Marlin. Now, however, Governor Alinda has managed to organize many of the people who have fled to Marlin from Southrock, most notably the remaining Verothian mercenaries, and from Anchorage, as well as the natives, and the Alphatians are taking the fight back to the Jennites.



Slowly the Jennites are driven back by determined forces, unable to receive reinforcements in time themselves due to the escarpment. (See Am. 1, Am. 12; Ka. 3, Ka. 14.)

What This Means: Unless the Jennites decide to devote massive amounts of troops to attack Marlin, it actually looks as if Marlin will not only push out the invaders but actually grow as a result of the war. The refugees from Southrock still expect to return to their land around Rock Harbor, however.

After underestimating the Jennites in Southrock, the Verothian mercenaries have learned their lesson, and they have their revenge against the Jennites by forcing them back.

What the PCs Can Do: Plenty of both major and minor skirmishes to participate in here for PCs hungry for combat. Jennite PCs will find that the Verothian mercenaries are both harsh and determined opponents who push forward without mercy, while PCs on the Alphatian side will have the opportunity for victories over the Jennites.

Sbiftmont 16, AC 1018: A Way Home?

Location: Somewhere in World Spine Mountains. **WW**

Description: After many months of wandering, Friedrich von Dreiburg and his party have found a cave entrance that, according to information gained from nearby Neathar tribesmen, leads deep into the earth. Von Dreiburg announces his intention to enter the cave, in the hopes of eventually returning to Heldann, and asks his followers to do the same. The other two Heldannic Knights say they will follow him, as do eight of his Antalian followers. The remainder balk at the prospect, saying they will return home, and try to spread the faith of Vanya in their homeland. Once the other men are out of sight, von Dreiburg leads his men into the depths. (See Fl. 8, Fl. 9.)

What This Means: After their close brush with death in Milenia, von Dreiburg decided that he and his group should expend every effort towards finding a way out of the Hollow World. He has come to realize that some powerful force has prevented him from spreading the faith of Vanya to the natives here, and that any nation he might attempt to build here would have to be held together by force, and would likely not long outlast him. Thus, any attempt by the Heldannic Order to expand its dominion into the Hollow World is likely to end in failure. Knowing this, he feels his chances are much better back in the surface world. Most of his Antalian followers have decided to stay with him because they have become curious about von Dreiburg's homeland, and they have become certain that there might be

great glory to be won in strange nations previously unknown to them. As von Dreiburg has led them well so far, they are willing to follow him still.

What the PCs Can Do: Assuming the PCs are still with von Dreiburg after all this time, and they elect to remain with him, there will be adventure and peril aplenty in the labyrinthine tunnels that wind their way through Mystara's crust.

Swiftmont 16, AC 1018: Butchers Pay a Visit.

Location: Island of Baraga, Merry Pirate Seas. **HW**

Description: Redbeard Kray, following the advice of the marooned pirate, Reginald Sneed, has led a group of men into the mountains, and found an isolated abbey. When the abbot comes forth, the pirates seize him, and storm the place, slaying clerics who resist and even some who do not. Redbeard demands the map of Captain Blake, but the abbot calmly states that he will never gain it by these methods. Enraged, Redbeard orders the place burned and turns to the torture and interrogation of the surviving clerics. None will reveal much, but a few crack under Kray's brutal techniques—they learn that Captain R. Morgan is seeking a darkened reef where the map lies. Kray puts the clerics to the sword, but drags the abbot with him back to the Butchery, where he hopes he can force him into leading them to the map. (See Fe. 7, Sv. 2; Sv. 22, Ci. 17.)

What This Means: Kray is a harsh pirate, but is also a crafty fellow, fully capable of passing the clerics' tests—however, he let his violent temper get the best of him as he wasn't about to kow-tow to a bunch of land-lubber clerics. He did not gain the detailed knowledge given to Morgan, but he has learned enough—if he can find Morgan, he can find the hidden reef. He still hopes that the abducted abbot will be of some use.

What the PCs Can Do: Hopefully, PCs are not involved with the ruthless Redbeard. If they are, perhaps they can calm the fierce pirate's temper and stem the carnage of the cloister, leading to the tests that the clerics of Korotiku have prepared. Other scenarios include rescuing the captured abbot, or even a mutiny against the repressive, but still popular, Redbeard.

Swiftmont 17, AC 1018: Conspiracies and Counterproposals.

Location: City of Starpoint, Kingdom of Ambur, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: The representatives sent north to negotiate Stonewall's plan with Ambur arrive in Starpoint and meet with representatives of Queen Elshethara. They explain their plan to place King Qinn of Arkan as the figurehead in Arkan, then argue that troops will be needed to go to Ailpon to capture him for that purpose, though they will need Ambur's approval due to the agreement between the two kingdoms. The Amburians flatly refuse. However, the negotiations continue and the Amburians make a counterproposal: Since they want Qinn out of their way as well, they suggest Stonewall and Ambur cooperate to capture him, though not by military means. They tell Stonewall that they have good contacts in Ailpon, and instead of a frontal assault to capture the king, they would select a group of experienced experts to sneak into Ailpon. There they would meet with trustworthy allies of Ambur and capture Qinn and smuggle him back to Ceafem. Stonewall could then do whatever it wants with Qinn, but must also take full responsibility for the operation. Ambur will deny all knowledge of the

plan after the fact. And once Qinn is gone, Ambur will make its move to add the regions around Ailpon to Ambur. The Stonewall representatives agree, though they will need General Selcomad and King Koblan to approve the final plan. If they do, a group can be selected for the operation, though its members must be approved by both Ambur and Stonewall. (See Sv. 2, Sv. 6; Sv. 23, Sv. 24.)

What This Means: As chance would have it, Stonewall and Ambur have mutual interests here. However, Ambur's refusal to allow Stonewall troops to enter Ailpon is a clear signal that they don't think highly of Stonewall. They also want Stonewall to take any blame for this operation because they don't want to be suspected of open treachery against Arkan. They may have abandoned Arkan, but that was to avoid a risk to themselves; actually stabbing Qinn in the back is a different matter. Since Ambur already has an uneasy ally in Lord Beremtöl, the most powerful aristocrat in the Ailpon region and now an enemy of Qinn, it plans to have him "invite" Ambur to claim those regions, because Beremtöl will retain all his influence there, perhaps even gain more, as a part of Ambur, while Ambur gains a border with Foresthome instead of being surrounded by land conquered by Stonewall.

What the PCs Can Do: A group of experienced experts to capture King Qinn sounds like the perfect job description for a group of adventurers.

Sviftmont 18, AC 1018: If You See Bargle on the Road, Kill Him.

Location: Village of Weresköl, Shire of Eastshire, Five Shires. *OW*

Description: Rumors begin to circulate, saying that Bargle the Infamous is in the area, albeit trapped in the form of a hin and deprived of both his memory and powers.

What This Means: Eastshire will become a difficult region to travel through for hin on private business for some weeks and months to come.

Sviftmont 18, AC 1018: Livelihoods on the Line.

Location: Across Nayce. *AS, SD, NW, SK*

Description: In the months following the sharp decline in metal stocks, many Naycese crafters are beginning to run short of materials with which to ply their trades, or they are finding it increasingly difficult to pay for them. Many of these people have already cut back on their production, making fewer goods in order to conserve their supplies of raw metals and other basic goods, while others have raised their prices in order to defray the increased costs of doing business. Unfortunately, a growing number of them have been forced into a third option—going out of business, and losing their livelihoods; many freemen are reduced to servant status as a result. (See Am. 9, Sv. 9; Ci. 21, Ka. 1.)

What This Means: The loss of the rich mines of Esterhold in AC 1017, as well as the operations around Dentwarf-Hurgon following the sinking of Alphonat in AC 1009, have hit the mining sector very hard, with the predictable result being reduced supplies of metal. Prices of consumer goods are already going up as a result. The Naycese Council lost no time in directing exploration of the various islands in the New Alphonatian Sea, but the mineral resources to be gained from that activity will still not be enough to offset the loss of Esterhold. Until the various Naycese kingdoms can better develop their own mining operations, metals will be in short supply.

Nevertheless, the council's actions were not taken in time to avoid the closure of many businesses, along with the consequences. Many of the business owners were freemen and gentry, who maintained their social status through their ability to maintain the minimum required balances (of 10,000 crowns for freemen and 50,000 crowns for gentry) in an Alphatian bank. With their businesses gone, these people no longer have any income, and creditors may very well take what is owed to them from the debtors' accounts. As their accounts dwindle in the coming weeks, many of these people will find themselves reduced to servant status under Alphatian law—a horrifying experience for many of them, as they are then told that they must find a master. Some of them, broken by the experience, obtain employment in this fashion; others commit suicide, unable to stand the thought of losing their freedom. Still more begin wandering the streets, unwilling to degrade themselves by finding a master, yet seeking any way they can to survive.

What the PCs Can Do: One or more of the PCs may have a relative who is in a predicament similar to that portrayed by this event. In this case, the situation might not only be because of hard times; a rival might be stealing all the metal stocks he or she can, in order to drive the PC's relative out of business. If this is the case, the PCs will have to race against time to prove the individual's wrongdoing (which could be difficult if he or she is an aristocrat), before the relative's business goes under. In other respects, this event is intended to provide further information to the DM about the impact of the economic turmoil in Nayce.

Swiftmont 19, AC 1018: King Bergthor Mobilizes Army.

Location: City of Norrbik, Kingdom of Vestland. *OW*

Description: King Bergthor Haraldson sends word to his jarls that they must send men to his command, since he will drive the Modrigswerg dwarves and their giant allies near Landersfjord away from Vestland's rightful lands. (See Sv. 5, Sv. 13; Ci. 4, Ci. 6.)

What This Means: Seeing that the Modrigswerg will be impossible to control, King Haraldson chooses to drive them from the lands containing the trade route to Soderfjord. This will be his first military campaign since his crowning, and he is actually eager to see Vestland's famous warriors in action.

What the PCs Can Do: PCs wishing to fight for king, country or gold have the perfect opportunity for signing up with the army of Vestland.

Swiftmont 19, AC 1018: Political Pressure Against Fabian on the Rise.

Location: City of Ionace, Ionace Island, Nayce. *AS*

Description: After initially being laughed at, Noral Alska's campaign to replace Fabian Vern with Nicodemus is beginning to have some impact on Ionace as more refugees arrive to tell of the horrible brutality of the Jennites. By playing upon the sentiment of natural superiority of Alphatians and inferiority of Jennites, Noral has gradually managed to slowly stir up anti-Jennite sentiments. The news of how Fabian has just stopped the Crimson Avengers is used against him, as to the Alphatians the Crimson Avengers were actually doing something about the Jennite insurgents, so Fabian has just ruined the only thing he did right in this war.

As the pressure mounts, Karszamon takes it before the Council of Nayce. He expresses concern over the way things have been going and how Fabian Vern has been dealing with a situation that has steadily grown worse. More and more Alphasians are in fear of their lives in Esterhold, and while Fabian's dream of peace may be worthy of praise, the world is just too hard a place for his naïve idealism. For example, the Jennites seem to be far better equipped than one would think, yet Fabian apparently has no idea where they came by weapons, nor has he even brought the matter before the council. (See Pa. 5, Sb. 2; Sb. 22, Ci. 5.)

What This Means: Naturally, the Alphasians in Nayce haven't witnessed the atrocities committed by the Crimson Avengers, so it is rather easy to sympathize with what they have done. It is something Noral Alska can use to his advantage, though. As Fabian Vern becomes aware of this campaign, he will be forced to return to Jonace to stop the political pressure, since military success or failure matters little if he loses the support of Nayce.

The weapons Karszamon mentions to the council were sold to them by Thyatians on an expedition in Skothar last year in response to how Alphasians had brought weapons to the Twaelar during their war with Thyatis. Fabian is well aware of these weapons, but they really aren't anywhere near as big a problem as Karszamon would have the council believe, just something he can use to discredit Fabian politically of course.

What the PCs Can Do: This is a political event. The PCs can speak their mind if they are in Jonace, but there will be no adventure here.

Swiftmont 20, AC 1018: Howl of the Wolf King.

Location: Eastern edge of the Radlebb Forest, Kingdom of Karamikos. *OW*

Description: Werewolves attack villages and travelers on the edges of Radlebb Forest in Karamikos. Reportedly under the command of a would-be "Wolf King," the attacks are meant to infect their victims as much as they are to kill them. The attacks continue throughout the winter.

What This Means: After years of slowly accumulating followers and slaying rivals, one werewolf is now strong enough to consider conquering the northern Radlebb Forest for his own personal domain, and crowning himself the Wolf King.

What the PCs Can Do: The villagers are badly frightened, and the call goes out for PCs to investigate the root of these attacks, and put an end to them.

Swiftmont 20, AC 1018: Tel'Erond Meets Carlolina.

Location: Town of Crendyl, Principality of Crewan, Principalities of Glantri. *OW*

Description: A small mixed army of pale-skinned shadow elves and fair-colored forest elves arrive in the capital of Crewan, led by none other than the legendary Tel'Erond. The elven hero is met properly and ceremoniously by Princess Carlolina Crewan, and then the two confer privately about urgent matters of elven concern. That night, a modest ceremony to welcome the hero and the warriors is held, although the mood is decidedly uncomfortable having the uneasy mix of Crewan elves, Altheim elves, and Aengmor shadow elves, all under the same tree canopy. (See Sb. 15.)

What This Means: Tel'Erond had arrived from Aengmor, where he was embroiled in the Shadow Over Mystara plot: He and his elven followers were captured and his shadowelf brethren enticed into an evil scheme by the mysterious human sorceress Synn, to use the Magic Points in Canolbarth Forest to summon fiends into this realm. Tel'Erond has come to Glantri to meet with an elven ally, Princess Carlolina Crewan, and to investigate his suspicions that the human sorceress Synn might actually be in Glantri under another guise. Though not officially sanctioned by the shadowelf nation of Aengmor, Tel'Erond did allow some shadow elves to join his troops (though most of them did so out of the desire for vengeance against Synn).

The good Princess Carlolina sees in Tel'Erond a valuable ally, particularly knowing full well that they are a minority as a force of good and lawfulness in Glantri. But her previous alliances with the Altheim elves (which was proven by harboring Altheim refugees from Canolbarth when the shadow elves took over), and her present alliance with the shadow elves (with whom she has exchanged magical secrets to aid Aengmor), is put to the test as the warring elven clans are still too aware of recent injuries against each other. Nevertheless, Princess Carlolina believes that if anyone can find their way to work out an intricate labyrinth of diplomacies and alliances, it's a Glantrian!

Fourth Week

Sbiftmont 22, AC 1018: Fabian Responds to Critics.

Location: City of Ionace, Ionace Island, Nayce. AS

Description: Fabian Vern, President of the Republic of Esterhold, addresses the recent criticism against him before the Council of Nayce. Though the war has not gone well, he brings the fact that he has already asked for military intervention to the attention of the council, then continues to speculate why Commander Karszamon has opposed this intervention if he is so concerned about the Jennites. Karszamon is obviously insulted, but the council merely tells Fabian that he must produce evidence for Karszamon's subterfuge before the council will accept such accusations.

Fabian also addresses the matter of the weapons the Jennites have by saying that while he knew of it, it wasn't a major issue in the conflict. Unfortunately the council does not seem satisfied by that explanation. (See Sb. 2, Sb. 19; Ci. 5, Ci. 7.)

What This Means: Fabian has come to realize that Karszamon supports the critics, and so begin to wonder whether he has ulterior motives for hesitating to intervene in the Esterhold war. However, by bringing up the subject of the weapons, Karszamon has managed to put Fabian at a disadvantage. These weapons did have some impact on the early parts of the war, but were never a decisive factor and remain all but inconsequential next to the weapons the Jennites have since captured from the Alphatians themselves. So although the weapons were never really that important, it is difficult for Fabian to claim that he can do much about it, and because of that Karszamon has managed to convince the council that they are a much bigger problem than they are for now. Because of that, the council is also able to more easily dismiss Fabian's own suspicions about Karszamon. Karszamon and Fabian do realize what is going on behind the scene, though, and where they stand.

What the PCs Can Do: Unless the PCs have influence at the Council of Nayce, they are unlikely to have any effect on this at all.

Sbiftmont 22, AC 1018: The Wrath of Korotiku.

Location: Open sea east of Baraga Island, Merry Pirate Seas. MW

Description: After several sleeps at sea, and numerous failed attempts to extract information from the captured abbot, Redbeard Kray gives him one more severe beating with a belaying pin and tosses him overboard, to be claimed by the sea. Within minutes, the sky darkens with cloud cover and the wind begins to gust. What seems to be a passing squall intensifies into a torrential downpour with gale-force winds. Kray attempts to ride the storm out. Some of his crew think he has gone mad; others are sure that the Immortals are angry for what they did to the clerics. Despite their feelings, the crew is forced to focus on the hard task of keeping the Butchery afloat. The fierce gale blows for over four sleeps, threatening to run the ship aground or sink it outright, but Kray somehow manages to keep his ship from foundering. When the storm finally blows itself out, Kray finds himself in the uncharted waters of the Atlass Ocean, many sleeps from the Merry Pirate Seas. The ship has lost the main mast, the sails have been torn to shreds, the hull has taken substantial wave damage, and numerous crewmen have been swept out to sea.

The storm tears through the Merry Pirate Seas, heading northwest across the Island of Baraga and the northern archipelago, before losing strength in the Northern Atlass Ocean. Throughout the region, numerous ships are sunk or lost at sea, and substantial damage is caused along the coastal regions and low-lying islands. (See Sv. 2, Sv. 16; Ei. 17, Ei. 28.)

What This Means: The storm is a hurricane, to be remembered as the Wrath of Korotiku in circles to come. Indeed, the Immortal was angered at Kray for mocking Him by slaying His clerics and tossing the abbot to sea without fear. Severe storms such as this will strike the Merry Pirate Seas from time to time, and Korotiku merely accelerated the process. In spite of this, however, Redbeard Kray emerges with his ship battered, but is otherwise undaunted. In fact, now he feels that he has beaten the Immortals themselves (and this in fact, may become his undoing).

What the PCs Can Do: Try to weather the storm! Whether they are with Redbeard's crew, or onboard some other ship, PCs will have their work cut out for them to keep their ships afloat.

Sviftmont 23, AC 1018: King Qinn Abducted.

Location: Town of Ceafem, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire.
HW

Description: People in Ailpon find that King Qinn is missing and there are signs of struggle in his private chambers. It quickly becomes clear that he must have been captured, perhaps even killed, though the lack of a body might suggest otherwise.

People in Ailpon are worried. General Lotaran tries to calm people, but it isn't until Lord Beremtöl makes an announcement that things calm down a little. He tells them that although he had his differences with Qinn, he is still their king, and that they must carry on as Arkan always has. For now, he, Lord Beremtöl, will assume control of Ailpon and the lands around it and try to find out what is happening. (See Sv. 6, Sv. 17; Sv. 24, Sv. 25.)

What This Means: Naturally, Ambur and Stonewall have carried out their plan to capture Qinn, who is now on his way to Ceafem by ship, bound and gagged. Beremtöl knows all of this quite well, having helped the abductors capture Qinn and smuggle him out of Ailpon. Obviously Lotaran is suspicious of what is going on, but he remains quiet for now. People didn't listen much to Lotaran because he is not an aristocrat. Lord Beremtöl is, and one they have known for a long time. Because of that his appearance stabilizes the situation for now.

What the PCs Can Do: Ideally the PCs should be the ones to capture Qinn and bring him back to Ceafem. If not, they could investigate the matter of his disappearance, which will definitely suggest foul play. They might not be too good at this, though, or they could attract some rather unhealthy attention from Lord Beremtöl!

Sviftmont 23, AC 1018: Heavy Repairs at Ionace.

Location: City of Ionace, Ionace Island, Nayce. AS

Description: The Karameikan Concordia undergoes heavy (and expensive) repairs at the shipyards of Ionace. The damage is even more extensive than Captain Nikolai Delarius feared. (See Sv. 7, Sv. 18; Ka. 17.)

What This Means: The Concordia made it, but she did not go unscathed. Those repairs will cost a lot to the Karamaikan treasury, and Nayce, with all its economic troubles, isn't about to waive the bill. Delarius is particularly worried because he realizes that Karamaikos does not have shipyards to make such repairs (its yards can only handle seagoing ships), and that only the wizards at the Karamaikan School of Magecraft, who originally enchanted the ship, can repair her.

Swiftmont 23, AC 1018: Call for the Use of the Elvenstar.

Location: Town of Oakwall, Kingdom of Wendar. **OW**

Description: The situation in Oakwall grows worse when swarms of manticores arrive from the Wendarian Ranges and fight alongside the giants, apparently forging an alliance. The aerial raids put a strain on the town as well as its defenders, both inside and outside the town walls. With the royal army still about three weeks' march from the besieged town, the populace, influenced by the priests of Idris, demands that Bensarian come to Oakwall and use the Elvenstar to drive off their enemies. (See Am. 2, Am. 25; Ci. 9, Ci. 15.)

What This Means: Thanks to the efforts of the priests of Idris, support for Bensarian hinges on the old sage using the Elvenstar to save Oakwall. When Bensarian hears of the request he will refuse, dismissing it as a plot by Idris to capture the Elvenstar and eliminate him.

Swiftmont 24, AC 1018: A Very Special Cargo.

Location: Town of Ailpon, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: Hidden in a barrel of fresh water, King Qinn is brought aboard a ship, the Anja. The commanding officer, Lieutenant Commander Ralf from the Navy of the Lakes, takes over the responsibility for this valuable cargo from the kidnappers and gives the order to leave.

The destination of the Anja is a hidden bay on the eastern shore of Crystal Lake. A rendezvous maneuver with a Stonewall ship is planned in this bay. Commodore Orlob has considered overseeing this delicate mission himself, but finally he has decided not to do it. (See Sb. 17, Sb. 23; Sb. 25, Sb. 26.)

What This Means: The Anja is one of the ships belonging to the Navy of the Lakes. From time to time it has fulfilled special tasks for the Kingdom of Ambur, though her normal purpose is trade. For this assignment the crew is reduced, and there is no armament aboard. Orlob has chosen this ship to deliver Qinn to Stonewall as he thinks that she will move around unnoticed, unlike a fully equipped warship.

What the PCs Can Do: PCs aboard the ship will be the best weapon the Anja has. In these chaotic times nobody can tell what might happen.

Swiftmont 24, AC 1018: Allies in the South.

Location: Southern jungles of the Amalur Lowlands. **DV**

Description: After many weeks of exploration, some of the Kastelian explorers make contact with a tribe of lizard men in the remote uplands of the Amalur region. Accompanied by Sassteh, who acts as

an interpreter, the humans manage to communicate who they are and why they are in the area. Once they understand that the foreigners are not enemies, the lizard men take them in. (See Kl. 25, Jy. 8.)

What This Means: One part of the Kastelian expedition has managed to make contact with a tribe of lizard men that have, thus far, been able to avoid the attention of the western tribes that have overrun much of the Amalur Lowlands. Over the coming weeks, the Kastelians will learn a little more about what is going on, and they will gain a good geographic overview of this region. After several weeks, this group will make their way back to Kastelios next year.

What the PCs Can Do: The PCs could be part of the group that meets this tribe.

Swiftmont 25, AC 1018: First Ship Leaves Harbor.

Location: Town of Ceafem, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: A ship, the Seagull, leaves the harbor of Ceafem. Her mission is to meet the Anja and bring back Qinn. Besides Captain Dandor nobody aboard knows anything about the secret mission. (See Sb. 23, Sb. 24; Sb. 26, Sb. 27.)

What This Means: The Seagull is the first ship Stonewall has been able to muster. More precisely, she is a ship of the Free City of Ceafem. Whether she is a military or a civilian ship cannot be told exactly. Anyhow there are no assault weapons, but her mission—fetching King Qinn—is not exactly a civilian one.

Swiftmont 26, AC 1018: The Seagull Has Landed.

Location: Eastern shore of Crystal Lake, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: The Seagull is the first ship to arrive. Captain Dandor is not surprised as he had the shorter way to go. He decides to wait. The crew still does not know anything about the mission. (See Sb. 24, Sb. 25; Sb. 27, Sb. 28.)

What This Means: There is no exact date for the rendezvous, only a time window. The Seagull had the shorter passage and must wait now for the Anja.

What the PCs Can Do: The PCs might be sent ashore to prevent observation by anybody.

Swiftmont 27, AC 1018: Talin Escapes.

Location: Countryside, Esterhold Peninsula. **SK**

Description: Awaiting what is now almost certainly an execution after his attempted escape, Talin is rescued by a group of Jennites led by his brother Kalin. The group is an odd alliance of rebel Jennites, like Grath, and Jennites loyal to the Alphatians.

The rescuers sneak into the Jennite camp and free a rather confused and mistreated Talin, then make good their escape.

As they escape, Kalin notices several marks from physical punishment on Talin's body, yet when Kalin asks him about them, Talin doesn't seem to understand his questions. Kalin is confused, but doesn't have time to wonder about it. (See Sv. 12, Sv. 13; Ci. 1, Ci. 3.)

What This Means: Talin and Kalin, the two brothers, are now reunited, but they are scarcely friends, even though Talin owes Kalin his life. Circumstances have forced them together, though.

The wounds Kalin has noted, yet can gain no information on from Talin, frustrate him. Why won't Talin tell him about them?

What the PCs Can Do: Jennite PCs allied with either side should definitely help Kalin free his brother. They will have to sneak into a Jennite camp to free him, though, and will probably be forced to fight some of their brethren.

Swiftmont 27, AC 1018: A Stormy Day.

Location: Crystal Lake, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **WW**

Description: A heavy storm appears over the lake and forces the Anja to seek shelter. Captain Ralf gives the order to hide behind a small, nameless island. The Anja will not leave before the storm is over. (See Sv. 25, Sv. 26; Sv. 28, Ci. 1.)

What This Means: Since the sinking the weather in Alphatia has been slightly different. Storms are magical phenomena set up by the Immortals in the Hollow World, Alphatia being no exception. Due to their magical nature they are unpredictable and a rare but dangerous menace for naval traffic.

What the PCs Can Do: Most likely there will be no need for adventurers, only for sailors. The only exception might be monsters who are cast adrift or even attracted by the storm.

Swiftmont 28, AC 1018: Mass Desertion of the Shadow Army.

Location: Keep of Drax Tallen, Great Forest of Geffron, Kingdom of Denagoth. **NW**

Description: Back in Drax Tallen, the Shadow Lord informs the Shadow Army under his command that they won't be obeying the Church of Idris anymore and that they will now drive any followers of Idris out of Denagoth once and for all. Scared by the dark cloud over Drax Tallen and by the presence of many undead creatures lurking nearby, the human soldiers remain silent at this announcement. Later, many of them head into the dungeons of Drax Tallen and exit via the tunnels. The remaining human commanders then discover that horrible rites are being performed on humans in the dungeons where they are replaced by death leeches. They quickly round up their men and flee Drax Tallen and head into the Avien Plains to escape the Shadow Lord's folly. (See Am. 6, Sv. 9; Ci. 18, Ka. 27.)

What This Means: The majority of the Shadow Army are followers of Idris and are horrified at the Shadow Lord's goal.

Sviftmont 28, AC 1018: The Rendezvous.

Location: Eastern shore of Crystal Lake, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: Finally the Anja arrives. The captains meet, accompanied only by a few men. Ralf delivers his captive to Dandor and orders his ship to leave. Dandor sets sail likewise. (See Sv. 26, Sv. 27; Ci. 1, Ci. 5.)

What This Means: Commodore Orlob can be content with this mission: The delivery has been handled without problems. There was no squabble and no fight, and Ambur has kept its part of the agreement. The Seagull will deliver the captured king to the Stonewall army.

What the PCs Can Do: After all it is a surprisingly uneventful event. PCs might be charged with scouting the surroundings to keep possible trouble at bay. Perhaps they are there to find out the whereabouts of this mysterious rendezvous or to free the royal prisoner.

EVENTS: EIRMONT

First Week

Eirmont 1, AC 1018: Tour of Honor.

Location: Town of Filtot, Honor Island, Kingdom of Ierendi. **OW**

Description: Millington Donaday arrives by ship in the town of Filtot. He is met by a group of wizards, Firdon among them, who greet him and explain that he will first be taken to meet with their superiors. Then he will be given a short tour of the island, and then rest at a local inn. Tomorrow he will be taken to the Oracle, after which he must leave the island. Millington meets with some wizard of authority who requires him to promise not to return unless asked to once he leaves tomorrow. Millington agrees. The rest of the day goes without incident as Millington sees some of the island. (See Sv. 3, Sv. 13; Ci. 2, Ci. 17.)

What This Means: Though Millington is given a tour of the island, the Honor Islanders are not about to reveal any of their secret to him, so he doesn't learn much that he didn't know already. Still, seeing such things with his own eyes is an experience to remember.

What the PCs Can Do: If the PCs are with Millington, they are permitted to accompany him on his tour of the island. If the DM has Gazetteer 4: The Kingdom of Ierendi, this is an excellent opportunity to describe some of the island, particularly the imposing Mount Kala, which is said to be an active volcano (though that will not be revealed), and the mixed population of human spellcasters and goblin slaves, as well as the occasional fire elemental roaming the island!

Eirmont 1, AC 1018: A Call to Arms.

Location: Camp of the Jennite chieftains, Esterhold Peninsula. **SK**

Description: After Talin's escape, tension runs high among the Jennites. Maltaen quickly uses the situation to rally new supporters to his cause. He declares that Talin's escape with the help of Alphasians, rather than face just Jennite justice, is proof of his corruption by the Alphasians. He vows that Talin shall not escape their righteous fury, nor shall the Alphasians that caused his madness. Then he announces that brave warriors of the True Way have killed the vile Alphasian monsters known as the Crimson Avengers, and invites all Jennites to join his cause. Many Jennites, rebel and free alike, join his crusade. (See Sv. 13, Sv. 27; Ci. 3, Ci. 5.)

What This Means: In a time of confusion, Maltaen offers people what they want most of all—an answer. Any answer. As it often happens, the fact that an answer is given is satisfying enough that people don't worry too much about whether it is true or false. The other Jennite chieftains and leaders aren't convinced, but they soon realize they had better flock to Maltaen's banner or they might become his victims in his quest to purge the Jennites of the "evil contagion of the Alphasians" that he claims has already taken Kalin and now Talin from them.

Maltaen's claims of having destroyed the Crimson Avengers are, of course, untrue. Fabian and his adventurer followers ended the menace of the Crimson Avengers, but Maltaen has found evidence that

they are gone, so he might as well claim the glory for it before someone else does. After all, the Champions of the True Way disappeared about the same time, so he is convinced they must have destroyed the evil Alphatians, though it may have cost them their own lives. That other Alphatians might have destroyed the Crimson Avengers is so alien a thought to him that he doesn't even consider it. So he claims the glory of their end as that of himself and his tribe. And it works since the masses love him for it.

What the PCs Can Do: Only PCs among the free Jennites would be involved in this, in which case they can join Maltaen's cause or reject it. If they do the latter they had best be quiet about it or go someplace else quickly, though.

Cirmont 1, AC 1018: The Prodigal King Returns.

Location: Town of Ceafem, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire.
HW

Description: Captured by Stonewall, King Qinn is taken in chains to a prison cell in Ceafem. People in Ceafem are shocked by such a treatment, but General Selcomad promises that Qinn won't be hurt.

After a few hours of humiliating captivity, he is brought to a room where two Stonewall officers meet him. Waiting to be interrogated, perhaps even tortured, Qinn is rather surprised when they talk for hours about what Qinn thinks of his current situation and what he is prepared to accept to save himself and his kingdom.

Eventually, he realizes that Stonewall is considering letting him remain king in the regions they have captured if he will accept their continued presence and policies. These talks go on for days. (See Sv. 27, Sv. 28; Ci. 5, Ci. 14.)

What This Means: Eventually the Stonewall negotiators will make Qinn see that he cannot hope to regain independence from Stonewall, so if he wants to help his kingdom and remain in a position of power, it's in his own best interest to accept Stonewall's proposal. Qinn eventually accepts, thinking that if he consents to being Stonewall's figurehead ruler, he will be in a good position to reclaim Arkan independence if the opportunity arises someday. Stonewall's terms are not open to negotiation, though. Qinn must accept a royal advisory cadre consisting mostly of Stonewall officers. These will appear to be simply a council of advisors, though Qinn will have to abide by their decisions. Qinn will also not interfere with the town council of Ceafem itself, led by Town Commander Arath, since Ceafem has a special status within Arkan according to the agreements negotiated when Ceafem surrendered. And finally, there will be no separate laws for commoners and aristocrats anymore—everyone will be treated according to High Justice as if they were nobles, except in Ceafem where the distinction between High Justice and Low Justice will remain as it always has due to the terms of surrender. In general, Arkan must send about half of all grain to Stonewall, but otherwise the Stonewall officers promise they won't interfere too much.

What the PCs Can Do: If they are with Stonewall and are good role-players, the DM could put them in the position of the negotiators who try to convince Qinn of Stonewall's plans, but it won't involve any adventuring or combat.

Eirmont 2, AC 1018: The Mouth of the Oracle.



Location: Honor Island, Kingdom of Jerendi. *OW*

Description: After awakening in Filtot, Millington Vonaday is taken to see the Oracle, which turns out to be located in a large cave in Mount Kala. Millington is taken inside to a place where the cave apparently ends in some strange red and purple haze of light. Here he is told that this is the Oracle, but it will speak only to one person, so he must remain here alone, and there is no guarantee it will speak at all. Under no circumstances is he to touch the reddish purple haze or even try to go near it—to do so would be certain death! All others leave, telling Millington they will await his return at the cave's entrance after he is done.

Once he is certain everyone has left, Millington asks several questions he has been pondering for a long time. He receives no reply, except when he asks the question, "What will solve the mystery of Itheldown Island?" To this the Oracle gives an ominous response:

"All who this place defy be cursed to doom
and willing slaves of the evil become.

For in the deepest depths of ancient gloom
a terror awaits to turn hearts numb.

"So from the shadows and from worlds afar,
the rightful soon now homeward must return.

For only kin may pass that not ajar
to banish what cause all to suffer and burn.

"Only twain twilight the crisis may mend,
letting champions the horror defeat.

Alas, the curse of old shall never end
until both dawn and dusk again shall meet."

Millington is rather astounded by what he hears. For long moments he merely stands in utter disbelief before he finally regains his composure and hurries to write down what he has heard. Soon after he emerges from the cave mouth and is taken back to Filtot without a word. His companions, Honor Islanders and hired guards alike, are a little nervous, as he is usually not so quiet, but he tells them that he is merely a little tired. He does not tell them what he learned, though.

Soon after, he is brought to the ship waiting to take him and his guards back to the city of Jerendi. He thanks the Honor Islander wizards for the opportunity they have given him and promises that he will keep his word and return the favor one day. The ship then leaves for Jerendi Island. (See Sv. 13, Ei. 1; Ei. 17.)

What This Means: Millington seems to have found valuable clues to the Itheldown curse, but what do these cryptic phrases mean? He has no idea! But he is quiet for a long time since he has something new to ponder...

What the PCs Can Do: If Millington trusts the PCs and believes they will go to Darokin with him to solve this mystery, he may let them know what he learned from the Oracle, in which case they can wonder about the meaning of these verses as well.

Cirmont 2, AC 1018: Abduction in Aalban!

Location: Town of Leenz, Principality of Aalban, Principalities of Glantri. **OW**

Description: Just outside of Leenz, the mechanical dragon-shaped contraption (known as Old Dolores) of the eccentric wizard Herr Sigmund von Drachenfels is found at the foot of a minor landslide, with its inventor, Herr Sigmund, nowhere to be found. Initial investigation by the local constabulary suggests the landslide was magical in origin to trap Old Dolores and to abduct its rider.

The Aalbanese constabulary, the local military forces, and the private guards from Schloss Ritterburg, are immediately and most efficiently mobilized. Their main target is the Free Anachronic Society of Aalban, an underground sect of technology-hating wizards, and while some Free Anachronics and suspected sympathizers are arrested, Herr Sigmund is nowhere to be found! (See Kl. 15, Am. 27; Ka. 2.)

What This Means: This is a dark day for Aalban, for Herr Sigmund is not only the son of Prinz Jaggar von Drachenfels, but also the heir to House Ritterburg.

While the Anachronic Society is quite likely the culprit, Prinz Jaggar fears the abduction to be politically motivated. He suspects his enemies from the Flaemish House Linden—after all, the kidnapping Countess Sinaria Verlien is back in Bergdhoben!—or by the Ethengar Houses Singhabad and Krinagar, but foremost on Prinz Jaggar's list of political enemies is Princess Dolores Hillsbury (after whom the mechanical drolom was unflatteringly named!).

What the Aalbanese dare not discuss publicly is that Sigmund's abduction may have been a family plot. Under suspicion are Frau Hildegard von Drachenfels, the powermongering Drachenfels matriarch, who would rather rule Ritterburg herself than see her son Jaggar pass the throne to the harebrained Sigmund, and is known to be a formidable earth elemental; Frau Walburg Löwenroth von Drachenfels, Sigmund's ambitious wife and political-minded daughter of Baron Franz Löwenroth of Adlerturm, who would love to rule as regent to Sigmund's newborn heirs; and even Herr Roderick

von Drachenfels, Sigmund's estranged mundaner brother, who had long disappeared, but is rumored to have recently returned and to be having an affair with his former love, Sigmund's wife, Walburg.

What the PCs Can Do: The abduction of a royal heir is an affair of high intrigue and mystery! PCs can be called to conduct investigation, interrogation, or espionage for the many factions relating to House Ritterburg politics.

Cirmont 3, AC 1018: Notrion Defaults on Payments.

Location: City of Aaslin, Kingdom of Notrion, Bellissaria, Nayce. AS

Description: During one of King Corydon's meetings with Naycese officials, the subject of finances is brought up. The officials bring to the king's attention that, although Notrion's contribution to the ongoing Torenal project is to be commended, the kingdom did not pay its last contribution to the Naycese treasury in full. Pulling out ledgers, the two men show Corydon that, in fact, his kingdom currently owes Nayce a sum of 130,000 crowns, which must be paid before the end of the year.

More than a little displeased to have a couple of glorified accountants lecture him on his financial commitments to Nayce, Corydon insists that his kingdom is doing all that it can to live up to its duties, and that, given the economic downturn being experienced by the region as a whole, Notrion can hardly be faulted if its contributions are in arrears. The officials, seeming unimpressed, state respectfully, but firmly, that they are simply following instructions from Karszamon, and if the king wishes to take issue with the matters at hand, he should demand an audience in order to state his case.

Furious at the implications of their response, Corydon orders the men from his presence, and tells them that he will, indeed, have a word with Karszamon. (See Th. 17, Fl. 6; Ci. 14.)

What This Means: Notrion, already experiencing difficulties in keeping up its obligations to the Torenal project, has inadvertently shown to many Naycese officials just how bad its financial situation happens to be. Every member nation of Nayce is obligated to send 10% of its revenues to a central treasury to fund Naycese military forces, essential capital projects, and other affairs having a bearing on the region as a whole. In failing to do so, Notrion will be seen in some circles as not doing its share. It is only a matter of time before some people begin considering how to make Notrion live up to its responsibilities once more.

One potentially unpleasant implication of this situation is that many of Notrion's financial obligations have been historically guaranteed by the value of its land. With some of its best lands now under the control of Veroth, Notrion may not be able to continue to do so.

What the PCs Can Do: If they are working for Corydon, the PCs could be asked to find out who conducted the investigations into Notrion's finances, and what their motives might be. This could very well have been the handiwork of one of the king's rivals. Otherwise, the PCs may be asked to help Corydon find a way to raise more revenue—some creative thinking will be needed here.

Cirmont 3, AC 1018: Amnesia?

Location: Countryside, Esterhold Peninsula. SK

Description: Kalin has been wondering about Talin's wounds for some time, and as Talin cannot tell him about them, Kalin wonders about his apparent loss of memory. Grath eventually uses his

magical skills to examine Talin and informs the brothers that some powerful magic is involved. Surprised, Kalin contacts Fabian to have this magic removed. (See Sb. 27, Ci. 1; Ci. 5, Ci. 6.)

What This Means: Obviously Talin's apparent loss of memory is due to the geas spell Nicodemus placed upon him, yet nobody knows this yet, not even Talin. The bruises Kalin has noticed are what remains of the beating he received after his attempted escape, but because Nicodemus told him to forget all about that escape when he cast his geas, Talin cannot remember getting them. Once the spell is removed, the brothers and Fabian will realize that there is a lot more going on than meets the eye.

What the PCs Can Do: PCs with the brothers can expect to be hunted by the free and rebel Jennites, but since Kalin is with them, they might receive some help from the adventurer groups Fabian has sent to Esterhold. Talin and Grath won't like that, though.

Cirmont 4, AC 1018: A King's Dilemma.

Location: City of Zeaburg, Kingdom of Ostland. *OW*

Description: The Modrigswerg jarl, Throfar of Gråbjerge, appears at King Finn Hordson's royal court bringing an entourage of dwarves. He explains that his brethren in Vestland are under imminent attack from the army of Vestland simply because they are different and feared because of old tales and rumors. He requests that Finn put King Bergthor Haraldson of Vestland in his place, and informs Finn that, if asked, he will come to the aid of his kinsmen, and requests aid for this endeavor. (See Sb. 13, Sb. 19; Ci. 6, Ci. 24.)

What This Means: Throfar is counting on the rivalry between Ostland and Vestland to help protect the Modrigswerg from human aggression. While he may lend his brethren in Vestland aid, he would rather have somebody else do it for him.

Cirmont 5, AC 1018: Second Volume of Thrainkeliad Published.

Location: City of Thyatis, Duchy of Thyatis, Thyatian Empire. *OW*

Description: This book, like the first volume published a couple years ago, was written by Thincol's daughter Stefania. It was somewhat delayed by the outbreak of the Crown War and written over the past year while Stefania was pregnant with her first child (a daughter born a few months ago and named Amelia). It covers the period between Thincol's crowning and the Thyatian millennium celebrations, and is largely a chronicle of his successes in rebuilding the empire's might in the wake of the Spike Assault, and his troubled family life and the crises that he faced in the following period, but stops before the events that unraveled these efforts (which will be covered in a third and final volume).

What This Means: As well received as the first book for its sympathy but also frankness and fairly accurate presentation of the history of the time. One outcome it has includes the rebellion that several officials imprisoned during the reign of Thincol may have been innocent. This results in an investigation of the proceedings surrounding their trials, and several are freed (though most are fairly old by now). Eusebius does this to continue to promote his reputation for impartial justice, but manages to shift the blame from Thincol onto "unscrupulous officials," so that the late emperor's memory isn't condemned.

The fact is, however, that Thincol manipulated the Thyatian justice system to eliminate enemies and potential rivals as much as Eusebius has.

What the PCs Can Do: Characters can be involved in the investigations that clear the names of the wrongly imprisoned officials.

Cirmont 5, AC 1018: Dark Enlightenment.

Location: Countryside, Esterhold Peninsula. **SK**

Description: Fabian Vern meets with Kalin and Talin at Kalin's request. The tension is high, but then Talin's curiosity is greater than his hatred for Fabian. And he knows there is indeed a spell placed upon him since it was his friend Grath who found it. As both sides of this unlikely alliance watch each other, Fabian takes steps to determine the spell and then has it removed. Talin is reluctant to allow it, but Grath explains that he simply lacks the power to remove the spell himself, but that he will watch carefully to see if Fabian does something he shouldn't do. Fabian then proceeds to remove the spell with a ring of spell storing he had a wizard friend cast limited wish onto. Once the geas spell is gone, Talin regains his memory and tells the others that Maltaen and his True Way tribe is being manipulated by none other than Nicodemus using magic to disguise himself as a Jennite. The two groups sit down to consider the matter. (See Ci. 1, Ci. 3; Ci. 6, Ci. 16.)

What This Means: Though the two groups are enemies in the war, they are suddenly faced with the deception of a powerful common enemy. Whatever Nicodemus is planning, it can't be good for any of them! As they talk, they all realize that they have their own pieces to this massive puzzle, especially Fabian who begins to suspect a secret conspiracy between Nicodemus and Karszamon. Unfortunately they have covered their tracks well and there is no proof whatsoever.

What the PCs Can Do: The PCs are definitely likely to be present here. If they aren't already among the Jennites who helped Kalin and Grath free Talin, chances are they are among the PCs who helped Fabian destroy the Crimson Avengers and that he has taken them with him to this meeting with the brothers.

If they are present, Talin's news should definitely be of interest to them, and the DM should give them a chance to consider the matter with Fabian, Talin, and Kalin, and speak their mind on what can be done about it.

Cirmont 5, AC 1018: Stonewall Invasion Feared.

Location: Town of Ailpon, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: After it has become known that King Qinn was captured by Stonewall, many people fear an imminent Stonewall invasion. A number of lesser aristocrats have therefore been contacting Lord Beremtöl to discuss what can be done about it.

Today, Lord Beremtöl makes a surprising announcement. He has already taken steps to ensure that Stonewall won't invade the Ailpon region, but it comes at a cost. Ambur has promised to secure the region, but only if it becomes part of Ambur. However, since Arkan is lost anyway, there is little real choice, and Beremtöl promises that he will remain the major aristocrat in the region and that things

won't change much as a consequence. Beremtöl has already received promises to that effect from Queen Elshethara of Ambur. People should now expect Amburese forces to enter the region in the coming days to secure the area against a Stonewall invasion.

People are surprised, but most accept the situation. With Arkan lost, the choice between being part of Ambur or being conquered by the Stonewall invaders is a pretty easy choice. Many are actually relieved by this turn of events.

Beremtöl subsequently meets with General Lotaran. He tries to convince Lotaran that, though the region will be part of Ambur now, they need to work closely together as old Arkan patriots. Lotaran doesn't say too much, but promises that he will remain loyal to the only unconquered part of Arkan. (See Sb. 25, Ci. 1; Ci. 14, Ci. 18.)

What This Means: Naturally, Beremtöl's announcement is filled with half-truths and lies, though more than he is aware of himself. The Amburians never told him they already had an agreement with Stonewall not to conquer the region, for example. They just offered to "save" the region if he could convince the inhabitants, particularly the aristocracy, to accept becoming part of Ambur. When Qinn was captured, Ambur insisted Stonewall took the blame for it because it could use that to create fear in the region and then arrive to save it from Stonewall's aggression. Stonewall didn't mind so much because they were going to do it anyway, and people probably wouldn't think any worse of them than they already did because of it.

Lotaran has doubts about Beremtöl, but Beremtöl is an aristocrat, so it's probably better to keep a low profile, at least for now.

What the PCs Can Do: PCs can help stop civil unrest that might occur or scout the area for potential Stonewall invaders. Needless to say, neither will be too eventful, though.

Cirmont 5, AC 1018: Brabado in Baraga.

Location: City of Baraga, Merry Pirate Seas. **HW**

Description: At the Golden Skull, an affluent Baraga tavern, several members of pirate nobility discuss their most famous exploits, swapping stories and tall tales. Alexis the Lawless is present, and the conversation turns to his recent raids on Milenia, and the stir that they have caused in that empire. It is noted, however, that Alexis failed to strike at Corisa itself—in fact, no one in the tavern can ever remember a successful raid on the Milenian capital, by any captain. For the pirates, this quickly becomes a goal to quest for—and to everyone's surprise, Carola the Grappler, one of few Merry Pirate queens, confidently states that she will raid the city, and by the end of the circle, no less. Later in the sleep, Carola returns to her estate to assemble her crew, and makes plans to set sail in her barquentine, the Leap of Faith. (See Pa. 2, Pa. 17; Ka. 13.)

What This Means: The Milenian capital is well protected against attack by sea, due to its seclusion within the bay, and its contingent of war galleys that patrol the waters. If any pirate has successfully hit the city, it has not been during the lifetime of any captains alive this sleep. Carola has always thrived on the unattainable goal, and this is her latest effort to continue to probe her worth to the male-dominated pirate culture.

What the PCs Can Do: Sail with Carola in the hopes of gaining fame as the first crew to raid Corisa. PCs who captain their own vessels may attempt to steal her thunder by beating her to the city and raiding it first.

Cirmont 6, AC 1018: King Ragnar Issues Call to Arms.

Location: City of Soderfjord, Kingdom of Soderfjord. *OW*

Description: Ragnar sends emissaries to his jarls informing them to gather men and meet with the Rockhome dwarves along with his own men for an attack on the monsters and Mlodrigswerg dwarves near the Falun Caberns. (See Sb. 2, Sb. 19; Ci. 8, Ci. 22.)

What This Means: Ragnar has received word that a force of Rockhome dwarves, sent to deal with the Mlodrigswerg near the Falun Caberns, are near to Soderfjord. In response he plans to raise a force of men that will help the dwarves in any way they can.

What the PCs Can Do: This is another good opportunity for mercenary work in Soderfjord. Ragnar won't turn down able warriors.

Cirmont 6, AC 1018: The Infidels at Home.

Location: Camp of the Jennite chieftains, Esterhold Peninsula. *SK*

Description: With his newly found support, Maltaen is considering what to do. His wizard advisor, Detir, tells him that he could go to Draeh and teach the rebellious Jennites there the True Way. He considers the matter, then announces that they will all travel to Draeh to save the Jennites there from the curse they have been infected with by the Alphasians. (See Ci. 1, Ci. 5; Ci. 7, Ci. 16.)

What This Means: There is some concern over this decision, particularly from Chieftain Lotam, but Maltaen has a lot of support at the moment, and it is probably wiser not to oppose him. Detir is, of course, Nicodemus who is only taking steps to take his city, Faraway, back. After all, the very rebels who kicked him out are the rebels now in charge of the city, so it seems only fair to target them. Also, this will divert Maltaen's angry troops from venting their fury at any Alphasians. "Detir" is successful at convincing Maltaen of this because, as he argues, if Talin was corrupted by the Alphasian curse, then surely all the trouble in Draeh must have come from all the poor rebel Jennites who are similarly infected but who, unlike Talin, may yet be saved if they act quickly enough, since they haven't openly opposed the True Way as Talin did.

What the PCs Can Do: This is a political event. There is little the PCs can do to influence it.

Cirmont 7, AC 1018: The Obsidian City.

Location: Town of Kuznetz, Emirates of Plaruum. *OW*

Description: Mehmet the beggar plagues everybody with tales of "the Obsidian City," which he claims to have stumbled across out in the desert. This city, he says, is full of strange treasures of valuable obsidian, but is also protected by guardians that poor Mehmet cannot defeat. If only the noble strangers will come defeat these guardians, they will be rich beyond belief, while Mehmet will claim only a pittance for showing them the way.

Locals ignore Mehmet, whom they are sure is only looking for attention and food during the time it will take to scour the desert looking for this “Obsidian City.” But perhaps some adventuresome characters will be interested?

What This Means: There actually is an Obsidian City, or at least an Obsidian Temple. Mehmet the beggar stumbled across it and met its guardians. Unfortunately for him, these guardians caught him and one of them possessed him. His body is now the vessel for a ghost that was previously tied to the Obsidian Temple. Now it has reached the nearest town and is looking for powerful adventurers it can lure back to the temple, where the remaining guardians wait for bodies of their own, so they can carry out their ancient duty.

What the PCs Can Do: Be lured into a desert-survival adventure, where they will end up being the treasure sought by the ghosts. Should they fall before them, who knows what vile deeds will be performed by their bodies, while they are under the influence of these ancient monsters? Surely deeds that will haunt them long after the ghosts have stopped doing so.

Cirmont 7, AC 1018: Desperate Times Make for Unlikely Allies.

Location: Countryside, Esterhold Peninsula. SK

Description: Since Fabian, Kalin, and Talin realized that Nicodemus is manipulating some of the free Jennites, they have been wondering about what they could do. The most obvious idea is to expose him, but they would need to get close to him, and since the free Jennites would never believe them, it would be exceedingly difficult to do so in the camp of the chieftains, since the Jennites will be more alert after the recent rescue. When they learn that Maltaen has rallied most of the free Jennites, it seems even more hopeless, but then they learn that the entire Jennite camp is moving to Draeh. That could be to their advantage since Talin and Fabian both know the city better than the free Jennites. From his days as governor and later rebel leader in the city, Talin learned of several secret ways into the city. Though those might have been closed off by now, it is still better than sneaking up on the Jennites in the open, so they decide to risk it. The plan is to find their way into the city, then expose Nicodemus in front of the Jennites and so hope that will be a sufficient blow to Maltaen’s reputation that they will be able to negotiate the situation again. (See Ci. 5, Ci. 6; Ci. 16, Ci. 25.)

What This Means: Talin is not happy about this course of action, but then neither is Fabian. They aren’t exactly friends, but circumstances force them to realize that they have some common enemies whom they can afford to ignore only at the risk of their own ideals. Whatever differences they have will have to wait to be sorted out until they have ended the threat that Nicodemus and Maltaen represent. They both realize this and leave their differences behind for now. That Talin is able to maintain such a restraint is a change that his brother Kalin is pleased to witness, though. It is characteristic for Fabian to act this way, but then that too is a relief to Kalin since Fabian has been behaving strangely in the recent months. To see him return to his old ways is an indication that he truly is on a path of redemption and that he has realized a few things.

What the PCs Can Do: Obviously PCs, on either side of the war, should help Fabian and the brothers reach Draeh in time to stop Nicodemus’s plans. Getting there will mean facing Jennite patrols, however. If the PCs aren’t already with the brothers, they have the opportunity to join them, as Fabian will divert all of his adventurer groups that he meets toward helping them. Most will be

sent to divert the Jennites so that Fabian and the brothers can reach Draeh, but some (the PCs) might be asked to join them on their quest instead.

Second Week

Cirmont 8, AC 1018: A King in Amber.

Location: City of Soderfjord, Kingdom of Soderfjord. **OW**

Description: Jarl Guthorm Brittle-Bone of Boddergard in Soderfjord sends one of his sons with a message and a gift to King Ragnar. Perplexed, Ragnar opens the box, and is turned to amber by the magics contained within it. Panic spreads as people realize that King Ragnar has been cursed by Modrigswerg magic. (See Sv. 19, Ei. 6; Ei. 22, Ka. 28.)

What This Means: Guthorm Brittle-Bone has been making secret alliances with the Modrigswerg of Sareft. The Modrigswerg want Ragnar out of the way so they can take over the Falun Caberns, and Guthorm wants him out of the way so he can take over the crown of Soderfjord. As the first step in their plans, the Modrigswerg have given Guthorm an ancient cursed box that can turn people to amber when it is opened. Guthorm agreed to deliver it to Ragnar (he was actually thrilled at being the one striking the blow), and so disguised it as a gift.

What the PCs Can Do: PCs wishing to help Ragnar will have a hard time. The Modrigswerg magic is undispellable by regular means, and seeking a cure for Ragnar will be a grand quest that will take them far away to search for magical components.

Cirmont 8, AC 1018: Chef Lézard.

Location: Colonie de la Nouvelle-Renardie. **SC**

Description: Throughout Nouvelle-Renardie a new trend appears: restaurants hire Shazak chefs. Generally only one lizard man is hired to assist the lupin chef, but some restaurants even put a lizard man as head chef, and some have Shazak-only chefs (though their food is generally, at least until they adapt their recipes, quite indigestible to the lupins). Called chefs lézards by the Nouveaux Renardois (most of the early comers have that occupation, and the term sticks), Shazak become more common in Nouvelle-Renardie, although they remain a minority. (See Fe. 19, Am. 6.)

What This Means: The trend started by L'Écaille du Coquillage has finally stuck with the lupins, although the historical restaurant is now closed. For the recently-established colony of Nouvelle-Renardie, it is the first peaceful contact with one of its neighbor—in fact, it is its first substantial contact with any of its neighbors other than Ator. It is not, however, a political contact, but only a slow exchange of population between two bordering nations; whether it leads to contacts at a higher level remains to be seen, though it is entirely possible that some day the leaders of Nouvelle-Renardie look past the racial resemblance of the lizard men with the gurrash to see that they actually both share them as their enemies (Shazak used to live in the Bayou where the Nouveaux Renardois now live before they were driven away from it by the more aggressive gurrash).

What the PCs Can Do: PCs from both countries can travel between them more easily now, and their skills may be in high demand if they are among the first to do so; they will have to deal with the lingering suspicion, though.

Cirmont 9, AC 1018: Priests of Idris on the Attack.

Location: Town of Oakwall, Kingdom of Wendar. *OW*

Description: With Bensarian's refusal to help the town and the royal army still about a week's march away, the Church of Idris enters the fray and sends out its own acolytes to confront the giants and manticores besieging Oakwall. They prove to be especially effective and possess great powers that impress the populace. (See Am. 25, Sb. 23; Ci. 15, Ka. 5.)

What This Means: The Church of Idris has waited for this moment to strike to maximize support. The town is in serious danger of falling, Bensarian's popularity cannot go much lower, and the royal army will arrive soon. Their potent attacks against the monsters are sharply contrasted in the townsfolk's minds against the impotency of Bensarian.

Cirmont 9, AC 1018: The Ejlker.

Location: Town of Chariss, Plains of Abien, Kingdom of Denagoth. *NW*

Description: Professor Dobe is found by locals wandering near the town of Chariss. The Denagothians, although a bit surprised at first, don't seem to be scared by his appearance. He is led inside the town, where he is shown great respect by the Denagothians who consider him one of the "Ejlker" (meaning "Elder Father," one of the forefathers of the Denagothians). Even some of the local humanoids come to see him and recognize humanoid traits in him, giving support to the rumors. An incredibly confused Christopher Dobe comes to believe he is really an Ejlker (this is a result of the mutation and the fever which have confused his memory) and settles in the town, surprising everyone with his great knowledge and brute strength. The local priests of Idris don't comment, but they immediately send a report to Idris Tower. (See Fe. 7, Sb. 1; Ci. 27, Ka. 18.)

What This Means: Professor Dobe seems to have retained his knowledge while gaining bestial strength. He seems popular in town and is happy for the first time in months.

Cirmont 10, AC 1018: A New Leader for Vanya's Chosen.

Location: Town of Kammin, Territory of Heldann, Heldannic Empire. *OW*

Description: After regrouping in the town of Althaben following the fall of Freiburg, Ordensgeneral Anna von Hendriks orders the evacuation of most of the garrison to Kammin by ship, after burning those vessels they cannot use. Once they are safely ensconced in the port town (which has by now become filled with soldiers loyal to Herr Wulf's faction) the remaining ordensgeneralen meet to choose their next leader. After considerable debate, and after each senior knight who wishes to claim the title states his or her case, the matter is put to the most senior ordensgeneral, who then communes with Vanya to determine who their choice should be.

The older man returns after a tense waiting period, and states that Her Most Valiant Lady has chosen Anna von Hendriks to succeed Wulf von Klagendorf as Ordensmeisterin of the "true" Heldannic Order. (See Sb. 4, Sb. 6; Ka. 5.)

What This Means: With the death of Wulf von Klagendorf, the faction opposing Ordensgeneral Heinrich Straßenburger needed to select someone to lead them in their ongoing campaign to destroy him. Although the ordensgeneralen may discuss the various merits of those who wish to lead the order,

that person is chosen by Vanya Herself. Now that Anna has been chosen, she will assert her authority almost immediately. Although most of those present will accept the decision as the will of their patron Immortal, others will be reluctant to follow Anna, remembering the mistakes she has made during the past (including the disasters of Stonehaven and Helskir).

What the PCs Can Do: Unless they are senior members of the Haldannic Order, there is little the PCs can do to influence this event.

Cirmont 10, AC 1018: Ericall Ponders His Future.

Location: City of Alpha, Kingdom of Alpha, Nayce, Southern Great Bay. NW

Description: The Norwold Confederacy meets in Alpha to discuss happenings throughout Norwold. King Ericall does not hesitate to bring up the drawbacks of their membership in Nayce. The economic difficulties that Nayce is experiencing are beginning to impact Norwold, and Ericall does not want to foot the bill to bail them out. After all, Nayce provided no support when the Haldannic Knights or other antagonists threatened Alpha in recent years. (See Am. 2, Sv. 18.)

What This Means: This indicates a shift in Ericall's feelings toward membership in Nayce. The King of Alpha has been feeling short-changed by his participation in that alliance, which has typically treated Norwold as a peripheral member. Ericall is beginning to think that Alpha may be better served by a strengthened Norwold Confederacy that would be independent from Nayce.

Cirmont 10, AC 1018: Soth's Shopping List.

Location: Tower of Soth, Delta Kingdom, Nithian Empire. NW

Description: Greeah-Oog returns to the Tower of Soth, at the burrower's beckoning. There he receives further instructions from the death-wizards residing there, including the ancient archmage, Soth, herself. She sends him and others throughout Nithia, searching for seemingly unrelated minerals, vegetation, animals, monsters, and to also seek out lost pyramids and other ruins. (See Fy. 5, Sv. 1; Ka. 11.)

What This Means: Soth is sending out her followers to gather materials and components for magical research. The burrower has instructed her in the creation of several diabolical and Entropic horrors, and has a good idea where most of the materials and crucial lost knowledge can be located. Typical items sought would include live snakes (normal and giant), dinosaur blood or hides, ibis feathers, obsidian, flax, warrior cactus, and so on. Soth and the other death-wizards plan to create more than a few undead warriors, powerful Entropic guardians, among other things.

Cirmont 11, AC 1018: Winter's Revenge.

Location: Kingdom of Douzbakjian, north of Hulean Empire. WB

Description: Another severe winter is setting in to northwestern Brun this year. Massive snowstorms ravage the plains of Douzbakjian, killing many of the peasants. During a lull in the weather, the leader of Douzbakjian, Kiligi Arslan, makes the journey from Tashgoun to his winter palace as he was prevented from doing earlier by the sudden onset of the snowstorms. The journey takes four days as Arslan and his household guards battle along snowbound roads. On the fourth day

(Cirmont 14) they are ambushed by white orcs from the White Death Clan. They are led by a grishaktur (the rank of an accomplished war leader) and overcome the Douzbaks in quick order, riddling them with their brutish crossbow bolts. Arslan flees on his horse but is cut down by the grishaktur's own enormous dire wolf. The wolf rips Arslan's head from his shoulders; none of the Douzbaks escape. (See Va. 6.)

What This Means: The unity of the Douzbaks will splinter now that Arslan is gone. Factional fighting will break out amongst the various clan lords to determine who will be strong enough to rule Douzbakjian and keep the land free from Hulean expansionism. It may be some years before a winner will rise from the carnage that is to follow. What this event also means is that the tribes of the White Orcs of the North are taking advantage of the extended and harsh winters being propagated by the ice demon Kazukarzash from his northern stronghold. This sort of attacks from large raiding parties will be on the increase all across northern Brun, from Klagerst in the west to Zuyebo, Douzbakjian, Hule and even Sind and Glantri in the depths of winter.

Cirmont 12, AC 1018: Ground-Breaking in Caurenze.

Location: Ruins of the Principality of Caurenze, Principalities of Glantri. *OW*

Description: As part of the reparations for the Alexander's Day massacre, the Principalities of Glantri have ceded an area of land for the construction of a shrine, a small temple or monastery for the Thyatian Temple of Valerias. The chosen site however lies in a vast wasteland of ruins of what was once the Principality of Caurenze, destroyed by the Great Meteor Crash during the Great War.

The Thyatian clerics of Valerias have hired the most stalwart and resourceful crew of builders and artisans for the job, as well as a vigilant company of guards and crusaders. The Glantrian overseers at the site are not obtrusive of the undertaking, but neither are they particularly cooperative or obliging.

Naturally, rumors of the dangers in the Caurenzan area abound: wild beasts hungry for living flesh, monsters thriving in the ruins, thousands of ghosts, ghouls and other living dead from the annihilated population, terrible magics freed from abandoned dungeons, alien creatures released from the Great Meteor, humanoid hordes from the Great Crater.

Perhaps the most intriguing and mysterious of the hazards in Caurenze is the rumor that its former ruler, Prince Innocenti di Malapietra, still resides in his ruined palazzo, now thoroughly insane and murderous, though still as magically powerful as ever, frenziedly seeking to obliterate any living creature that makes the mistake of coming to his devastated homeland. (See Fe. 18, Fe. 26; Ka. 22.)

What the PCs Can Do: Whether the PCs are Thyatian associates of the Temple of Valerias for this challenging task, or Glantrian agents looking after the interests of the principalities, their mere presence in Caurenze is an invitation to trouble. The perils in the Caurenzan region are all true and all very deadly, and have the making of a dangerous and exciting outdoors adventure.

Cirmont 14, AC 1018: A Matter of Consideration.

Location: City of Ionace, Ionace Island, Nayce. *AS*

Description: After a council session in which King Corydon was unable to make any headway to help his nation survive the unstoppably growing economic disaster, Terari invites him to a private audience.

Corydon is surprised at the invitation, as he never had any contact with the famous wizard before, and he wonders what the teacher wants to see him for.

After the customary courtesies are exchanged—which rather startles Corydon, as he is generally treated as a lesser by aristocrats despite his regal position—Terari bluntly asks the King of Notrion how long he thinks it will take for his kingdom to go bankrupt. Then, with a smile aimed at the startled Corydon, he adds that he doesn't ask out of a desire to seize his kingdom from him.

Cautiously at first, then more freely, Corydon explains at length to the listening Terari what he believes is wrong, economically and socially, in Nayce. Terari does not offer any help or advice in return, but only dismisses the king by stating that a day will come when he will have to take a chance in order to avoid collapse. (See Sb. 9, Ci. 3; Ci. 25, Ka. 6.)

What This Means: Notrion is probably the most hardly hit by the economic and social upheavals of the Naycese nations. Corydon is quite happy to find someone who will listen to him, as he is pretty much ignored by the council and by his neighbors (notably by Veroth). Thinking back on the interview he realizes that he gave a lot of information, but received little in return; he suspects that Terari may have used magic to prompt him to confide in him, though it may simply be the man's charisma and eagerness to listen that did the trick. It is clear though that he does not know more about Terari's motives after the meeting than he did before.

Cirmont 14, AC 1018: Did You Hear That?

Location: Somewhere in the northern Alphatian Sea, Sunken Alphatia, Nayce. AS

Description: The *Torpin* is exploring what was once the Kingdom of Blackheart in northern Sunken Alphatia. They have encountered several peculiar creatures here, and a good number of lacedons (aquatic ghouls) when Gadori, the chief of the *Torpin's* boltmen, reports to Executive Officer Myarkhen Bayller that a few of his men have told him they heard a peculiar voice on their deck a few minutes earlier. Commander Dhallaq Trest orders the *Torpin* stopped and returned to the location it were a few minutes ago to explore this matter. However, in spite of the best magical efforts of Chief Engineer Dlanor, Ship's Cleric Sister Valonda, and Chief Enchanter Kathar, they can find no explanation of the inexplicable sound, and the mysterious voice does not return. (See Jf. 8, Jf. 17.)

What This Means: Blackheart was a pretty strange place where a lot of foreboding events took place. This could have been no more than the moaning of some eternally cursed soul... or maybe not.

What the PCs Can Do: If the PCs are on the *Torpin*, they might hear the strange voice themselves. However, the sound is a little odd, so they won't be able to tell any words apart, although they will be certain that it was a voice and it did try to say something, they just couldn't tell what that was.

Cirmont 14, AC 1018: Political Pressure against Stonewall on the Rise.

Location: City of Andaire, Kingdom of Alphas'ar, Floating Continent of Alphatia, Alphatian Empire. HW

Description: When the Grand Council hears that Stonewall has abducted King Qinn of Arkan, the members are appalled. Within a few hours, they submit a document to Empress Eriadna urging her to do something about the situation.

Shortly after, Eriadna does make an appearance. She tries to calm down the council and assures them that she has been looking into the situation, although Qinn's capture surprised her. Obviously, if Stonewall has broken imperial laws, it will face the consequences. (See Ci. 1, Ci. 5; Ci. 18, Ka. 6.)

What This Means: Stonewall hasn't broken any imperial laws yet, but it scarcely matters if the political pressure continues to rise. Eriadna will shortly send imperial emissaries to both King Koblan Dracodon in Stonewall and the Stonewall invasion force in Arkan.

What the PCs Can Do: The PCs can be sent to talk to the Stonewall King and officers, if they are trusted by Eriadna.

Cirmont 14, AC 1018: Docking Cave Is Ready.

Location: City of Denwarf-Hurgon, Kingdom of Stoutfellow, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: The docking cave under Denwarf-Hurgon is ready. The necessary port facilities are not yet there, and perhaps the cave will have to be enlarged. The dwarven miners are not so sure about that point, but they are not worrying about it as this would be an easy task for them.

Having reached this status the time has come to dig the tunnel. The gnomish and dwarven engineers and miners now start to dig huge tunnels into both directions, heading to Draco and to Adiach. (See Va. 10, Th. 6; Ci. 27.)

What This Means: The project is now going into the next phase. Of course this will be the most difficult in the whole project, and everybody is very nervous about it.

Third Week

Cirmont 15, AC 1018: City of Dead Children.

Location: Village of Kirkuk, Emirates of Maruam. *OW*

Description: For countless years until recently, children born on this date in the village of Kirkuk have always been stillborn, a fact long believed to be a curse of some Immortal Guardian for crimes of the villagers. Tonight, however, the night of the fifth full moon following the summer solstice, three children delivered are born dead. Villagers say that an ancient curse on the town, thought long gone, has been reawakened. In some dark taverns, the name “Barimoor” is whispered in hushed tones. (See *Fy. 4.*)

What This Means: The stillborn deaths ended following the Great War (known by some as the Wrath of the Immortals) in AC 1009, and the villagers believed they had suffered penance enough. Now the practice seemingly has begun again, and it worries many.

Unknown to all but a very few, the souls of the children were stolen by agents of the expatriate Alphonian wizard Barimoor, for his own inscrutable purposes. Barimoor was presumed killed during the Week Without Magic in AC 1009, and his underground dominion is currently being ruled by the balor Shamaash. The fact that the practice has begun again may be indication that rumors of his demise were exaggerated.

What the PCs Can Do: If the PCs are in the employ of Mastoure, this event will be of paramount importance to them in their investigations.

Cirmont 15, AC 1018: Exorcise Those Spirits.

Location: Camp of Xantha, Ethengar Khanates. *OW*

Description: On the Night of the Spirits, when the boundaries between the Prime Material Plane and the Spirit Plane are at their weakest, a confrontation occurs. Jaku the Render finds himself confronted by a group of adventurers, the Ethengar shaman Trungpa, and his own advisor, Akmad ibn Dussef. Together, the group manages to expel the evil spirit from the body of Manghai, and return the young khan’s soul to his own body. After an exhaustive battle, Jaku is banished from the Prime Plane, but he manages to create extensive chaos and destruction before this occurs. (See *Kl. 8, Am. 23; Ci. 16.*)

What This Means: Jaku the Render’s days of possession are over, but there is still much work to be done to restore the balance of power upset by the evil spirit’s activities. The reasons behind the increase in evil spirits on the Prime Material Plane are still in question, and Trungpa will likely ask for help in discovering them. They may perhaps be involved with the Radiance in Glantri. There is also the possibility that Jaku will return to the Prime Material Plane, and he will certainly seek revenge for his defeat.

What the PCs Can Do: If the PCs were among those who journeyed to the Spirit Plane to find Manghai’s soul, this will be the culmination of their long quest. It will not be a simple task to defeat Jaku the Render, for he is a powerful evil spirit and gifted wizard.

Cirmont 15, AC 1018: Dwarves Are Reinforced.

Location: Near Town of Ranwood, Kingdom of Soderfjord. *OW*

Description: The Rockhome dwarves meet up with a small army of Soderfjord's warriors. The men inform them that more troops will be waiting near the Hardanger Mountains, and offer to lead them there by the quickest route, through the Great Marsh. (See Ci. 6, Ci. 8; Ci. 20, Ci. 22.)

What This Means: What the Rockhome dwarves don't know is that the men they have met up with do not represent King Ragnar, but are all in Jarl Guthorm Brittle-Bone's employ. These men have been paid to impersonate loyal forces of Soderfjord, then betray the dwarves in the Great Marsh.

Cirmont 15, AC 1018: Royal Army Finally Arrives.

Location: Town of Oakwall, Kingdom of Wendar. *OW*

Description: The royal army has finally made it to Oakwall from Wendar City. They join forces with the priests of Idris and manage to repel the giants and the last manticores up into the southern hills, breaking the siege. (See Sb. 23, Ci. 9; Ka. 5.)

What This Means: The humans of Oakwall (an exclusively human town) show contempt for Bensarian's actions and salute the Church of Idris as their new protector.

What the PCs Can Do: Track the retreating monsters to their lairs. Investigate the potent powers of the priests of Idris.

Cirmont 16, AC 1018: Dissension among the Ranks?

Location: Camp of Xantha, Ethengar Khanates. *OW*

Description: In the aftermath of last night's battle with the evil spirit, Jaku the Render, the camp of the Murkit Tribe finds itself in great confusion. Rumors of Manghai Khan's demise run rampant, despite attempts by his advisors to quell them. They claim the young khan is merely ill, and will appear before his people shortly.

Even worse, though, are the rumors that Manghai Khan may have been dabbling in evil magicks and consorting with dark spirits. Such rumors run particularly strong among the surviving Kiyat Clan members who were assimilated into the Murkit Tribe upon the death of their khan, Kadan, two years ago. (See Am. 23, Ci. 15.)

What This Means: There was no quiet way for Jaku the Render to be driven off, and the rumors that have arisen due to the confrontation were inevitable. Manghai will recover soon, and his appearance will restore his people's confidence, but some of his tribe, particularly the former Kiyats, may find reason to rebel against his claims of leadership.

Cirmont 16, AC 1018: Theft at the House of Puschieb.

Location: Estate of Baron Puschieb, City of Mirros, Kingdom of Karamaikos. *OW*

Description: Baron Duschieb is horrified when he finds that a valuable amulet, the Amulet of the Marches, has been stolen. He immediately dispatches one of his knights, Sir Grygory, and his followers to find and reclaim it. (See Kl. 15, Jy. 17; Ei. 19, Ei. 22.)

What This Means: Sir Grygory is the hero of the Mystaran novel *Dark Knight of Karamaikos*, but this actually takes place before the events in that novel as Sir Grygory has been searching for the amulet and the thief for some time when the novel begins. The amulet was stolen by a thief named Arasta, who in turn was hired to steal it by the orc Rufcha, although nobody but Arasta knows that.

The novel is a little confusing on the matter of the theft itself. Arasta mentions that the house was well guarded, suggesting that he stole it from the Duschieb Estate itself, but Baron Duschieb later mentions that it was stolen from the jeweler's shop he had sent it to. Either Arasta is lying in an attempt to imply that he deserves a larger reward from his employer than was agreed upon, or else Baron Duschieb doesn't want it to be publicly known that a thief was able to steal from his estate. Either possibility is equally valid, so the DM can choose the one he likes better.

What the PCs Can Do: Since this plot is tied directly to the events of the novel, it may not be a good idea to let the PCs search for the amulet unless the DM is planning to let them fail, perhaps by stumbling upon another more important adventure, or else ignore the content of the novel. On the other hand, a PC thief could be hired by Arasta to steal the amulet. This doesn't contradict the book as long as it is clear that Arasta has the contact for selling the amulet so that the PC thief will have to pass it on to him. The PC would have to be careful not to be caught by Sir Grygory's initial investigations, though, or, if caught, might lead Grygory onto Arasta's trail in order to escape punishment for the theft.

Cirmont 16, AC 1018: Free Jennites Take Draeh.

Location: City-State of Draeh, Esterhold Peninsula. SK

Description: Maltaen, leader of the tribe of free Jennites following the True Way, enters the city of Draeh to purge it of threats to the purity of the Jennite way of life. There is no opposition as such since there are too few rebel Jennites in the city to withstand Maltaen's united forces anyway. He merely rides to the center of town and declares that the city will now be purged. Then he orders his men begin tearing down buildings and his priests to reform the lost rebel Jennites. (See Ei. 6, Ei. 7; Ei. 25, Ka. 3.)

What This Means: Masquerading as Detir, Nicodemus may be whispering poison in Maltaen's ears, but Maltaen is extremist enough in his own ways. That he has basically ordered the destruction of Nicodemus's beloved city is certainly not what he had in mind. Still, Nicodemus is waiting for the rebel Jennites and the Alphasians to mount a counter-attack in the meantime. He might lose his city, but at least he will save his kingdom and his fellow Alphasians.

As this continues, tension will rise. Many Jennites, both the rebels and the free Jennites, do not agree with what Maltaen is doing, but they all fear they are in the minority. They are beginning to realize they will have to do something soon, though.

What the PCs Can Do: Only Jennite PCs can be involved in this. If they are in Draeh, they can oppose Maltaen's intentions and try to stop the destruction, though they'll be placed under arrest for

their trouble. If they are on Maltaen's side, they can be the ones to arrest anyone causing interference to the "purging" of the city.

Cirmont 17, AC 1018: Homeward Bound.

Location: City of Jerendi, Island of Jerendi, Kingdom of Jerendi. *OW*

Description: Millington Vonaday informs King Reston that he intends to return to his native Darokin shortly. He has already discussed this with his superiors in the Darokin Diplomatic Corps, who will send his replacement to Jerendi shortly. King Reston gives his rather quiet consent. (See Ci. 1, Ci. 2.)

What This Means: King Reston thinks Millington is in trouble with the DDC over the Honor Islander episode, and that he has been relieved of his duties in Jerendi as a result. Millington might get the Honor Islanders to agree to what he wants through clever debating skills, but not the DDC leaders! This is actually not the case, although Millington's superiors were not exactly happy about the incident at first. Once they learned the result of the matter, however, they have voiced some praise for Millington, since he was able to establish some contact with the Honor Islanders through his unusual methods. Their praise is reluctant, since they don't really approve of his tactics, which they find unbecoming of a diplomat, but then they can hardly argue with success, so they were a little surprised by Millington's desire to return home. Of course, Millington wants to go home so that he can explore the clues he found in the Oracle of Honor Island.

What the PCs Can Do: If the PCs helped Millington, they could go back to Darokin with him. The DM should stage a few encounters along the way if they do.

Cirmont 17, AC 1018: Deal with Dracolish.

Location: Keep of Stanograd, Duchy of Stamtral, Final Range. *NU*

Description: The chief of the Gremlish tribesmen, Dracolish, comes to Stanograd for a meeting with Duke Stano. Stamtral offers Dracolish a hefty payment if his warriors will fight for him against the Duchy of Vvolstagrado. Dracolish raises the stakes, requesting further payments, and the right to claim any plunder that they may gain during the impending invasion. He also wishes to have free reign of the North Hills, and freedom for his people to cross though the Gremlish Valley (or New Traladara Valley) at their leisure. Stano balks at this last request, but agrees to give Dracolish some crossing privileges, as well as some additional land from the northern border of Vvolstagrado, provided that the Gremlish harass Vvolstagrado up until the main invasion. Dracolish agrees, and they shake on the deal. (See Fy. 22, Sv. 10; Ci. 28, Ka. 6.)

What This Means: Stamtral is planning to conquer all of Vvolstagrado, and the alliance with the Gremlish is his trump card. If the barbarians can do his dirty work for him, then his well-trained troops should be able to rout the men of Vvolstagrado. Knowing that his own border is safe from raids by the Gremlish is an additional benefit.

Cirmont 17, AC 1018: It's Big, It's Green!



Location: Tetratower, Icereach Range. *NW*

Description: The mad wizard Gargantua can't stop laughing hysterically today, as his latest creation is unleashed on the inhabitants of Norwold. Terrangor, Mystara's first gargantuan huge green dragon, takes to the skies of Norwold intent on carving out his own kingdom—and he's extremely hungry. (See Ci. 24.)

What This Means: A lot of suffering for the inhabitants of Norwold!

What the PCs Can Do: Not a great deal unless they are very high level. If they are to take on this huge beast, superior tactics will be the only way they will survive. Wearing some sort of protection from chlorine gas would be a start. Attacking whilst the dragon is asleep or setting a trap would improve the PCs chances. Luckily, Terrangor does not have any spellcasting ability.

The PCs may wish to discover who is behind the creation of such a creature, which will lead them on a dangerous journey to battle Gargantua.

Cirmont 17, AC 1018: Courses Are Charted.

Location: Merry Pirate Seas. *HW*

Description: This sleep, the floating continents align in such a way, so as to signal the onset of several rare shadowfalls which will darken several areas of the Merry Pirate Seas over the next dozen sleeps. Tirenos the Bold sails from Floresque in his galley, the Song of Halab, and finds favorable

winds aiding his voyage to the northeast. Meanwhile, Captain R. Morgan, biding his time in Baraga, also sets sail in the barquentine *Lucky Lass*. (See Sb. 16, Sb. 22; Ci. 28.)

What This Means: The time for the final showdown is drawing nigh. Both captains have calculated the shadowfall at the reef and are hoping to arrive in time to find the long-sought map.

What the PCs Can Do: Help with preparations for the voyages, or with the ongoing navigational calculations using the positions of the floating continents.

Cirmont 17, AC 1018: Witch Burned.

Location: Village of Piaah, Province of Maburu, Empire of Tangor. *SK*

Description: A demonette, found near the village by a small group of hunters, is captured and brought to the shaman of the village. After a heated debate among the elders, it is decided that the demonette, an Eklekan spy and a servitor of the demons, must be killed. Although not all of the elders agree with the decision, the superstitious nature of the Tangors prevail, and the demonette is killed, and then her corpse is burned to destroy her evil spirit, too.

What This Means: The unfortunate demonette was traveling in secrecy, something not really liked by the superstitious villagers. Demonettes can travel through the lands of Tangor freely, but if they try to do it incognito they will attract the ire of the Tangors, who will immediately suspect they are going around to further their evil plots. And this is especially true in small and isolated villages like Piaah, where only about a hundred people live. The fact that a demonette has been killed will be kept secret in the village for fear of punishment from the government: given the uncertainty about all things regarding demonettes, the leaders of the provinces and the empire prefer to avoid diplomatic problems that may arise from situations like this.

What the PCs Can Do: An interesting possibility could have the PCs save the demonette, only to discover that she really wants to do something evil to the poor villagers. However, things are not always white and black in Mystara, so don't turn the demonettes into mere servants of evil.

Cirmont 18, AC 1018: Skyship Hijacked!

Location: Republic of Darokin and Principalities of Glantri. *OW*

Description: The commercial skyship *Storm Cloud* had just begun its third flight from Glantri City to Darokin City when it is taken over by the infamous Robin Moorkroft and his Mundaner Men. Using intimidation, roguish charm, and threats of lethal wizardry to blow up the skyship, Robin and his accomplices proceed to rob the well-to-do travelers, one of whom is none other than Sir Lathan Aendyr of the Glantrian noble House Aendyr-Hillsbury and major proprietor of the skyship builders of Montgolfière & Urbaal Ltd.

Apparently unsatisfied of Sir Lathan's all-too-easy surrender of his valuables, Robin Moorkroft insists on inspecting Lathan's private cargo. When Robin begins to unload the contents of Lathan's trunk into his own bag, a magical explosion occurs that releases billowing pink smoke with a sharp but fruity fragrance. The strange magical cloud fills the skyship's cabins, and, fearing danger, Robin and the Mundaner Men make a hasty retreat by jumping out of the skyship.

Hours later, the Storm Cloud makes its emergency landing in Corunglain, with most of the passengers strangely lethargic and indifferent about the robbery, although otherwise unharmed. Only Sir Lathan Aendyr and one pilot have their full faculties about them. (See Fe. 26, Am. 4.)

What This Means: The primary target of Robin Moorkroft in this daring crime was indeed the Glantrian noble Sir Lathan Aendyr, who according to rumor was planning to use the newly established aerial trade route to smuggle into Darokin the illegal Alphatian drug zonga. Zonga, known by its distinct fruity odor, causes its victims to fall into a state of total bliss and insouciance. As with his previous schemes, Robin Moorkroft had impeccably planned every move—from the flight schedules, to the skyship's schematics, to the means of escape from the skyship (each of the Mundaner Men was equipped with feather fall and fly magic!)—all except for one detail: that Sir Lathan had a magical trunk of holding for his smuggled goods.

When Robin's own bag of holding came into contact with the trunk, the explosion of dimensional magic released all the zonga into the skyship as clouds of pink smoke, driving all the passengers into the zonga-induced state of total bliss and apathy. Aware of what he was dealing with, Sir Lathan was able to protect himself from the numbing effects of the drug, and had the antidote magic for one pilot to land the skyship safely.

What the PCs Can Do: The Glantrian authorities have been after the bandit-wizard Robin Moorkroft for some time now, particularly with his crimes and misdemeanors targeting Glantrian nobles. Definitely, Sir Lathan Aendyr will want him captured, although discretion of his true activities will be of paramount importance.

The Darokinian authorities and merchant houses will want an investigation to ensure that skyship trade is indeed safe and to figure out the circumstance of the odd behavior of the passengers. Should they uncover Lathan's plans of smuggling zonga, the Darokinians may come to see Robin Moorkroft as an accidental hero for foiling the plot.

Cirmont 18, AC 1018: A Small Scandal.

Location: City of Mirros, Kingdom of Karamaikos. *OW*

Description: Scandal in Mirros, when agents of Queen Olivia expose a famous local gnome gemcutter, Rubik Cogsworth, as a spy in the employ of the King of Highforge. Wags in the capital remark that his crime was not espionage, but simply getting caught. King Stefan seems to agree, and quietly orders Rubik to return to Highforge. (See Ka. 22.)

What This Means: While the citizens of Karamaikos like to think of the gnomes of Highforge as fellow citizens, that's not how the gnomes see it: They are allied with their larger neighbor to the south, and have cordial relations, but they are still a separate sovereign power with the need to keep an eye on things at the heart of the kingdom. Gnomes around Karamaikos wage a minor rebellion, and the number of sometimes benignt practical jokes played in the next month skyrockets. And the wags, of course, are right.

Cirmont 18, AC 1018: High Priestess Learns of the Shadow Lord's Activities.

Location: Idris Tower, Lothenar Forest, Kingdom of Denagoth. *NW*

Description: The High Priestess of Idris is informed of the Shadow Lord's treachery by some of the human soldiers who escaped Drax Tallen. She understands the situation is becoming tense in Geftron and that the Shadow Lord is a serious threat now that must be dealt with. She rallies all the remaining Dragon Knights and warns the three remaining generals of the Shadow Army to get ready for a possible war. She then waits for the Shadow Lord's next move. (See Sv. 9, Sv. 28; Ka. 27.)

What This Means: The Shadow Lord has repeatedly disobeyed the high priestess, but this time he has bluntly expressed his will to oppose Idris and he has a powerful army to back his words.

Cirmont 18, AC 1018: Ambur to the Rescue.

Location: Ailpon region, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire.
HW

Description: Troops from Ambur cross the southern border and march toward the town of Ailpon. They meet some discontented people along the way, but there are no truly hostile encounters. They eventually enter the town itself and meet Lord Beremtöl. To everybody's surprise, Queen Elshethara herself has come to the town. She makes a speech about what will happen. Ambur won't burden the area with settlers, though they will be free to come, just as people from this formerly Arkan region can move to areas of Ambur now. Lord Beremtöl will remain the most important aristocrat in the region. Queen Elshethara then explains what Ambur will do in the region: Ambur wants to make use of the harbor in Ailpon in anticipation of the growing trade that the canal projects in Alphatia will create, and there will also be trade with Foresthome across the border to the south. Otherwise things won't change much in the region. (See Ci. 5, Ci. 14; Ka. 6.)

What This Means: Queen Elshethara makes a personal appearance to make the transition of the region easier. It appears to work as most people accept promises and assurances made by the Amburese ruler. The fact that Beremtöl is largely confirmed as the major figure in the region is also a great relief to many. Though Ambur has used subterfuge to claim this area, Elshethara is quite honest about her plans for the region—with both Starpoint and Ailpon, Ambur now has two major harbors on Crystal Lake, which could be essential once trade reaches the region through the canal project of the Navy of the Lakes.

What the PCs Can Do: There may be some minor civil unrest which the PCs can deal with. If they are aristocrats in the area, they may personally meet with Queen Elshethara who will assure them of Ambur's benevolent intentions in the area.

Cirmont 18, AC 1018: Dwarven Subjects.

Location: "Kingdom" of Isazsppyg, Underside, Floating Continent of Alphatia, Alphatian Empire.
HW

Description: A party of Zandor's minions, who have been traveling the vast system of caverns underneath Stoutfellow, encounter a similar-sized party of dwarves. The dwarves are wary and hail the undead, but the latter are under order to round up subjects for their master, so they attack. There are few fatalities, however, as Zandor's undead do not wish to bring dead bodies—although dead bodies might prove just as useful to Zandor's necromantic skills as living subjects might be. (See Jf. 8, Sv. 11; Ka. 20.)

What This Means: Due to the reversed gravity of Underside (gravity points away from the floating continent toward the land below) Zandor's minions have been using caves near the surface of the Underside as a convenient way of traveling (flying or reversing gravity being the harder means of going at it). The dwarves were exploring new caverns in search of new veins of valuable ores and minerals, as there has been an increased demand for such raw materials ever since Alphatia lost its colonial possessions in the outer world. They were notably looking for the much sought-after mnemonic minerals. A dwarven presence deep below Stoutfellow, including near the untapped Underside, may well increase over time, much to the delight of Zandor—even though dwarves are not the best material for subjects.

What the PCs Can Do: PCs may be one of the groups involved in the encounter. In that case, the outcome will depend on the actions of the PCs. Note that, if the PCs are the dwarves and win, there is little chance that they learn that the undead have been sent by Zandor, and that the “emperor” has his empire located on the Underside, as to them it will appear to be a simple chance encounter with a group of undead (one among many other encounter with the various nasties that populate the caverns). If they do, though, they will have a lot of work on their hands if they want to get evidence of Zandor's presence—and nobody will believe their claim without said evidence.

Cirmont 19, AC 1018: Sir Grygory Looks Beyond Mirros.

Location: City of Mirros, Kingdom of Karameikos. **OW**

Description: Sir Grygory learns that the thief who stole the Amulet of the Marches has fled Mirros westward. He and several of his followers immediately leaves Mirros in pursuit. (See *Fy.* 17, *Ei.* 16; *Ei.* 22, *Ei.* 23.)

What This Means: The prologue to the Dark Knight of Karameikos novel continues. Arasta is not aware that Grygory is onto him, he simply has a prior agreement to bring the amulet to a contact in Luln.

What the PCs Can Do: The PCs might help Grygory discover where the thief has gone or they might be hired by Arasta as escorts until he reaches Luln.

Cirmont 20, AC 1018: A Chilling Experience.

Location: City of Sharya, Empire of Zuyeb. **WB**

Description: Joramurak, the demon terrorizing the lands of Zuyeb, strikes again. This time he summons a deadly nightwing to do his bidding. The nightwing sets off under the cover of darkness against the unsuspecting citizens of Sharya. Citizens experience a chilling sensation and then mass confusion as ordinarily mild-mannered residents turn against each other, affected by the entropic powers of the nightwing. Food and water supplies are ruined and disease begins to spread among the populace. Deadly clouds form throughout the city, killing almost all who are unlucky enough to be caught in them.

The local priests seem powerless to stop the creature and are totally disheartened when one of their number simply drops dead. (See *Fy.* 1.)

What This Means: The local priests are going to be very busy, undoing some of the damage and preparing for the next attack. Refugees flood out of the city and head for the capital, Zuyganeb.

What the PCs Can Do: Defend the city against the nightshade if they are powerful enough. Messengers from Sharya will ride to all major settlements of the empire in search of help.

Cirmont 20, AC 1018: Dwarves Are Swamped.

Location: The Great Marsh, Kingdom of Soderfjord. *OW*

Description: While traveling through the Great Marsh, the Rockhome dwarves are suddenly beset by their supposed allies. The dwarves, unused to wetlands, are at a severe disadvantage. They are routed and chased by the men of Soderfjord. The dwarven force is no more. (See Ci. 8, Ci. 15; Ci. 22, Ka. 28.)

What This Means: The Rockhome dwarves were fooled by the mercenaries impersonating regular troops of Soderfjord, and, in the middle of the marsh, the mercenary commander gives the order to attack the dwarves. Due to the surprise of the attack and their unfamiliarity with the terrain, the Rockhome dwarves are overcome and forced to scatter. The remains of the dwarven force will begin limping home, cursing Ragnar for betraying them.

What the PCs Can Do: If any PCs are part of the dwarven force, they may inspire them to fight more fiercely, cutting down their losses. The army is doomed, but the PCs could take command of its remains and attempt to guide them back home to Rockhome, through many miles of hostile territory, with Guthorm's mercenaries and Modrigsberg forces looking for them.

Cirmont 21, AC 1018: Demand for Ships Falls.

Location: City of Spearpoint, Kingdom of Surshield, Bellissaria, Nayce. *AS*

Description: The shipbuilders of one of the major shipyards of Spearpoint are surprised this morning when, upon arriving at work, they find the gate to the shipyard locked and guarded. A couple of them ask the guards what is going on, and they are pointed to a new notice nailed to a nearby wall. It reads simply that the shipyard in question is closed until further notice, due to a cancellation of construction projects. Shocked and dismayed, the workers are told by the guards to move along, and find work elsewhere. (See Pa. 14, Sb. 18; Ka. 1.)

What This Means: Over the past couple of months, the Naycese economy has been weakening steadily—a result of the loss of abundant mineral deposits in Esterhold and the former Kingdom of Stoutfellow, a decline in large-scale trade, and the continued financing of large-scale projects that Nayce can no longer afford in its current state. This malaise has now spread through the economy to the extent that it is affecting the region's output as a whole. With higher commodity prices, items such as ships are becoming more expensive to build, and with people's financial situations deteriorating, there are fewer purchasers of such goods. As a result, some manufacturers are closing down, or scaling back, their operations in order to avoid bankruptcy.

Of course, this means that several thousand shipbuilders, carpenters, stonemasons, and other laborers are finding themselves unemployed—in many cases for the first time in their lives. While some will do everything they can to find work (including migrating to other towns, cities, or even

kingdoms), others will collapse into depression, and may take out their frustrations in various ways. Making the situation worse, however, is that many of these people are part of the servant class, and under Alphatian law, every servant must have a master. As the Alphatian legal and economic system has never had to deal with masterless servants before, this whole situation is one that will pose many problems for Nayce.

What the PCs Can Do: While there is nothing the PCs can do in this case, one or more of them may have close relatives who are now unemployed, and beg the assistance of their (presumably) wealthier kin. Alternatively, a possible launching point for a campaign could be an event such as this: the PCs could come from a region of Nayce that is particularly hard-hit by economic decline, and they are drawn together by desperation to seek their fortunes through adventuring.

Fourth Week

Cirmont 22, AC 1018: Sir Grygory Reaches Luln.

Location: Town of Luln, Kingdom of Karamaikos. *OW*

Description: Arasta the thief meets with his contact in Luln, who turns out to be a goblin. They leave for some nearby hills. Later in the day Sir Grygory arrives in pursuit. He and his people spend time trying to catch the thief's trail in the town, but end up having to stay the night. (See Ci. 16, Ci. 19; Ci. 23, Ci. 24.)

What This Means: Arasta has not stopped for anything in the last couple of days, as he is eager to claim his reward.

What the PCs Can Do: The PCs might be asked for clues by Grygory or his men. If they escorted Arasta here, they can definitely help them, or they might want to slow the pursuers down.



Cirmont 22, AC 1018: Ragnar's Household Destroyed.

Location: City of Soderfjord, Kingdom of Soderfjord. *OW*

Description: A band of warriors attack King Ragnar's household, slay or capture his men and family, and seize the king-turned-to-amber. They bring Ragnar back to Jarl Guthorm Brittle-Bone, who proclaims himself King of Soderfjord, by right of conquest. The other jarls ignore him. (See Ci. 6, Ci. 8; Ka. 28, Ka. 28.)

What This Means: With Ragnar's household in chaos, due to the curse laid upon the king, which turned him to amber, Guthorm's mercenaries have no trouble entering the household and capturing the king. Guthorm believes that the other jarls will agree that he should be king, since he conquered Ragnar's household, but word has gotten out that he used foul magic to capture Ragnar, so the other jarls of Soderfjord are waiting to see what happens next.

Cirmont 22, AC 1018: A Most Welcome Sight!

Location: Town of Polakatsikes, Dominion of Polakatsikes, Heldannic Empire, Meghala Kimata Plains. *DV*

Description: Governor Wolfgang Stimmel is approached by one of his aides while surveying the surrounding lands from atop the battlements of Polakatsikes; it seems a sizeable force of soldiers is approaching from the southeast—bearing the standard of Vanya's Rest! Losing no time, he leads a force of Heldannic Knights out to meet them, where heartfelt greetings are exchanged before the combined force makes its way back to Polakatsikes. The morale of the garrison lifts considerably upon seeing the reinforcements, for that is apparently what they are. That evening, Wolfgang meets with

the expedition's commander, both to share information and to learn about events in the wider world. (See Fe. 13, Am. 2.)

What This Means: The expeditionary force sent from Vanya's Rest a few months ago has finally made it to Polakatsikes, with relatively little loss of life.

What the PCs Can Do: PCs will probably find their arrival in Polakatsikes to be a welcome change from life in the wilderness.

Cirmont 23, AC 1018: Thief's Pay.

Location: Hills near the Town of Luln, Kingdom of Karamikos. *OW*

Description: The goblin and Arasta reach some hills that contain several ruins. The goblin leads Arasta into the ruins and underground into what turns out to be old dwarven structures. Arasta meets his employer, the orc known as Rutchka. Arasta gives Rutchka the Amulet of the Marches, but as he examines the bag of gold he received as payment a snake hidden among the coins bites him.

Shortly after Sir Grygory and his men arrive. They enter the ruins and search the caves where they find Arasta's body. They then chance upon Rutchka and two of his orcs and Sir Grygory fights a harsh battle against them in which he kills all the orcs. (See Ci. 19, Ci. 22; Ci. 24, Ci. 26.)

What This Means: This is the start of the Dark Knight of Karamikos novel, where Sir Grygory reclaims the Amulet of the Marches. Grygory has a particular hatred of orcs because they killed his father when he was a boy.

Cirmont 24, AC 1018: Royal advice.

Location: City of Norrbik, Kingdom of Vestland. *OW*

Description: The army of Vestland is assembled and ready to march on the Modrigswerg of Thrabol, when King Finn Hordson of Ostland pleads with King Bergthor of Vestland to reconsider his rash actions. The Modrigswerg have legitimate claim to their own lands, he says, and should be bargained with, as he has done himself, not attacked. If Bergthor continues his actions, Finn warns, he will be forced to side with his own Modrigswerg allies. King Bergthor advises King Finn to tend to his own affairs and let other nations resolve their own. (See Sb. 19, Ci. 4; Ci. 26, Ka. 8.)

What This Means: King Hordson has been convinced by Jarl Throfar of Gråbjerge that Vestland is trying to eradicate the Modrigswerg out of simple ignorance. Finn feels that he has made the better decision by allying with Modrigswerg, and thinks that King Bergthor is a savage fool who acts out of bigotry.

Cirmont 24, AC 1018: Warm Welcome in Luln.

Location: Town of Luln, Kingdom of Karamikos. *OW*

Description: Sir Grygory and his followers return to the town of Luln. They choose to stay at an inn and very nearly start a brawl with a couple of drunken Thyatian guards. (See Ci. 22, Ci. 23; Ci. 26, Ka. 14.)

What This Means: This is another encounter from the Dark Knight of Karamaikos novel. The meeting with the Thyatian guards serves to illustrate the current hostility between Traladarans and Thyatians in Karamaikos.

Cirmont 24, AC 1018: The Perfect Home.

Location: Forested hills southwest of Barony of Kildorkak, Final Range. *NW*

Description: Terrangor the gargantuan huge green dragon has finally found a place to lair. It is an emerald mine operated by a satellite clan of Kildorkak. After easily dispatching the dwarves, Terrangor claws out a few modifications to the mine and sleeps on a bed of emeralds.

Over the next few days, Terrangor will subjugate a band of trolls to act as guards and miners. (See Ci. 17.)

What This Means: Terrangor now has a fixed address, treasure hoard and workforce. Dwarven survivors will spread word of the enormous green winged lizard. Those that scoff at their claims will soon get to see first-hand the horror of their new neighbor.

What the PCs Can Do: Terrangor now has an identifiable base for any PCs daring or foolhardy enough to claim the head of Mystara's most powerful monster.

Cirmont 25, AC 1018: Emperor of Nayce.

Location: City of Randrin, Kingdom of Veroth, Bellissaria, Nayce. *AS*

Description: Master Terari comes to the capital of Veroth to meet with King Verothrics. The king asks him what an old wolf of politics is doing among the sheep at the council, waiting for an opportunity to eat them alive? Terari smiles, and agrees that the council has become a deadlocked body, a place of disagreement that is only good at postponing decision. The warmage roars into laughter, and inquires whether he will need military support in his restoration of order in the empire; Terari declines, however, and states that he only requires the support of the conservative faction at the council when the time comes. Then he adds that some things must change, even an emperor, for things to remain the same. (See Sv. 9, Ci. 14; Ka. 6, Ka. 7.)

What This Means: King Verothrics is the only ruler of Nayce to know the real identity of Terari, hence his support for the old emperor, whom he hopes will restore the greatness of Alphatia in the outer world. Terari hints to the fact that some changes will have to take place; the Randel have always been attached mostly to the empire and have had their own quirks, so Verothrics is not opposed to supporting reforms that Terari may introduce, depending on the exact nature of those reforms—certainly he is more open to necessary changes than the Arkans and others of his conservative allies are, though he would never endorse what Fabian Vern's faction stands for.

Cirmont 25, AC 1018: Showdown in Draeh.

Location: City-State of Draeh, Esterhold Peninsula. *SK*

Description: As the tension mounts in Draeh, the adventurers of the alliance between Talin, Kalin, and Fabian are using secret passages to enter the city. They wait around for a while until Talin can point out "Detir" for them, then they rush onto the scene before the Jennites can cut them off.

While the others try to hold off the Jennites, Fabian and Grath try to use dispel magic to unmask “Detir.” They eventually succeed, which results in massive confusion. As Maltaen calls for his warriors to seize the intruders, Nicodemus quickly casts a teleport spell and disappears.

The Jennites are about to capture Fabian and the others, but Talin steps forward and announces that Maltaen was deceived by an Alphatian wizard and cannot be trusted. If there is any “evil Alphatian contagion,” then he has obviously been infected by it himself. The Jennites pause for a moment, then Maltaen hastens to say that he knew Nicodemus was an Alphatian imposter and only allowed his presence so he could expose those he collaborated with. He then accuses Talin and Fabian of having staged this to make the Jennites mistrust him and reminds them that he and his warriors of the True Way removed the threat of the Alphatian monsters called the Crimson Avengers.

At this Fabian shouts that this is a lie and produces the feared banner of the Crimson Avengers, a falling eagle struck by a lightning bolt, which he kept inside his robes.

The Jennites are utterly confused between all this deception until Lotam steps forward and declares that they will settle the matter in the ancient ways of the Jennites. Essentially Maltaen and Talin, being the two leaders of the dispute, may each select a group of champions to determine the truth through combat. Since this is ancient tradition among the Jennites, Lotam notes that Maltaen shouldn’t object. Trapped by that logic, Maltaen has little choice but to accept. Before the groups are determined, a mediator must be found for the dispute. After hearing from the various tribal leaders, Lotam himself is chosen for that function. He immediately declares that as the enemy of the Jennites, Fabian is forbidden from participating—he has no business in Jennite tradition. However, because of the circumstances of the dispute, Lotam will allow Talin to choose any and all other companions of his group as his fellow champions, even if they are outsiders.

Generally the fight goes on until one group is completely knocked out, whether dead or unconscious, until one declares defeat, or until Lotam declares a winner.

The groups are then chosen and the battle begins.

Eventually Talin’s group is victorious and Lotam announces that truth has spoken. Talin is indeed correct about Nicodemus and Fabian is telling the truth when he says that he defeated the Crimson Avengers. Lotam declares that Talin is therefore also innocent of the claims Maltaen earlier brought against him. He also decides that a truce is in effect, and both sides sit down to consider what to make of the situation. (See Ci. 7, Ci. 16; Ka. 3, Ka. 10.)

What This Means: The conflict in Esterhold is far from over, but the war could be. It seems all sides are tired of war, so there is little point in going on. Fabian tries to make a case for his democratic ideals, but as Talin tells him, he will only face more trouble in the future if he forces the idea on people—for now, at least, there is a genuine need among many former Jennite slaves to prove their own worth, and that need cannot be ignored. It takes some time, but Fabian comes to realize the truth of this argument.

There is the matter of areas that used to belong to Fabian’s republic, but then it will be very difficult to retake them anyway. Most likely the towns and cities the Jennites have captured will stay in their hands. What they will do with them remains to be seen.

Since Fabian is willing to settle the matter peacefully, he is dedicated to return to Nayce and convince the council to accept the situation as it is now. Anchorage is gone and the Jennites have taken Verdan

and Southrock, but the Alphasians still control Marlin and Blackrock, and very little will be gained through further war.

What the PCs Can Do: This is the deciding event of the war, and the PCs should definitely be here. In all likelihood, they follow Talin, Kalin, and Fabian into Draeh through tunnels under the city. Those could be full of monsters once placed there, ironically, by the Alphasians to keep intruders out (or to keep slaves from escaping), or they could simply be monsters who settled there. Once they enter Draeh itself, the events described above will come to pass and the brave PCs will surely find themselves among Talin's champions along with Kalin and Grath. The battle should be challenging, but given the distrust of magic among the free Jennites, there will likely be few or no clerics, and certainly no wizards, among Maltaen's champions.

The PCs could also be some of Maltaen's followers, though it is unlikely. If they are, they are in for a difficult fight because they are unlikely to have spellcasters on their side, while Talin and Kalin are certain to have them. Grath alone is a competent wizard and the brothers are both capable warriors.

Cirmont 25, AC 1018: Construction Started.

Location: Town of Vigos, Kingdom of Theranderol, Floating Continent of Alphasia, Alphasian Empire. *HW*

Description: Okano makes his headquarters in Vigos and sends his troops to work. Unlike most other construction projects, he has decided to dig only from one side. Moron and Bartan have arrived too to have a close look at the work. (See *Fl.* 28, *Sv.* 15.)

What This Means: Finally the army of Theranderol has started the digging. The brigadier hopes that he will be ready at the beginning of next Vattermont.

Cirmont 26, AC 1018: Vestland Marches on the Modrigswerg.

Location: Near Town of Landersfjord, Kingdom of Vestland. *OW*

Description: Ahead of an army of Vestland, King Bergthor Haraldson presses south to Landersfjord. Entering the lands now claimed by the Modrigswerg, they are met by giants, who bombard them from the mountains. The army withdraws out of range. (See *Ei.* 4, *Ei.* 24; *Ka.* 3, *Ka.* 8.)

What This Means: In spite of warnings from King Finn Hordson of Ostland, King Haraldson sets out as the proud head of a Vestlandic army, bent on driving the Modrigswerg dwarves from Vestland's possessions. He was not prepared for giants bombarding his army, though, so the going will be slower than he had hoped.

Cirmont 26, AC 1018: Sir Grygory Returns Triumphant.

Location: City of Mirros, Kingdom of Karameikos. *OW*

Description: Close to nightfall Sir Grygory enters Mirros. He is welcomed at the estate of Baron Duschieb and returns the Amulet of the Marches to him. A banquet is held later in the evening, during which time Baron Duschieb charges one of his other knights, Sir Leonid, with protecting the northern villages of his barony in the Rugalob area, which has been plagued by harsh goblinoid attacks recently.

He then gives Sir Leonid the Amulet of the Marches as the symbol of the protector of the north. (See Ci. 23, Ci. 24; Ka. 14, Ka. 27.)

What This Means: In a land ruled by Thyatian lords, Baron Duschieb has managed to claim his own barony and make it flourish. The recent goblinoid attacks are a definite threat to his ambitions for the lands he has quietly helped grow. And as a Traladaran among Thyatians he will receive no aid, since most Thyatians would love to see him fail, particularly given the current hostility between the two peoples.

What the PCs Can Do: The PCs could be at the banquet, though only if they are Traladarans, in which case they might also be among Sir Leonid's twenty men on their subsequent mission to the Barony of Rugalob. But if they are, they will have to fight hard to survive.

Cirmont 27, AC 1018: Abienites March against Chariss.

Location: Plains of Abien, Kingdom of Denagoth. *NW*

Description: Some Abienite villages are assaulted by beastmen (former elves) who kill many before being driven away or killed. Rumors spread about these beastmen and some Abienite travelers report hearing that in Chariss lives the Father of all Beasts who has just come out of the woods after a long slumber. Convinced this is the second Evil prophesied by Arienghyla, some Abienites unite and march against Chariss. (See Sb. 1, Ci. 9; Ka. 18, Ka. 28.)

What This Means: Unlike the Denagothians, the Abienites do not have bestial ancestry. They see the beastmen as monsters and are determined to slay the Father of all Beasts who may have something to do with the huge dark cloud.

Cirmont 27, AC 1018: New Road Opened.

Location: City of Draco, Kingdom of Stonewall, Floating Continent of Alphatia, Alphatian Empire. *HW*

Description: The Denwart-Hurgon-Draco Road is opened today. As the dwarves have planned it carefully they are ready on time. Of course, King Koblan insists on a ceremony of opening the road officially. Queen Buthra Bofadar is content to please his whim. She even uses the chance to hold a speech to remind the humans—especially some Stonewall generals—that this road is a road for peaceful trade, not for military purposes. To ensure this the dwarven engineers have built in a number of traps that would prove fatal to a crossing hostile army. (See Th. 6, Ci. 14.)

What This Means: Indeed some of the generals are thinking about the potential use of the new road to invade Haven. The queen has made clear her point that no invading army will pass this road regardless of its nationality. The more reasonable generals, who have feared that Haven might use the road to attack Stonewall, are relieved. The battle force of the army of Stoutfellow on its own territory is so terrifying that only a raging madman would ever try it. The queen just has reminded everybody about this simple fact.

Cirmont 28, AC 1018: Gremlish Raid Again.

Location: Duchy of Vvolstograd, Final Range. *NW*

Description: Dracolish of the Gremlish Tribe wastes little time in rallying his people for battle. He leads a raiding party into Northern Yvolstograd, causing substantial havoc between the villages of Obechek and Deposkna. Some tribesmen even make their way southward to Stryna to harass that village. Duke Nebik responds with increased patrols, with orders to track down and defeat the invaders. Some skirmishes occur, but most of the barbarians simply flee into the hills. (See Sv. 10, Ci. 17; Ka. 6, Ka. 28.)

What This Means: This raid is part of the secret deal between Stamtral and the Gremlish barbarians. The Gremlish enjoy raiding and doing battle with their neighbor, and they are also being paid to do it by Stamtral. Additional raids will take place throughout the winter.

What the PCs Can Do: Fight against the barbarian raiders and defend the villagers of Yvolstograd. Duke Nebik will hire adventurers to track some of the more elusive bands of barbarians, which can lead to adventures in the North Hills.

Cirmont 28, AC 1018: The Darkened Lair of the Serpent.

Location: Harlequin Reef, about 100 miles northeast of Town of Puerto Morillos, Merry Pirate Seas. **WW**

Description: Tirenos the Bold, having made good time sailing through the Traldar Straits, arrives at the Harlequin Reef. His calculations have indicated that an area of this extensive reef will be darkened by shadowfall later this sleep. He lowers the Song of Halab's sails, and uses the galley's oars to navigate around the difficult reef. After an undetermined time, the constant Red Sun and its companion are eclipsed by a configuration of floating continents, sending a dark shadow across a section of the reef some flights away. Tirenos steers his ship into the darkness, and enters a lagoon amidst the reef. In the dim light, across the lagoon, the silhouette of another ship is visible; even in the gloaming, Tirenos recognizes the characteristic rigging of the Lucky Lass—Morgan is here!

The war galley readies for battle, as Morgan lets his artillery fly. The ships maneuver for position and exchange several more rounds of artillery fire when the water in the lagoon begins to churn and froth. From the depths emerges an enormous sea creature, which threatens both of the ships! While some sporadic fire between the two ships still continues, most of the pirates turn their attentions to the rampaging sea serpent. The sea monster snatches sailors from the deck, devouring them whole, or dragging them underwater to their deaths. Morgan maneuvers his ship away, hoping to avoid the brunt of the creature's attacks, but it smashes a hole in the stern castle before he can elude the beast. Meanwhile, Tirenos retreats and then circles back, the oarsmen rowing at full speed. The Song of Halab rams into the creature's serpentine mid-section, causing it to scream in rage. The serpent dives into the sea and coils about the galley, squeezing the hull, causing it to buckle and splinter. The Song of Halab's crew of armored combatants swarm to attack the beast, but have little effect.

With his rival entangled with the sea serpent, Captain Morgan prepares to search for the lost map. Suddenly, another ship emerges out of the shadow, and swings alongside them, firing missiles, and attempting to grapple. The grappling is partially successful, but Morgan's crew cuts some of the lines and rally to repel this new threat. The attacking ship shows considerable damage, and in fact is missing a mast. Led by a brash, red-bearded captain, the attackers begin to drive Morgan's men back. Captain Morgan engages his adversary who roars, "Morgan! Where is the map? Hand it over or die by the hand of Redbeard Kray!" The two pirate captains exchange blows, dodging some and parrying

others, while wearing each other down. Then there is a tremendous crashing sound: the Song of Halab has been dragged against the reef by the enraged serpent. The sea swells violently, pitching the two ships against each other, sending pirates sprawling onto the decks or into the water. Within moments, the sea serpent turns to its new quarry. In the chaos, Captain Morgan slips into the shadows away from Redbeard, who is forced to return to the Butchery to direct her defense against the serpent. The great sea serpent is all that the two pirate ships can handle. Due to the damage already sustained, Kray is forced to retreat to save his ship, but the serpent continues to dog him. The Lucky Lass also steers for safer waters, despite the fact that her captain is nowhere to be found. The ship nears the opening to the lagoon, while the sea serpent continues to plague the Butchery. Morgan, dripping wet, abruptly returns to the helm. As the Red Sun breaks the shadowfall, Morgan sails his ship from the lagoon, triumphantly guzzling from a bottle of rum in one hand, an ancient map in the other. (See Sv. 22, Ci. 17.)

What This Means: Both Morgan and Tirenos navigated to the correct reef using the clues from Bellamy's log and the courses of the floating continents. Unbeknownst to Morgan, he was being followed by Redbeard Kray, who, by chance happened upon him after putting to shore for makeshift repairs after the storm. The great sea serpent is the guardian of this place, and was awakened by the onset of shadowfall. Beneath the waters is a hidden underwater grotto within the reef, which contains air pockets during certain tidal conditions (which took place this sleep). The coral in the cave is luminescent, but the light is impossible to discern with the Red Sun shining. With the sun eclipsed by the floating continents, Morgan was able to swim underwater to the glowing coral cave. Hidden within a nook amongst the coral is an old rum bottle, sealed with wax, and containing the long lost map which Captain Blake secreted here countless circles past. Captain R. Morgan is now in possession of this prize, which is said to lead to incredible wealth. Undoubtedly, rivals will try to wrest it from him, if they learn that he has it. Unfortunately for them, his chief rivals have been beaten and battered by the sea serpent, if they survived at all.

What the PCs Can Do: The party can be crewmembers on any of the ships involved, and take part in the fighting between ships and against the sea serpent. The sea serpent's strength should be tailored to the individual campaign so that it is a nearly unbeatable opponent (by increasing it to gargantuan stature, even). Its purpose, in gaming terms, is to add chaos and confusion to the situation between the rival pirates, though, not to utterly destroy them. PCs' tactics in battle should be able to alter the outcome of which captain, if any, recovers the map. The PCs can be sent to recover the map during the chaotic sea battle. DMs are free to create an adventure surrounding the reef, and the hidden caves beneath it. Perhaps the underwater grottos are filled with even more perils, not described here. The reef could be a spot sacred (and taboo) to a nearby undersea race such as mermen or tritons. The final steps to gain the map should be full of challenge for a determined group of PCs.

EVENTS: KALDMONT

First Week

Kaldmont 1, AC 1018: Black Where He Belongs.

Location: City of Mirros, Kingdom of Karamaikos. **OW**

Description: A caravan of weary adventurers arrives in the city, escorting a slowly recovering Ludwig von Hendriks. The adventurers are a group commissioned by the Council of Princes in Glantri to bring the Black Eagle back to Karamaikos. The villain is remanded to a prison in the city, where he will be held until he can be transported to the Five Shires, for fulfillment of his execution sentence in that country. The adventurers are given a brief thank you and reward from the king, and then dismissed. It seems there is little import given to the prisoner they have risked life and limb for over the past several months. (See *Fy.* 14, *Fy.* 22.)

What This Means: King Stefan is not overly pleased to have his villainous cousin back in his clutches once again. He thought he had washed his hands of the Black Eagle years ago, when he closed his borders to the man's barony, effectively leaving Ludwig open to justice at the hands of the him of the Five Shires, whom the Black Eagle had terrorized for years. Though sentenced to die at their hands, the Black Eagle was rescued, and has spent the last seven years in Glantri. The king agreed to allow the extradition of the Black Eagle, more to placate his allies in the Five Shires than because it would solve any troubles at home in Karamaikos. He is eager to have the man out of his hands again, but is somewhat reluctant to send him off to a known death sentence.

What the PCs Can Do: The PCs may be those chosen to escort the Black Eagle to the Five Shires when the time comes, particularly if they were the ones who brought him from Glantri. It is possible that they may be hired to either safeguard the Black Eagle while he is in town, or to rescue or execute him by those with other motives.

Kaldmont 1, AC 1018: Economy Hurts the Reaver.

Location: Reaver Construction Site, Kingdom of Aquas, Nayce. **AS**

Description: The recent economic decline in Nayce has spread far and wide, and now it is impacting the Naycese submersible project. Many commoners have not been paid for their work in over a month, and some of the expenses for some of the lesser enchanters are also being cut now, which has resulted in a lot of discontented people, especially among the commoners who cannot feed their families without money.

Xerathis and Tredrigan have decided to appeal to Nayce and let it be known that the project is being hurt. They are shocked when they are told the Reaver project's expenses will have to be cut by one quarter. (See *Ei.* 21, *Fe.* 1.)

What This Means: Nayce is in economic trouble, and the council is too divided to stop it. Although Xerathis and Tredrigan are outraged over this, the submersible project is actually one of the projects that still receives the most support in Nayce because the traditionalists on the council currently have the

upper hand and support these types of projects. The reformists were more inclined to start projects that supplied work for the commoners, but cutting the expensive submersible projects by one quarter is all they have been able to achieve. As a consequence of this, many commoners will leave the submersible project, but the Reaver construction will continue, although much more slowly.

What the PCs Can Do: Beyond experiencing yet more evidence of Nayce's failing economy, there is little the PCs can do here. It is unfortunate that the Naycese Council cannot see what is probably obvious to most PCs. It is also unfortunate that they will not listen even if the PCs try to tell them.

Kaldmont 2, AC 1018: The Return of Sigmund von Drachenfels.

Location: Town of Leenz, Principality of Aalban, Principalities of Glantri. **OW**

Description: In the dead cold of the Glantrian winter, a freezing, bedraggled, undressed man is found wandering the streets, muttering frantically about "half-metal half-flesh golems" and "brain probes" and "their evil gray sorcery." When the Aalbanese constabulary is called in to detain the man, they finally recognize him as none other than Sigmund von Drachenfels, the son of Prinz Jaggar von Drachenfels who had mysteriously disappeared a month ago! Though Herr Sigmund has always been known as a bizarre eccentric with his crackpot inventions, his recent abduction has severely traumatized him to the brink of insanity.

With little ceremony and much severity, Herr Sigmund is returned to Ritterburg to be under the care of the Drachenfels family. (See Am. 27, Ci. 2; Ka. 22.)

What This Means: The kidnappers of Herr Sigmund von Drachenfels were oards, an alien race of time-traveling cyborgs, who had come to Glantri in search of the JS Beagle ship. Its engine had been magically transformed into the Nucleus of Spheres by the Immortals, and is the source of the mysterious magical power called the Radiance. One of the oards had disguised itself as Sigmund's cousin, Viktoria von Drachenfels, and using their unwitting pawns from the Free Anachronic Society of Aalban, arranged to abduct Sigmund and investigate what he knows about the Beagle and other such technology ("gray sorcery" is an archaic Glantrian term used to refer to scientific technology, as opposed to true magical wizardry). Finding that Sigmund was indeed ignorant of the Beagle, and at best a practitioner of technomancy and not true technology, the oards let him go.

The future of Sigmund, the oard disguised as Viktoria von Drachenfels, and the Free Anachronic Society, remains to be seen.

Kaldmont 2, AC 1018: Surveyors Released.

Location: Headquarters of the Stonewall Expeditionary Corps, Kingdom of Arkan, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: Finally the surveyors are free again. Once the fighting ceased in Arkan for Stonewall, the time for diplomacy and negotiations had come. Lord Jintar was able to convince the Stonewall generals that the surveyors were not military. General Selcomad has decided to set them free, and Rogart, who organizes the release, even apologized in the name of the general for the mistake. (See Jy. 8, Am. 2; Ka. 6, Ka. 12.)

What This Means: The weeks of negotiation have finally been successful. The request from King Koblan, who has asked about the status of the affair, has helped too. So Jintar could finish the talks successfully. The apology is a diplomatic one, of course; there will be no compensation for the capture.

The surveyors are free, but their work is not yet done. Now their only wish is to return home. The survey of the Shiell-Crystal Canal section is further delayed, and so is the start of digging.

What the PCs Can Do: PCs with knowledge in surveying can volunteer to take over the job the unlucky first team was not able to finish.

Kaldmont 3, AC 1018: A Night of Terror.

Location: Near Town of Landersfjord, Kingdom of Vestland. *OW*

Description: During the middle of the night, Bergthor Haraldson's camp is hit by localized earthquakes. The camp is turned to rubble as men are swallowed by the ground. Meanwhile the giants attack, flinging boulders into the panicking camp. Bergthor Haraldson manages to rally his men, who drive the giants from the area. By dawn the king surveys the damage. Nearly a hundred men are lost, and most supplies have been destroyed, disastrous for a winter campaign. (See Ci. 24, Ci. 26; Ka. 8, Ka. 12.)

What This Means: King Haraldson has been blinded by his belief in his own skills and in the might of his army. This night he is taught a painful lesson, as the Modrigsberg turn their full powers of magic against him, as well as a finely coordinated attack by their giant allies. If not for the valor of Vestland's soldiers, he might well have lost everything this night. As he personally takes to the front, he manages to inspire his men to turn this into a small victory, but he is unable to prevent his winter supplies from being destroyed.

What the PCs Can Do: PCs acting as part of the Vestlandic army will have a perfect opportunity to distinguish themselves during the fighting. King Haraldson will take note of any particularly heroic people.

Kaldmont 3, AC 1018: Prelude to Going Out.

Location: City of Shireton, Shire of Seashire, Five Shires. *OW*

Description: The hin preparing to set out on their expedition to find the origin of their folk gather at Clanmeet Hall in Shireton to decide on the ship's roster. Almost 2,000 hin and other folk are in attendance at the meeting. (See Th. 10, Am. 1; Ka. 10.)

Kaldmont 3, AC 1018: Invitation Declined.

Location: Kingdom of Lagrius, Bellissaria, Payce. *AS*

Description: Overtures are made to Milos Formiesias to bring his Traveling Exhibition of Wonders, and the mighty Earthshaker, to the Kingdom of Alpha, in Norwold. The representatives of King Eriall are searching for an impressive exhibit to bring to Alpha next year, and are willing to pay handsomely. Milos politely declines the offer to come to Norwold, but says that he will consider doing so in the future. (See Pa. 26, Fy. 14.)

What This Means: The representatives of Ericall are actually agents of Boyar Viktor Zhucharnov, who are trying to figure out how to lure Milos and Earthshaker to Norwold. The sum of money offered was quite large, making Milos suspicious—it sounded more like a bribe than a legitimate bid to retain his services, and the price was surprisingly similar to the one offered by the freedom fighter hoping to overthrow the evil King Ericall several months earlier. Still, if the King of Alpha were willing to pay such a sum, it would certainly look better in his purse than someone else's...

Kaldmont 3, AC 1018: The Jennites Consider the Future.

Location: City-State of Draeh and Town of Rock Harbor, Esterhold Peninsula. *SK*

Description: With the war essentially over, the various leaders sit down to consider what will happen now. In Draeh the free Jennites decide to leave the city to the former rebels. Talin returns to his position as leader, while Lotam leads the free Jennites back to their home in the plains of Esterhold and beyond, though some tribes settle in the newly gained lands of the peninsula. The leaders of Draeh decide to rebuild much of the city, starting with the harbor so they can trade with ships in the future.

Little is happening in Rock Harbor for now. The Jennites are holding the town, preventing the Alphasians from returning, but they don't have many plans for it themselves. (See Ci. 16, Ci. 25; Ka. 10, Ka. 14.)

What This Means: Draeh will eventually have to trade with other nations of Skothar such as the Thonians, the Minaeans, or the dwarves of Thorin, who might eventually become interested in the mines near Rock Harbor now that they are under Jennite control. The Jennites must settle the matter among themselves first, however, as some will more than likely feel the mines are inherently evil because of the slavery that used to go on there.

What the PCs Can Do: Jennite PCs who had impact on the recent events should have their say here. If they helped, they will certainly have Talin's attention.

Kaldmont 5, AC 1018: Harsh Winter.

Location: Kingdoms of Wendar and Denagoth and Principalities of Glantri. *OW, NW*

Description: Winter is particularly frigid at the moment, with snowstorms and hailstorms covering the whole western part of Wendar in an icy tomb (including Woodgate and the semi-deserted Forest of the Curse). Southwestern Denagoth and northwestern Glantri are also experiencing a particularly harsh winter.

Bensarian's agents report strange movements inside the Baamor Woods, but none of them have dared to enter them after the disappearance of the first set of agents. Some rumors (the communications are difficult due to the harsh weather) report the dead are restless and are rising from their frozen graves in western Wendar. (See Fe. 7, Am. 6.)

What This Means: The epicenter of the cold weather appears to be the Dark Woods of Baamor. Whatever is going on in the woods spells trouble for Wendar.

Kaldmont 5, AC 1018: In Search of the Ultimate Weapon.

Location: Town of Kammin, Territory of Heldann, Heldannic Empire. *OW*

Description: While overseeing the ongoing efforts to improve Kammin's fortifications, as well as supervising efforts to deploy troops into the surrounding lands, Ordensmeisterin Anna von Hendriks issues a new directive. While her forces prepare to engage the enemy, she has ordered her best thinkers to devise a means of attaining military superiority, since the much-baunted Heldannic warbirds are no longer operational. (See Sv. 6, Ci. 10.)

What This Means: There is currently a stalemate between the two factions—Anna holds Grauenberg, Heldland, and the coast stretching from Kammin south to the Vestland border, as well as Thurgau, while Ordensgeneral Heinrich Straßburger controls the interior of Heldann proper, as well as Landfall and Freiburg—with neither side being able to dislodge the other. Nevertheless, Anna's spies have reported that enemy troops are gathering east of Grauenberg and north of Freiburg; no doubt this is the prelude to a sustained offensive. Anna has no interest in fighting a protracted civil war—even if her faction does win, she could very well end up ruling a ruined country that might be susceptible to an invasion from Ethengar or other hostile nations.

If some means were devised to provide her faction with a technological or magical advantage, many lives might be saved, and the war could be shortened considerably.

What the PCs Can Do: If they are intelligent, imaginative, and well-traveled, the PCs might be approached for this task. If so, they would be called upon to try to remember special tactics or items employed by other races or cultures in their wars, which might be applicable here.

Kaldmont 5, AC 1018: Canal Section Opened.

Location: City of Greenwood, Kingdom of Foresthome, Floating Continent of Alphatia, Alphantian Empire. **HW**

Description: One section of the Foresthome Rim Canal between Greenwood and Sotcel is opened with a small ceremony. Queen Kikania is satisfied with the progress made and promises to continue as quickly as possible. Lord Abolon expresses his great pride in his work and his joy in participating. (See Fl. 18, Fl. 28; Ka. 10.)

What This Means: With the opening of the first real section of the canal the project has really begun to change the look of Alphatia. While there is still a lot of work to be done, two of the four inactive harbors of the kingdom are operational again. One of the construction crews is already on its way to Orfil, and the other back to Sotcel to start the next section.

Kaldmont 6, AC 1018: King Qinn Addresses the Grand Council.

Location: City of Andaire, Kingdom of Alphas'ar, Floating Continent of Alphatia, Alphantian Empire. **HW**

Description: King Qinn appears before the Grand Council of Alphatia to explain the current situation in Arkan. He explains that there is now an agreement between Arkan and Stonewall. There will continue to be a Stonewall presence in Arkan, but Qinn is still king and will remain so, except for the regions claimed by his former allies Foresthome and Ambur. This won't be easy for Arkan, but as king he will do what he must to save his nation.

Few members of the Grand Council are satisfied, but Qinn's speech does calm things down a lot. (See Ci. 18, Ka. 2; Ka. 14.)

What This Means: Qinn may have talked in favor of Stonewall, but he didn't exactly sound very enthusiastic about it, nor did he try. In fact, Qinn fully intended to let the Grand Council get the impression that he was to some extent being coerced to say what he did, and many of the aristocrats in the Grand Council noted the subtleties of his statements and choice of words. Qinn is already plotting against Stonewall. Either way, the Arkan war is essentially over for now.

What the PCs Can Do: PCs with Stonewall could escort King Qinn to and from Andaire.

Kaldmont 6, AC 1018: Winter Arrives.

Location: Final Range. NW

Description: The first major snowstorm of the year sweeps through this region of Norwold, dropping from 6 to 18 inches of snow on Stamtral, Vvolstograd, Moonland, and Ironwood. The heaviest snow falls in the surrounding hills and mountains of the Final Range. (See Ci. 17, Ci. 28; Ka. 28.)

What This Means: This is a natural occurrence typical to Norwold. It is the first of many snowfalls this winter. The harsh weather will not help the people of Vvolstograd, who have little food, and have been suffering from continued raids by the northern barbarians.

Kaldmont 6, AC 1018: Return of the Master.

Location: Town of Krakatos, Kingdom of Karamaikos. SW

Description: In the late afternoon, a rumor runs through the Karamaikan School of Magecraft that Master Terari is present. This rumor is sufficient to put Queen Olivia's spies into a frenzy, until finally they locate him, discussing with some other high-level wizards. The spies close in on Terari and his fellow spellcasters, and order the wizards to leave while they take Terari to meet with King Stefan. The spellcasters are enraged at being commanded that way, but before tempers flare too high Terari asks them to abide, and says he will come with the Karamaikans and go meet the king. The Alphas obey, though grudgingly, and Terari is escorted to Mirros. (See Th. 15, Ci. 25; Ka. 7, Ka. 17.)

What This Means: Although he has been living in Nayce for quite some time, Terari still had some things to take care of in Karamaikos. He expected he would be summoned to the court at Mirros to explain his behavior, and he didn't intend to avoid the chore. The circumstance of what appears to be an arrest greatly annoys the Alphas, who used to be aristocracy in Alphasia and resent when they are not treated as such in this land of exile. It reinforces their growing feeling of wariness toward Karamaikos, which has become manifest since Terari left and has only been increasing as Queen Olivia's spying has not gone unnoticed. There is a growing malaise between the former aristocracy of Alphasia and their land of adoption, and the only person that may be able to defuse it may be Terari.

What the PCs Can Do: If the PCs were hired by Queen Olivia, they will hear the rumor of Terari's return. It is up to them to decide what they will do about it, and if they do find him how they will go about arresting him (or not). Smooth PCs may find a cooperative Terari, while rash PCs may well heighten the tension with the Alphasian community to an unbearable level.

Kaldmont 7, AC 1018: Terari's Leave.

Location: City of Mirros, Kingdom of Karamaikos. **OW**

Description: Terari and his escort quickly cover the distance between Krakatos and Mirros during the night, and ride straight to the royal palace. He is immediately taken to the throne room, where the king and queen give him audience. Stefan is obviously displeased with Terari, which he rightly accuses of treachery, and possibly treason, for abandoning his duties as minister, and also as headmaster of the Karamaikan School of Magecraft. Terari does not deny the charge, nor does he hide the fact that he spent all that time in Nayce. He indicates that he has decided to settle for good in Nayce, where he has a role to play, and resigns from all his positions in Karamaikos, stating that he did what he came for and that now the Kingdom of Karamaikos is on the right tracks to become a prosperous and magically-inclined nation. He suggests that the king finds him worthy replacements, from the ranks of native Karamaikans to entrench wizardry into national culture. Unwilling to arrest the powerful wizard for treason, the king lets him return to Nayce. (See Ci. 25, Ka. 6; Ka. 17.)

What This Means: Though Terari's departure last year without warning may be qualified of treasonous, the king must agree that the wizard served him faithfully, and did a fine job of creating a magic school almost from the ground up, in the magic-poor nation of Karamaikos, and rapidly making it the equal of the famed Glantrian School of Magic. Under his guidance Karamaikos has become one of the most advanced nations of the Old World, combining the sophisticated Alphetian wizardry, the practical Thyatian spellcraft, the dark Traladaran sorcery, and the natural elven spellcasting. Yes, he has kept his part of the bargain, and although the circumstances of his hasty departure are troublesome, bordering on treason, the king prefers to be indulgent and let the old teacher leave for his homeland. Queen Olivia, however, suspects foul play.

Second Week

Kaldmont 8, AC 1018: Ostland Raids Vestland.



Location: Coasts of the Kingdom of Vestland. *OW*

Description: King Finn of Ostland, honoring his deal with Jarl Throfar of Gråbjerge, has allowed his jarls to raid Vestland. This morning sees all coastal lands and towns under attack by raiders from Ostland. The raiders plunder and sack what they can get, then flee to Ostland before the Vestlanders can retaliate. (See Ci. 24, Ci. 26; Ka. 12, Ka. 28.)

What This Means: Seeing that King Bergthor Haraldson of Vestland marches on the Modrigswerg dwarves, King Finn, having listened closely to Throfar, has sent out invitations to his jarls to participate in a punitive raid against Vestland. Most of the jarls looking for easy plunder agree whole-heartedly. Both the king's mother, Orsa the Deep-Minded, and his priestly adviser, Asgrim the Bowed, were left out of this decision, and they grow increasingly worried about Throfar's influence over the young King of Ostland.

What the PCs Can Do: PCs fighting for Ostland will have the opportunity for rich plunder in the, at the moment, poorly defended settlements of Vestland, while PCs fighting to protect Vestland will have a hard time against the Ostlander raiders, who use quick strike-and-fade tactics.

Kaldmont 10, AC 1018: The Day of Going Out.

Location: City of Shireton, Shire of Seashire, Five Shires. **OW**

Description: The great ship *Blue Turtle* sails from Shireton in the Five Shires for Jerendi, then the Serpent Peninsula, and then parts unknown, seeking the legendary homeland of the hin. (See Am. 1, Ka. 3.)

What the PCs Can Do: Most of the *Blue Turtle*'s crew are inexperienced, and unprepared for the dangers of the unknown southern hemisphere, and a band of brave adventurers can find the adventure of three lifetimes before them by signing on.

Kaldmont 10, AC 1018: Kalin and Fabian Discuss Plans for Blackrock.

Location: City of Skyfyr, Province of Blackrock, Republic of Esterhold. **SK**

Description: Kalin returns to his position as Governor of Blackrock and discusses what will happen now with Fabian. Though Talin decided to stay among the former rebels in Draeh, Kalin will not abandon his position either. But even so, it might be possible to build a bridge to the more independent Jennites of Draeh in the future. With Kalin in charge, Skyfyr could act as the bridge between the Alphatians and their former Jennite slaves. (See Ci. 25, Ka. 3; Ka. 14.)

What This Means: Skyfyr cannot become self-sufficient because the area has poor farmland, so the city will have to sustain itself on trading, probably with various Skotharan nations. Draeh could be one of those.

Though the brothers Talin and Kalin remain separated in their cities, they are no longer estranged. It will take time for them to digest all that has happened between them, but the hostility is at an end it seems.

What the PCs Can Do: PCs who aided Kalin and Fabian on the Alphatian side during the conflict can advise them on what should happen now. If they are skilled diplomats, they could go to Jonace to help Fabian convince Hayce to settle the matter with the Jennites.

Kaldmont 10, AC 1018: The Work Continues.

Location: Towns of Orfil and Soctel, Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. **FW**

Description: The crews have arrived, and without delay they start digging the connecting canal section between both towns. (See Fl. 28, Ka. 5.)

What This Means: The Foresthome Rim Canal is becoming something normal. A ceremony for continuing the work no longer seems appropriate. Elsewhere many people interested in trading have already begun to acquire fitting trading ships.

Kaldmont 11, AC 1018: An Exile Returns.

Location: Hutaatep Highlands, Southern Kingdom, Nithian Empire. **HW**

Description: In the craggy wastes of western Nithia, a weary traveler gazes upon her homeland once again. The voices have stopped, or at least quieted down enough for her to think clearly again. It was the voices that drove her from Nithia; the voices that caused her so much pain. The whispering voices of evil must pay for what they have done to her! After many circles of wandering in madness, Senkha has returned to Nithia. (See Sv. 1, Ci. 10.)

What This Means: Senkha was driven mad by the Towers of Soth and Sekhaba and eventually driven from Nithia. Her faculties have returned somewhat after several circles in the wilderness, and she has now returned to exact vengeance upon her tormentors. The fight against the towers will not be easy.

What the PCs Can Do: Senkha will need allies in her fight against the towers and could recruit PCs to her cause.

**Kaldmont 12, AC 1018: King Bergthor Retreats.**

Location: Near Town of Landersfjord, Kingdom of Vestland. **OW**

Description: As King Bergthor Haraldson is leading the fighting against the Modrigsberg forces and their giant allies, a messenger reaches him with news of the attack by Ostland. Bergthor

Haraldson sounds the retreat, and decides to reinforce the towns of Vestland, and to send emissaries to his allies before continuing the battle. (See Ka. 3, Ka. 8; Ka. 28.)

What This Means: King Haraldson realizes that he has made another tactical blunder. He has failed to provide adequate protection for his communities, since he has raised too large an army to fight the Modrigswerg. As he has lost most of his supplies for the army, and his shores are too weak to withstand assaults from other nations, he reluctantly disperses the army, and tries to contact his neighbors to make allies before continuing his campaign against the Modrigswerg dwarves.

Kaldmont 12, AC 1018: The Work Continues.

Location: Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: Zas Ubul and his construction crew have arrived at the harbor town on the northeastern shore of Lake Ulyn. This town will be the southern end of the Ulyn-Shiell-Crystal Canal, and it will be very important to supply the men and women constructing the canal. From here the canal will lead to the northeast to avoid the Lonely Forest. The region is only sparsely wooded, and at the western bank of the Snake River there are even plains without forests. Later on the canal will head north to reach the Roaring River. It will be extended for a few extra miles downstream, but not before some more surveying is done. (See Kl. 24, Ka. 2; Ka. 16, Ka. 26.)

What This Means: The senior officers of the navy have decided to start the project although the situation in the north has not yet settled fully—neither politically nor topographically. It is a big financial risk, but to wait would be one too. They hope that they will be able to dig a canal from either Arregghi or the mouth of the Roaring River to the mouth of the Snake River, and to connect this canal section with the Roaring River. Due to the wilderness at the other end of the canal, Zas Ubul has suggested digging only from the south. He is thinking about a provisional opening of canal sections so that all necessary goods could be shipped by boat for a good distance.

The final name of the canal system is not clear either. Until now it has been tentatively referred to as the Ulyn-Shiell-Crystal Canal, but some propose Three Lakes Canal.

Kaldmont 13, AC 1018: Grappling for the Glory.

Location: City of Corisa, Milenian Empire. **HW**

Description: To the surprise of the Milenian sailors patrolling the Gulf of Corisa, a lone three-masted ship, moving swiftly with the wind, sails past them, breaking the blockade. Several galleys give chase, but others maintain their position, assuming that the renegade ship is a diversionary tactic of some sort.

The vessel is a Merry Pirate ship, the Leap of Faith, captained by Carola the Grappler. She sails away from the pursuit and heads straight for Corisa, entering the city's harbor. The people of Corisa, thinking that this is the initial stage of a major attack, panic and make preparations to defend their homes. The Leap of Faith encounters only sporadic artillery fire from the towers protecting the harbor, but the pursuing galleys are still approaching the narrow harbor mouth. Carola responds with fire of her own, mostly to cover for her shore teams which have disembarked for the merchant's docks. Chaos reigns in the harbor, as Carola steers her ship to elusively avoid the Milenians' fire. But her tactics do

not work forever—the artillery begins to intensify and the Leap of Faith takes several hits. Fortunately for her, the shore teams quickly return, carrying whatever valuables they could loot in short time.

Meanwhile, a short distance up the River Corius, a galley bearing Milenian heroes, including Tassia Red-Hair, has responded to the crisis and headed downstream. The galley closes on the pirate ship and manages to grapple it astern. A fierce battle ensues between the ships' crews as the Milenians struggle to board, and the pirates fight to repel them. With the larger war galleys growing closer, Carola realizes that she must unfetter her ship from its attackers if they are to have any chance at escape. Carola leads a charge of whooping pirates and meets Tassia Red-Hair at the ship's rail. Tassia lunges with her spear and wounds the pirate captain, who responds with a masterful wrestling move, driving Tassia back over the side into the water. Rallying, the Merry Pirates cut the grappling lines and break away from the smaller galley. But two of the war galleys have reached the harbor mouth, threatening to trap the Leap of Faith, forcing them to fight to the end. In a desperate move, the Leap of Faith cuts between the two galleys, sideswiping one, and taking heavy fire from the Milenian archers, but she makes it past! From there on she can out sail the Milenian warships and head for home. (See Pa. 17, Ci. 5.)

What This Means: Carola has succeeded at raiding Corisa, although the risk to reward was hardly worth it. Her ship and crew have suffered considerable casualties for a paltry pay-off. However, the Grappler is not concerned with the financial gain, but rather the fame and prestige that will come from her successful escapade as the first Merry Pirate to raid Corisa.

Her success was possible due to the outright shock of the Milenian sentries and naval forces, which had never dreamed of seeing a pirate vessel sail right into Corisa harbor. The disbelief allowed her enough time to pull off the stunt before an effective defense could be employed. The Milenians are stunned and fearful that they were so vulnerable. Rumors circulate that the pirates are planning even more raids, spreading uneasiness amongst the seaside populace. This is an egg-in-the-face incident for Emperor Adronius and the imperial navy, who had heightened the empire's naval defenses to prevent pirate raids. The incident serves to further fuel the fires of Adronius's detractors.

What the PCs Can Do: If Milenian, they can help to thwart the pirate raid on their capital, and perhaps capture Carola. If sailing with the Grappler, they can fight off Corisa's defenders, or lead a shore team to loot the city.

Kaldmont 14, AC 1018: Sir Leonid Falls.



Location: Farmlands of the Barony of Rugalob north of Dymrak Forest, Kingdom of Karameikos. **OW**

Description: Sir Leonid and his men, on their mission for Baron Duschieb to rid the barony from the goblinoid threat, come across a large number of orcs. A fatal battle takes place in which Sir Leonid and most or all of his men are slain. (See Ci. 24, Ci. 26; Ka. 27.)

What This Means: The grim fate of Sir Leonid and his men is only described by later reference in the Dark Knight of Karameikos novel, but it is nonetheless essential to the story.

What the PCs Can Do: If the PCs are among Sir Leonid's men, they might survive and escape to warn Baron Duschieb. Given that the Amulet of the Marches is returned to Baron Duschieb, they might either take it from Sir Leonid's body as proof of their story, the goblinoids might give it to them and then tell them to go home and warn Duschieb not to trouble them again, or Sir Leonid might see that he is doomed, then tell them to go back to Mirros and warn Baron Duschieb giving them the amulet as proof.

Kaldmont 14, AC 1018: Every Cloud Has a Silver Lining.

Location: Town of Port Marlin, Province of Marlin, Republic of Esterhold. **SK**

Description: With the news of the end of hostilities, Alinda speculates about Marlin's fate and makes a few announcements.

The saddest of these is that she is forced to tell the settlers from Southrock that they will be staying in Marlin permanently since Southrock is apparently lost to the Jennites. But things aren't really so bad for Marlin itself. With the increased population and the advances made against the Jennites, Marlin now covers the entire area south of the central escarpment, and the many new settlers will need that area for new settlements.

Some of the Verothian mercenaries could be a problem, however, since they continue to offer protection against the Jennites while imposing an illegal tax of their own upon some settlers and inhabitants in the areas away from Port Marlin itself, and some of the settlers feel pressured into paying them. (See Ka. 3, Ka. 10.)

What This Means: Marlin could eventually become self-sufficient, since there is some fertile farmland in the area. Seeing that they will not return to their homes, the many refugees from Verdan, Anchorage, and especially Southrock will settle down, and some begin farming the lands around the town. The Verothian mercenaries are guaranteed to become a problem at some point unless a good compromise is reached with them.

What the PCs Can Do: If the PCs have fought for the Alphas in Southrock and Marlin, their opinion might be important to some people. They could even be invited to share their insights by Alinda, the Governor of Marlin, or Fabian Vern at some point.

Kaldmont 14, AC 1018: New Hope, New Paths.

Location: Kingdom of Arkan, Floating Continent of Alphas, Alphan Empire. **HW**

Description: Lady Ardana and a couple of noble friends sets sail on her private yacht Island. All of them leave behind their estates and most of their slaves and servants. Their vision is to find or to

create a new place to live. This special place should be a floating island where they would be relatively safe from attacks such as their kingdom just has suffered. (See Ka. 6.)

What This Means: Lady Ardana has decided that she has had enough. She does not like the people from Stonewall, and she does not want to live among them. Her friends think likewise. So she has proposed creating a new kingdom which should be located on one or several floating islands. Of course this idea is a rather old one as she is speaking about recreating the glorious past of her kingdom. She is the only one in the party who realizes it, though, as she is the only one who remembers Alphatia in the outer world.

Although this is a very humble begin, the visionary power of the idea might lead to great result, perhaps. Lady Ardana and her group are leaving Arkan for the unknown.

Third Week

Kaldmont 16, AC 1018: Talks Begin.

Location: City of Greenwood, Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. **HW**

Description: The mercenary Admirals Halzunthram, Clarendon and Soltumnun arrive in the capital due to an invitation by a group of important Foresthome nobles. The speaker of these nobles is Lord Hydroxenium, a patriarch in the service of Protius, the Old Man from the Sea. He also is the newly appointed minister for waterways. The nobles want to take over the project of the Uyn-Shiell-Crystal Canal. The representatives of the Navy of the Lakes are here to negotiate this matter. (See Pa. 1, Ka. 12; Ka. 26.)

What This Means: The opinion of the Foresthome nobility about the various canal projects has changed in the last few months. Foresthome can connect the three great lakes with canals that can be built entirely on Foresthome territory. This project was started last circle by the Navy of the Lakes, commissioned by both the kingdom and the empire with imperial subsidies. Finally the nobility has seen the great opportunities Foresthome will have through this canal. For this reason the kingdom has taken over Arregghi. At the same time the nobles have begun to worry about the fact that an obscure mercenary/trade organization will operate these canals. The fact that the navy has been working for the kingdom for a long time seems to be irrelevant to those nobles. The new minister has decided to shift control over the canals from the navy to either the kingdom or, better, to a group of Foresthome aristocrats and lords. He is expecting long and hard negotiations, and he is even willing to expropriate the navy to get the control. He chose his name when he became a cleric many years ago, an affected gesture but not an unheard one among Alphatian nobles.

On the other side of the table the three admirals are by far not so determined to keep those canals as Lord Hydroxenium is expecting. The navy is not really interested in operating the canals. Its primary interest is that the canals exist and that they are allowed to use them. Additionally, the still-unfinished survey missions in the north are becoming a huge problem as the navy is in danger of running short of money despite the imperial subsidy—the navy was never a prominent organization, until it came into the spotlight when its old ideas of canals gained support in a sea-deprived Alphatia. Soltumnun, a member of the Great Council, was not initially invited, but has been made part of the team by Halzunthram, the head of the navy—his special role being to generate respect, of course.

Kaldmont 17, AC 1018: An Attempt to Cheat.

Location: City-State of Serenia, Confederated Kingdom of Minaea. **SK**

Description: Three assassins make an attempt on the life of Zulda, this year's Trio winner, who is determined to take part in the next (AC 1019) competition. The assassins break in his home silently and enter his bedroom. However, Zulda is awakened by his dog, a Minaean mastiff, and reacts promptly, killing one assassin, and capturing the other two. They come from Adunapolis, and this act is considered a great offense by Zulda and all of Serenia. A message is sent to the monastery of Ares,

Bringer of War, to inform them of the fact, while the local guards take care of the assassins to avoid their being lynched by the enraged mob. (See Nu. 1, Nu. 4; Ka. 26.)

What This Means: Hopefully Adunapolis has nothing to do with the assassins. Otherwise, this would be something really serious: the peace between the two city-states is kept mostly at the cost of the athletic competitions, and nobody has ever dared to cheat—also because of the patronage of as furious and intransigent an Immortal as Ares.

Kaldmont 17, AC 1018: Concordia Home.

Location: City of Mirros, Kingdom of Karamaikos. *OW*

Description: The Concordia, after a long stop at Jonace to conduct extensive repairs made necessary by the violent storm encountered at the pole during her return voyage, finally arrives in Mirros. There are no special docking bays for flying ships in Mirros's harbor, but because her Alphetian design makes her frame similar to that of sea-going ships, she can simply be lowered to sea level and sail like a normal ship, and then dock alongside Karamaikan and foreign crafts. The procedure does not go unnoticed, however, as it is performed in harbor rather than out at sea.

Captain Nikolai Delarius and his commissioned officers go to the palace where they will recount at length to King Stefan about their adventures and discoveries, giving oral accounts and writing detailed reports. Claransa, who was part of the expedition, joins them, though she also shares her experiences with fellow wizards and sages, notably from the Karamaikan School of Magecraft. (See Sb. 23, Ka. 7.)

What This Means: The arrival is conducted in a grand fashion intentionally—the Concordia is, after all, the most magnificent ship of the Karamaikan fleet. King Stefan is not particularly pleased with the damage the skyship sustained on her return trip, because building her was already a severe drain on the treasury and he didn't expect such high maintenance costs.

The debriefing will take a long time. It is the first time a nation other than Alphetia and the Haldannic Order returns with extensive information about the Hollow World, and Claransa intends to share that information with the community of sages, notably by giving lectures at the Karamaikan school. King Stefan—and, maybe even more, Queen Olivia—may disagree with sharing freely what may be considered state secrets, gained at a cost to Karamaikos; after all, neither Alphetia nor the Haldannic Knights disclose all their knowledge, either.

What the PCs Can Do: If the PCs were part of the expedition, they too may be asked to give report, depending on their exact status on board. In addition, they probably will want to catch up with events in their homeland and beyond, and they may have a lot of things to take care of after such a long absence.

Kaldmont 17, AC 1018: The Madness of Prince Harald.

Location: City of Glantri, Principalities of Glantri. *OW*

Description: For three days Prince Harald Haaskinz has been missing his classes at the Great School of Magic, nor has he been seen at the parliament or any political venue. His mistress, Rowan Zaroban, the only other person with access to his private chambers at the Great School of Magic, finds

his personal laboratory flooded ankle-deep with strange ice-cold water, with books, papers, and magical paraphernalia floating about. Lying helplessly in the frigid water, glowing an eerie blue light and clutching his Radiance-stricken arm in agony is Harald Haaskinz. Rowan calls for assistance from the Shepherds of Rad to heal the grand master.

When Harald comes to, his first nervous utterance is that he was hearing voices. Was it the voice of the Radiance? Was it the voices of his own troops he violently drowned at the Siege of Sablestone? Was it merely exhaustion from his magical and mundane work? Or is he going mad—like his psychopathic uncle Saghir? (See Pa. 10, Sv. 1)

What This Means: Prince Harald's breakdown was brought about by a combination of several circumstances: He had been wearing himself out, physically and mentally, particularly investigating the mystery behind the radiant voice. The continued exposure to the Radiance greatly aggravated his weakening condition and not so youthful body. But the greatest factor of all—one that Harald is increasingly becoming aware about—is that the Radiance, or at least the radiant voice, is a sinister force that has pervaded the Radiance and is weakening its users, and perhaps trying to take over their minds.

Harald will soon realize the necessity of warning the rest of the secret Brotherhood of the Radiance of this danger—but how can he do so without employing the power of the Radiance itself?

Kaldmont 18, AC 1018: Ejlker Dauw.

Location: Town of Chariss, Plains of Abien, Kingdom of Denagoth. *MM*

Description: Envoys from Idris Tower come to Chariss to collect “Ejlker Dauw” (as Professor Dobe is now called) and bring him to the high priestess. However, just before leaving the town, a large group of horsed Abienite tribesmen surround the town and demand that the Father of all Beasts be given to them for proper execution. In the ensuing skirmish, Dauw/Dobe manages to flee and take refuge in the woods. However, he is pursued by some Abienites. (See Ci. 9, Ci. 27; Ka. 28.)

What This Means: Dobe has eluded capture by the high priestess, but the Abienite horsemen are still pursuing him through the woods.

Kaldmont 20, AC 1018: Dark King of Linn.

Location: “Kingdom” of Irsch, Underside, Floating Continent of Alphatia, Alphatian Empire. *MM*

Description: Not far from the edge of the Underside, below the Kingdom of Linn, Zandor's minions are attacked by a group of vampires and their servants. Some of Zandor's minions lie dead again before the fighting ceases, after little blood has been shed—because, as both sides realize, the two gangs are undead.

The spokesman for Zandor's minions invites the Linneese to embrace the rulership of Emperor Zandor of Omesro, or Alphatia of the Dark, a.k.a. the Alphatian Underside. The liege of the Linneese aristocrats, Lord Bussnox, answers that he will accept the offer if Zandor recognizes him as King of Irsch (Linn of the Dark). Zandor's minions cannot speak for their master, though—they know

better—, so they ask Lord Bussnox to present himself before Emperor Zandor in his palace in Ichnizoy and personally offer his allegiance. (See Fl. 8, Fe. 8.)

What This Means: Lord Bussnox is a vampiric aristocrat from Linn who, like many kin, preferred to move underground rather than remain trapped in his estate bathed with rays of the eternal sun. He used to be a noble of minor, but not insignificant, power within Linn. An enemy of The Count, whose authority he refused twice, his power was undermined by the constant harassing of various minor leaders of Linn that The Count's agents would manipulate to prevent him from ever becoming a threat. Fleeing underground caused Lord Bussnox a further loss of power; he moved deeper and deeper until he went all the way through, as he reasoned that The Count and his cronies would surely control the upper levels closer to Linn's center of power.

Both groups were looking for living creatures to use as sources of food or subjects when they crossed paths. Bussnox does not care much about Zandor, of whom he knows little as he mostly spent his time in Linn and not at the court in Sundsvall. It is, however, an unexpected opportunity to gain a tremendous amount of power—something he often dreamed about in his wildest fantasies. Bussnox does not know the actual amount of power Zandor has, but he intends to find out, for better or worse.

What the PCs Can Do: Linnese PCs might be the ones that fled from the Red Sun instead, and meet Zandor's minions.

Fourth Week

Kaldmont 22, AC 1018: Shell Game.

Location: City of Mirros, Kingdom of Karamaikos. *OW*

Description: Under cover of darkness, a band of gnomes arrive in Mirros, taking possession of a house with a view of the queen's offices in the royal palace. Large telescopes, elaborate flying machines and crates of pigeons are packed away inside the house, where a sign reading "Whizbang Holding Company" is erected in the morning. When questioned, the gnomes claim ignorance of telescopes, flying machines and animals, as well as continuing incidents of dark clad gnomes slipping in and out of windows, across rooftops and through poorly concealed secret doors at all hours of the day and night. This all sends the queen into a frenzy, and her agents have the building under constant surveillance and frantically try to keep tabs on every gnome in and around the capital. (See Ci. 18.)

What This Means: The gnomes are playing with Queen Olbia, playing an elaborate—and lengthy—joke on the queen, whom they see to be the epitome of human humorlessness. The gnomes of the Whizbang Holding Company are meant to annoy her, and distract her spies' attention from Highforge's real spymaster, who has been in place in the capital for over a decade, and was promoted from number two to number one when Rubik was exposed.

What the PCs Can Do: The Whizbang Holding Company is a great source of employment for local adventurers and ne'er-do-wells, all of whom are paid quite handsomely to perform endless mysterious tasks around the capital, such as painting a rooster in red paint on the side of a stable near a tavern frequented by the queen's royal guard. When questioned about the purpose of these tasks, the gnomes suddenly seem to have a hard time remembering how to speak any language other than Gnomish, spoken slowly and loud, as though the adventurer was very deaf, and very stupid.

Kaldmont 22, AC 1018: Frau Hildegarde Prepares for a Duel.

Location: Schloß Ritterburg, Principality of Aalban, Principalities of Glantri. *OW*

Description: Prinz Jaggar von Drachenfels arrives from the capital to conduct a private inspection of small regiment of highly-disciplined, rigorously-trained military wizards, secretly assembled in the Schloß Ritterburg courtyard for Frau Hildegarde von Drachenfels, the indomitable Aalbanese matriarch of House Ritterburg of decidedly militaristic traditions. The prince's sister, Frau Helgar von Drachenfels, is fully engaged in the underground castle vaults, preparing the most potent of arcane treasures and deadliest of enchanted weapons. Frau Hildegarde herself devotes the day in her private chambers, casting a methodically planned series of spell upon spell, with only a few scheduled moments to meet curtly with selected relatives and advisers.

Many of the occupants of Schloß Ritterburg—including most of the younger Drachenfels—are unaware of the meaning of all the ado of this day, and those who dare ask are severely warned of maintaining the privacy and secrecy of the Drachenfelses. (See Ci. 12, Ka. 2.)

What This Means: Almost twenty years ago, the indomitable Aalbanese matriarch of House Ritterburg, Frau Hildegarde von Drachenfels, had achieved the fifth circle of power in the Secret Craft of Earth Elementalism. Since then, she has patiently and continuously plotted and conspired to acquire

the status of High Mastery of Earth Elementalism from the present high master, former Prince of Caurenze Innocenti di Malapietra. When the devastating events of the Great War (which destroyed all of Caurenze save for Innocenti) and the many world-changing upheavals of the Glantrian political landscape did not eliminate Innocenti, Frau Hildegarde decided to take matters into her own hands.

After years of magical experiments, expeditions into the Elemental Plane of Earth, collecting and crafting of deadly magical treasures and weapons, and duels in magical combat—practice and actual—Frau Hildegarde has set into motion her ultimate plan to confront High Master Innocenti in the ruins of Caurenze and kill him.

The first phase of her plan is to retreat into the Elemental Plane of Earth, until after the Day of Dread on Mystara. As soon as the magic-negating effects of the Day of Dread are over, she plans to return to the Prime Plane, exactly within the ruins of Sirecchia and launch a high-precision strike on Innocenti.

On this day in Alban, she bids farewell to her son, Prinz Jaggar, and her daughter, Frau Helgar, with a solemn promise that she will return victorious early in AC 1019.

What the PCs Can Do: If the PCs are loosely connected to the Drachenfelses at this time, the best thing they can do is not to get involved or discuss this.

Kaldmont 26, AC 1018: The Dragon Rests.

Location: Shire of Seashire, Five Shires. *OW*

Description: The gold dragon Azem is seen in the skies over Seashire, in the Five Shires. Sharp-eyed hin report that she appears to be badly injured. The dragon was reportedly drifting downwards, laboring to keep aloft, but managed to return to the cloud layer above after a few minutes of being visible to the folk below. (See JfL 13, Am. 20.)

What This Means: After many months, Azem has defeated the adventurers' scheme to steal the artifact she holds in her keeping, the Ivory Plume of Maat, but at great cost to herself. It will be some years before she is seen in the skies over the Five Shires again.

Kaldmont 26, AC 1018: Canals Are Sold!

Location: City of Greenwood, Kingdom of Foresthome, Floating Continent of Alphonat, Alphonatian Empire. *HW*

Description: Halzenthram and Hydroxanium sign the treaty to hand over possession of the project and the upcoming canals. The navy will act in an advisory capacity, as it already does for the empress and the queen. (See Ka. 12, Ka. 16.)

What This Means: The negotiations have been hard, but not so hard and tenacious as could be expected for such a difficult affair. Lord Hydroxanium has his control, and the navy has the money and, someday, the canals for its ships. Should the nobles fail to complete the canal the navy can retake control for a certain price. The lords and ladies would lose a lot of money (and prestige) though, so their motivation should be strong enough.

Kaldmont 26, AC 1018: The Justice of Ares.

Location: Trio Fighting Grounds, border between the City-States of Serenia and Adunapolis, Confederated Kingdom of Minaea. **SK**

Description: The monks of the monastery of Ares, Bringer of War, in collaboration with Serenia's guard, have determined that the assassins were employed by a single Adunapolite man, the wealthy merchant Gheorgophilos. The man is brought by an official delegation sent by Adunapolis to the monastery, where the monks decide on his punishment. There, Gheorgophilos is sentenced to exile. If he ever returns to the lands of the confederated kingdoms, he may be killed without any legal backdrop, as if he were a fly or a lizard. Gheorgophilos decides to leave on a Minaean ship headed for Bellissaria, on the morning of the next day. (See Nu. 4, Ka. 17.)

What This Means: Further investigations in Adunapolis revealed that Gheorgophilos had a lot of debts and hoped to win money through clandestine bets on the Trio (bets are not allowed for the Trio, because it is a sacred event, but obviously there are "underground" bets). However, the underground bets are made before the champions of the two cities are nominated (the exact date is Kaldmont 23). Gheorgophilos bet on Adunapolis's victory, because he thought that Zulda would not present himself for the fifth time in a row, but when he did, he feared that the Serenian would win again, and he had absolutely no money to pay if he loses. So he employed some assassins and sent them to Serenia to deal with Zulda. However, things went quite wrong for him.

Gheorgophilos's act has cast a mark of shame upon the Adunapolites, who are enraged even more than the Serenians by the attempt. Now most of the population thinks that Ares, Bringer of War, will side with Zulda and his two teammates on the day of the Trio...and this will not help the morale of the Adunapolite champions!

Kaldmont 27, AC 1018: The Amulet Returns.

Location: City of Mirros, Kingdom of Karameikos. **OW**

Description: The Amulet of the Marches is returned to Baron Duschieb as proof that Sir Leonid has been slain and that his mission has failed. Baron Duschieb immediately calls upon Sir Grygory to complete the mission. (See Ci. 26, Ka. 14.)

What This Means: This is the real beginning of the central plot in the novel Dark Knight of Karameikos.

What the PCs Can Do: The novel doesn't describe how the amulet returns to Baron Duschieb, but it could have been taken to him by the PCs, which would make for a challenging adventure, but only if they are Traladarans. The PCs are less likely to be among the men who subsequently follow Sir Grygory to the Barony of Rugalob.

Kaldmont 27, AC 1018: Shadow Lord Remains Quiet.

Location: Idris Tower, Lothenar Forest, Kingdom of Denagoth. **NW**

Description: The Shadow Lord's army of undead has been surprisingly quiet. Many members of the Onyx Ring suspect he is weaving a powerful spell to further his plans. They have seen strange

things in their dreams and feel the very land under their feet pulsing. Many in Denagoth witness bad omens, but the High Priestess of Idris remains surprisingly calm and quiet. (See Sb. 28, Ci. 18.)

What This Means: The Onyx Ring knows the Shadow Lord is up to something and fear that the high priestess's policy of "wait and see" only plays into their enemies' hands. The high priestess's confidence leaves some members of the Onyx Ring thinking she has some secret weapon to defeat the Shadow Lord.

Kaldmont 28, AC 1018: Ragnar Is Free.

Location: Jarldom of Boddergard, Kingdom of Soderfjord. *OW*

Description: During the Day of Dread, the enchantments binding King Ragnar into amber are dispelled, and he suddenly finds himself in an enemy household, alone and unarmed. He manages to sneak away from the domain and heads for his old household to find out what's happened. (See Ci. 8, Ci. 22.)

What This Means: Though Modrigswerg magicks are powerful, they can't stand up to the Day of Dread. The Modrigswerg hadn't anticipated this; they used an ancient artifact to curse Ragnar, and thought that its powers would withstand the Day of Dread. Besides, they didn't want their human allies to think that their magicks weren't more powerful than that of simple human wizardry. Ragnar is free, but will be less than pleased when he finds out what has happened during his imprisonment.

What the PCs Can Do: PCs seeking a cure for Ragnar will have learned that the only opportunity for dispelling the Modrigswerg magicks is on the Day of Dread. They will have to penetrate Jarl Guthorm Brittle-Bone's defenses and enter his household in Boddergard to free Ragnar, and then smuggle him out of the domain safely.

Kaldmont 28, AC 1018: An Unhappy Populace.

Location: Duchy of Vvolstagrads, Final Range. *NW*

Description: As magic fails throughout Mystara, the people of Vvolstagrads take to the streets and snow-covered fields to protest their worsening condition. In the town of Vvolstagrads, the peasants march from the Church of Vvolstagrads to Duke Nebik's castle, demanding food and better protection from the hostile forces to the north. As word spreads throughout the dominion, peasants of other villages also rally in protest. In the village of Stryna, the protests are particularly virulent as the peasants there take up weapons and clash with the town guards, who are forced to flee. Duke Nebik appeals to the peasants outside his castle, and has his soldiers bring food and blankets to those in need. This appeases the grumbling townsfolk, and they return to their homes. (See Ci. 28, Ka. 6.)

What This Means: The people of Vvolstagrads are steadily losing confidence in Duke Nebik. Nothing has been going right for them recently, so they have little recourse other than to take it out on their ruler. The situation is not inflamed enough for an armed rebellion, but there is certainly more than a little tension in the air. Further hardship could easily lead to an armed insurrection.

What the PCs Can Do: Depending on their sentiments, PCs can help to disperse the protesters, or stir them to even greater action. PCs close to Duke Nebik could advise him on how to handle this crisis.

Kaldmont 28, AC 1018: The King Counts His Allies.

Location: City of Norrbik, Kingdom of Vestland. *OW*

Description: The emissaries sent by King Bergthor Haraldson contact him. From Soderfjord comes dire news. That nation has split into squabbling factions with the loss of its king, and cannot be counted on to provide any sort of help while in this turmoil. The dwarves of Rockhome agree to a joint venture with Vestland in clearing the Vestfjord Gap and Vestfjord Pass [the pass between Vestland and Rockhome, by the Vestfjord River. *Ed.*] of Modrigswerg presence. Plans are laid for the assault. Emissaries sent to the Western Defense League nations have yet to return. (See Ka. 8, Ka. 12.)

What This Means: King Haraldson is learning the virtues of patience and allies. He has lost much this year, and made a royal fool of himself, and will have to make alliances to get back his territory and his prestige.

What the PCs Can Do: PCs could have acted as the emissaries, in which case they'd have to plan on how to get into Rockhome through Modrigswerg-controlled territory, or how to properly gauge the situation in Soderfjord. Obtaining reliable results will get them in the good graces of King Haraldson, who is looking for good, reliable men to do his work on the field.

Kaldmont 28, AC 1018: Dove Finds Safety?

Location: Swamp of Despair, Great Forest of Gelfron, Kingdom of Denagoth. *NW*

Description: The Abienite horsemen are still pursuing Dove. Just as things are getting grim for Dove, he is saved by a mysterious elf. The elf guides Dove into the swamp and the two disappear inside a cave. (See Ci. 27, Ka. 18.)

What This Means: Dove has been spared the execution the Abienites promised him, but he is unsure what his mysterious rescuer has in store for him.

Kaldmont 28, AC 1018: Day of Renewal.

Location: City of Thyatis, Duchy of Thyatis, Thyatian Empire. *OW*

Description: Amidst celebrations throughout Thyatis on the Day of Renewal, Emperor Eusebius makes a short speech before the senate, outlining the condition of the empire and his intended policies. The empire is stronger now than it was when he took the throne, he says. Its population is recovering, its borders are secure. In the core areas of the imperial mainland, the duchies where most of the population lives are protected by a screen of border counties along all frontiers save the northeasternmost, which is partially screened by the friendly Emirate of Tameronikas. Imperial lands have been recovered in Ochalea and the Pearl Islands, and the empire's position in Dabania strengthened. The recent freeing of Oceansend has increased Thyatian influence in Norwold.

Then he makes an announcement that shocks some senators and pleases some others. He says that in his opinion the empire has reached its natural territorial boundaries, and nearly all the areas amenable to rule by Thyatis are within the imperial fold. It would, he believes, weaken rather than strengthen the empire to go after other regions, which would be less accepting of Thyatian authority. In the immediate future the empire should strengthen the bonds between the empire and its current colonies

rather than trying to expand further. He says that the empire should work to influence, but not control, other lands. The sole exceptions to limiting expansion, he believes, should be in creating small enclaves useful for trading purposes, and strengthening the empire's position in Dabania and Norwold. (See Fy. 12, Sb. 7.)

What This Means: For the foreseeable future, Thyatis is not going to attempt to conquer additional realms. Eusebius wants to focus on enriching the empire through trade, consolidating its hold over current territories and colonies, and restoring the population of the mainland to previous levels while also increasing the population of the outlying regions through colonization. In part this will be done by encouraging immigration, while the rest can be done by natural growth of the still large population base of the mainland.

Of the senators, many of them agree with Eusebius's plans, but others are disappointed and believe the empire has many opportunities to seize large additional territories now that Alphatia is gone and Nayce is apparently weakening. The last part of Eusebius's remarks satisfy some of the senators who favor expansionist policies, but many notice that Alphatian territories and Karamaikos are left off of the list and that apparently Eusebius has no plans to attempt to recover Karamaikos by force or attack the Alphatians of Nayce. The speech is, however, well received by most of Thyatis's neighbors, whose ambassadors were present to hear it. A less aggressive Thyatis is something they would welcome. Many will want to see if Eusebius means what he says, however.

The fortifications built or expanded along the borders in the last couple years not only help protect the empire but seem to establish firm borders. The size of the mainland territories was increased by approximately 5% last year in the agreement with Karamaikos and the war with Haruam. But the cultivated area of the empire's mainland has increased by over a tenth with the settling of former Imperial Territories in the last couple years. A good chunk of this land lies along fertile river valleys and is very productive but much of these lands are more suitable to raising animals than growing crops, while the rest is even more rugged. But using the newly settled lands for pasture allows crops to be grown on some of the rest, and some of the rugged areas are used for growing vines, olive trees, and similar crops. This, plus measures to increase yields undertaken last year and productivity by using less slave labor, will not only increase the empire's wealth but enable its population to be better fed.

That population has rebounded to 2,900,000 with the inclusion of Milenian refugees, Vyalians and others along the borders, dwarven and other immigrants, and natural population recovery. Over 900,000 additional citizens live in the colonies with the inclusion of the Oceansend and Latela regions (due to their current client-state relationships with Thyatis) and the Chanegioth colony (and over a million if Heldum is included).

PREDICTIONS AND PROPHETICATIONS

The editors of the Mystaran Almanac make no claim as to these predictions' origin, even less their accuracy.

Seers and Diviners

Rumor Mill, Skalds and Minstrels

Often the predictions have no known source, but are rumors or ballads one hears here and there.

Predictions

"In the south the metal rises"

"In the south the metal rises,
Sharp glinting spires in the sun,
The others try, as valiants do,
But will be overrun."

Anonymous—found on a dirtied slip of parchment slid under the door of the publisher at midnight, on Nutwmont 15.

"A box that once was filled with dark"

"A box that once was filled with dark
Is now only filled with light,
The Keepers know that this foretells
A period of strife."

Anonymous—found on a dirtied slip of parchment slid under the door of the publisher at midnight, on Nutwmont 15.

"Dragons wander in and out"

"Dragons wander in and out,
Of places never seen,
Destruction wreaked upon their flight,
Fangs of silver gleam."

Anonymous—found on a dirtied slip of parchment slid under the door of the publisher at midnight, on Nutwmont 15.

“The mighty Orient”

“The mighty Orient

Lungs tell the Wrath of Chung-Cun

An Empire falls.”

Ochalean haiku.

“Les Enfants du Soleil au pays de retour” / “Children of the Sun King for the homeland fightin’”

These two sonnets are the cause of one more argument—but better a cultural battle than a border skirmish—between the Renardois and Bellaynish intelligentsias, as both dismiss the other as a pale copy, a bad adaptation of a true masterpiece. Both sonnets follow the strict codes of their respective cultures’ poetry, but their authors used pseudonyms so neither lupins nor rakasta can definitively win this round. Both nations’ pride is at stake, however. A rumor among the turtles has it that it is a joke played by one of them on the lupins and rakasta, who oftentimes treat them condescendingly—if true, that would be a real slap in the face.

“Les Enfants du Soleil au pays de retour;

lè-zan-fan-du-so-lèy/o-pè-i-de-re-tour/

Les Enfants de la Nuit se retirent sous la terre,

lè-zan-fan-de-la-nui/se-re-tir-sou-la-tèr/

Les Enfants du Serpent sont trahis par leurs pairs.

lè-zan-fan-du-sèr-pan/son-tra-i-par-ler-pèr/

Les Enfants d’la Forêt ôtent les masques du jour.

lè-zan-fan-dla-fo-rè/o-te-lè-mask-du-jour/

“Les Enfants du Dragon en profitent à leur tour,

lè-zan-fan-du-dra-gon/an-pro-fit-a-ler-tour/

Les Enfants d’l’Araignée ne savent plus quoi faire.

lè-zan-fan-dla-rè-nyé/ne-sa-ve-plu-koi-fèr/

Les Enfants du Roi Elfe protègent toujours leurs terres,

lè-zan-fan-du-roi-èlf/pro-tèj-tou-jour-ler-tèr/

Les Enfants du Marchand passent le cap en détour.

lè-zan-fan-du-mar-chan/pas-le-cap-an-dé-tour/

“Les Enfants du Chacal recherchent leur heritage;

lè-zan-fan-du-cha-cal/re-chèrch-ler-é-ri-taj/

Les Enfants du Canin la tâche ne leur ménage,

lè-zan-fan-du-ca-nin/la-tach-ne-ler-mé-naj/

Les Enfants du Croco sans repos les dévore.

lè-zan-fan-du-cro-co/san-re-po-lè-dé-vor/

“Les Enfants du Félin ne font la paix de suite.

lè-zan-fan-du-fé-lin/ne-fon-la-pè-de-suit/

Les Enfants d’l’Océan leur monolithe trésor

lè-zan-fan-dlo-sé-an/ler-mo-no-lit-tré-zor/

Les Enfants des Etres de l’Extérieur seuls profitent.”

lè-zan-fan-dè-zètr-de-lèks-té-rier-sel-pro-fit/

Renardois sonnet, by S. J. R. Lebeau.

“Children of the Sun King for the homeland fightin’;
Children of the Night Queen, prudent, withdraw away,
Children of the Serpent are betrayed by their kin.
Children of the Forest remove the masks of day.
“Children of the Dragon in matters take a hand,
Children of the Spider didn’t see it forecast.
Children of the Elf King always protect their land,
Children of the Merchant the cape bypass at last.
“Children of the Jackal searching for their birthright;
Children of the Canine don’t assist them a bit,
Children of the Croco devour without respite.
“Children of the Feline the field just yet don’t quit.
Children of the Ocean their monolith treasure
Children of the Outer Beings only pleasure.”
Bellaynish sonnet, by Tyler Rigger.

“The Known World is eber-expanding”

“The Known World is eber-expanding. The Thyatian Empire will continue to explore the world, and bring civilization and culture to the farthest reaches of Mystara. The Thyatians are bold explorers, hardy settlers, fierce fighters, and competitive traders. Western Brun, eastern Skothar and northern Dabania have already been brought into the Known World, and soon Ixion and Nyx will both be always casting their light or shadow over Thyatian heads somewhere.”

Thyatian court gossip.

“All that is dead”

“All that is dead

Shall rise once more,

All that lay in ruin

Shall stand again in darkest glory.

“Those lands that lie

In dread’s southern shadow

Shall know once more

The tread of forgotten feet.

“Yet there shall come those

Who guard against the blackened tide,

And with weapons long-lost

May bring light once more.”

Anonymous

