

DUNGEON MASTER'S COMPANION

POOR WIZARD'S ALMANAC
The Year of Chaos



Vaults of Pandius

CURRENT EVENTS

This version of Poor Wizard's Almanac isn't set to a specific Mystaran campaign year but is designed to provide a collection of events that can be made use of as desired or used as a single event year.

The events themselves are based on real world events that have occurred over the last decade in order to provide a far more realistic mix of history.

Welcome to the Year of Chaos.
Version 1.2

Sean Robert Meaney

NUWMONT 1: THE HARLEQUIN'S MASK

Location: City of Thyatis, Thyatian Empire. KW

Description: This morning a woman, the victim of murder, is discovered in an alley. The woman's face has been cut in such a way that her mouth extends abnormally in both directions so that she looks like a Harlequin or Puppet.

What This Means: This is the First victim of the Puppet-maker. He or she will continue targeting lone women across the city of Thyatis until caught. This victim actually jumped from her apartment to escape her tormentor.

NUWMONT 1: THIRTY THOUSAND YEAR OLD VIRUS

Location: Landfall, Northern Heldannic Territories, K.W.

Description: Merkalo the Black takes a core sample of permafrost east of Landfall. Once satisfied with his sample he teleports back to Norrvik.

(See Va. 15, Ka. 20)

What this Means: He has discovered a thirty thousand year old Megavirus which he is able to revive.

NUWMONT 2: FIRE AND ICE

Location: Jamul Glacier, Norwold. KW

Description: This day Sigismund is on watch when there at the top of the glacial ice wall that towers above the far end of the Valley above the Village, the red and orange embers of an inferno spew upward like a fountain of fire. All around it the Ice is turned to Steam - the sound of it deafening. He is barely audible as he sounds the alarm bell. By the end of the day villagers are fleeing south to the coast.

What This Means: A Volcano has erupted from beneath a Glacier in Norwold forcing the villagers to flee for their lives.

NUWMONT 3: BLOOD SACRIFICE

Location: Jaibul, Sind. KW

Description: Furdad the brick-maker has been having a problem with his bricks. The clay is no longer baking red. Furdad the Brick-maker consults Dura the fortune-teller to discern how to deal with the problem and is advised to sacrifice one of his workers.

(See Nu 2, Fl 5.)

What This Means: Seeking the advice of fortune tellers is common. Unfortunately for some worker his life is about to come to an end.

NUWMONT 4: WHO CAN WE ASK FOR HELP?

Location: Crowlerd, Republic of Darokin. KW
Description: At sunset four armed men force their way into an old farmhouse that has served as a brothel for several years. They assault the women and rob them of what funds they have taken as wages.

What This Means: In a community where Prostitution is not managed by the Guild or any Watch, A house of ill repute is raided by bad men, the Women violated and robbed. They can't exactly seek help from the law.

NUWMONT 5: BABY KILLING SON OF A BITCH

Location: Village of Les Hiboux, Principalities of Glantri. KW

Description: This morning two villagers out fishing discover the corpses of twenty dead Babies along the river bank.

What This Means: The discovery unveils the horror of experiments by an unknown wizard somewhere upstream.

NUWMONT 6: THE TIDE OF REFUGE ARRIVES IN KARAMEIKOS

Location: Village of Sulescu, Kingdom of Karameikos. KW

Description: A Fisherman named Alberth, net fishing on the beach below Sulescu, is confronted by a small sailing ship, its masts broken, powered by oars, crowded with some forty emaciated men, a few women and several children as it runs aground and the dark skinned occupants struggle to make landfall. They speak neither Traladaran nor Thyatian and even the boat is of an unfamiliar type. The newcomers loiter about the beach awhile talking before banding together to haul their ship up the beach. They then spend the day pulling the ship up the beach and rolling it over onto stilts made from its shattered masts to become a Communal Hut.

(See Va. 14)

What This Means: A decade ago Karameikian explorers visited the hollow world and during their escape, crossed the Southern continent on their way home to the Known World. Some of the people they met there spread word of their wonderful land of Karameikos and some of their poor landless who dwell there have taken a boat to travel to this paradise across the Sea of Dread.

NUWMONT 7: COFFIN FINDERS, COFFIN KEEPERS

Location: Luln, Kingdom of Karameikos. KW
Description: A Farmer named Franz along with his brother-in-law Gregor are turning sod near a pile of rocks on their newly purchased farm land near Luln when they stumble across a thousand Pound Lead Coffin.

What This Means: They have discovered the Burial coffin of the Vampire Korrizegy.

NUWMONT 8: THE ALVA FARUK

Location: Fletcher Reef, Five Shires. KW

Description: The Day after a strange Maelstrom that blew up and the previous evening a colossal steel hulled vessel more like a galley than a ship is spotted by other sailing vessels passing by run aground and spilling black oil on a reef Fletcher Reef.

What This Means: A thousand feet long iron hull ship has crossed through from some alternate reality and become lodged on a reef off the coast. It has spilled a thousand tons of oil on the ocean poisoning fish stocks and aquatic peoples in the region. Those who investigate will find little more than a half million gold pieces in salvageable oil, environmental devastation, and charts that vaguely look like the known world – suggesting it was headed for some place near the Savage Coast named Huston.

NUWMONT 9: SOMETHING FOUL IN THRESHOLD

Location: Town of Threshold, Kingdom of Karameikos. KW

Description: The People of Threshold awake to a foul aroma choking the lungs of every citizen in town. Many experience uncontrolled vomiting and a burning of the lungs and throat forcing most to depart the Town in search of fresh air.

(See Nu. 22, Nu. 23)

What This Means: A would-be Alchemist is mixing toxic substances in the Cellar of a Tavern. Unfortunately the toxic cloud is poisoning the populace.

NUWMONT 10: ISHA NINE-FINGERS IS BORN

Location: Ellerovyn, Principality of Glantri. KW

Description: The Princess of Erewan gives birth to a child. Unfortunately the Midwife severs more

than the umbilical cord accidentally slicing off one of the Baby's fingers.

What This Means: The omens of birth considered important to the Erewan elves; The Nine-fingered one will carve a destiny of her own making in the decades to come.

NUWMONT 11: ORCS ARSE FOUND DEAD

Location: City of Shireton, Five Shires. KW
Description: An innkeeper, having failed to see a guest emerge from his room for three days finally breaks down the door to the room to discover a scene of horror. Other than the Mask and bagpipes made from humanoid skin, the Occupant is found deceased.

(Ya. 5)

What This Means: Orc's Arse, a member of Garrot, a band of violent bards who are known to wear Masks and carry instruments crafted from Humanoid Skin, has been found dead in his room.bn

NUWMONT 12: HEALING WATERS DISCOVERED

Location: Village of Rugalov, Kingdom of Karameikos. KW
Description: An elderly villager named Ferdinand finds his pain healed after drinking from the old brass tap that supplies drinking water from the cistern of the local church of Traladara. He pops down the tavern to tell everyone of his good fortune.

What This Means: The tap has been wished by a powerful cleric to heal the suffering of those who drink of its waters.

NUWMONT 13: PLAYWRIGHT GOES INSANE

Location: City of Kerendas, the Empire of Thyatis, KW
Description: This evening, the celebrated Actress Azani visits the Mansion of the Great Actor and Playwright Suran Baor to find that he has just murdered her husband Franel (also an Actor) and is waiting to murder her. Passers-by watch in horror as Suran Baor cuts the actress down as she flees the dwelling screaming before dragging her bloody corpse back inside..

What This Means: Suran Baor has gone insane to the point of homicidal. He has sent away his servants and is spending the evening in – killing his friends.

NUWMONT 14: INTELLIGENCE POTION FOR SALE

Location: Kerendas, Empire of Thyatis, KW
Description: Sedric the Peddler is selling a potion of intelligence in the city marketplace made entirely of fruits.

What This Means: Given the health benefits of fruit juice, long term drinkers will experience improvements of a +1 Bonus to Constitution through regular consumption and exercise.

NUWMONT 15: THE QUAKE

Location: Atlan Tepes Mountains, Republic of Darokin, KW
Description: The village of Reedle is rocked this afternoon by a strong earthquake, destroying buildings and killing numerous villagers and travellers. The Pass is filled with boulders and snow as an avalanche descends from above. (See Nu. 16, Fe. 18)

What This Means: An earthquake centred in the Atlan Tepes Mountains has hit this region. Damage and loss of life is considerable.

NUWMONT 16: THE AFTERSHOCK

Location: Atlan Tepes Mountains, Kingdom of Karameikos, KW
Description: The Pass into the Republic of Darokin is filled with boulders and snow as an avalanche descends from the mountain tops and the Dukes Road Keep is reduced to Rubble, and most of those stationed there are killed. (See Nu. 15, Fe. 18)

What This Means: An earthquake and aftershocks centred in the Atlan Tepes Mountains have destroyed the Dukes Road Keep and cut travel into Darokin.

NUWMONT 17: THE SPIRAL LIGHT

Location: Athenos, Republic of Darokin, KW
Description: This evening a strange omen is spotted in the sky. A great spiral vortex of light travelling westward from somewhere over the Cruth Mountains is seen by residents of Athenos.
What This Means: This strange phenomenon could be anything from Sorcery to Dragons. It is seen by people in several coastal communities in the area.

NUWMONT 18: HAMMER OF THOR

Location: Kunslo Island, Ostland, KW
Description: This night Floki Thorson watches hot coals fall from the sky toward the far end of

the island. A quake, Mushroom clouds, and a shockwave that rolls across the island are quickly experienced as the only community is knocked flat along with every tree on the island.

What This Means: Rocks have fallen from the sky unleashing a hellish energy on impact on the north side of the island. There are now several one mile diameter craters on the north end of the island.

NUWMONT 19: FIREWORKS EXPLODE

Location: Tel Akbir, Empire of Thyatis, KW

Description: Late in the evening the only guard at a Fireworks Storehouse and factory lights up a pipe for a smoke of tobacco and ignites the fireworks. He is killed by the explosion which destroys the storehouse, factory, and surrounding buildings, setting fire to the Alchemist's District, and hurls burning embers across the city.

(See Nu. 20, Fy. 6)

What This Means: A foolish accident has just hurled burning embers across the city of Tel Akbir and set fire to the Alchemist's District.

NUWMONT 20: INFERNO IN TEL AKBIR

Location: Tel Akbir, Empire of Thyatis, KW

Description: By sunrise the city of Tel Akbir is well ablaze thanks to an explosion in the Alchemist District, as the populace flee for their lives.

(See Nu. 19, Fy. 6)

What This Means: This is just a terrible accident which has at the worst possible time sparked an inferno that will burn the city of Tel Akbir to the ground. The crowded, narrow streets making it all the more dangerous as people struggle to flee in the panic.

NUWMONT 21: TWO HORNED UNICORN

Location: West of Nemiston, Republic of Darokin, KW

Description: This morning merchants travelling west from the town of Nemiston spot a Two horned Unicorn. The elusive and impossible creature vanishes from sight as soon as it is spotted.

What This Means: This is indeed a unicorn with two horns. The creature is some sort of freak of nature and so elusive that not even elves are likely to believe it exists.

NUWMONT 22: THE RED MIST

Location: Town of Threshold, Kingdom of Karameikos, KW

Description: A red mist engulfs the Town of Threshold, eyes and throats burning, the villagers discern the source is an abandoned wizard's Keep in the Town.

(See Nu 9, Nu 23)

What This Means: Chemicals have apparently mixed and turned into a toxic cloud and poisonous cloud. It will pretty much last the day unless it can be stopped.

NUWMONT 23: NO MORE ALCHEMY?

Location: Town of Threshold, Kingdom of Karameikos, KW

Description: Today town criers are announcing a ban on wizards and witches conducting alchemical mixing in the town of Threshold.

(See Nu. 9, Nu. 22)

What This Means: Baron Sherlane is cracking down on Alchemical mixing in light of the town being poisoned twice in a single month by terrible toxic clouds created by would-be alchemists. It's not a ban on Wizards and Witches but the effect is the same. They are banned from alchemical mixing of potions and experiments inside the Town – a considerable source of their income.

NUWMONT 24: A HUNDRED WIVES?

Location: Village of Wrasseldown, Republic of Darokin, KW

Description: The funeral for the village Patriarch is held. His hundred wives gather along with his diverse children.

(See Fe. 17)

What This Means: Patriarch Jerome Wrass-Eldown died in bed overnight. He had a hundred wives and diverse children – and they turned out for his funeral. The Wrass-Eldowns are distantly related to the Ith-Eldowns.

NUWMONT 25: PROTECTION RACKET?

Location: City of Darokin, Republic of Darokin, KW

Description: When a townhouse catches fire the 'Fire-men' stand by and allow the building to burn to the ground while acting to prevent it from setting an adjacent building alight.

What This Means: The local 'fire-men' charge a seventy five gold piece fee per household; unfortunately this resident didn't bother paying for 'fire-protection'.

NUWMONT 26: THE AXE GANG

Location: Selenica, Republic of Darokin, KW

Description: A band of three Axe-wielding thugs force their way into the townhouse of the Merchant Franz Thurgood and demand all monies on the premises or they will chop up the occupants.

(See Th. 28, Fl. 12)

What This Means: The Axe Gang are nasty criminals from Thyatis. They have fled the empire to pick over potential hen-houses in the city of Selenica.

NUWMONT 27: STEPMOTHER DISTRAUGHT

Location: Athenos, Kingdom of Karameikos, KW

Description: Estrani Fade, the wife of a very wealthy merchant reports that her stepdaughter has been abducted by villains who are now demanding a ransom of a million gold pieces.

What This Means: Estrani has faked the ransom and has disposed of her step-daughter.

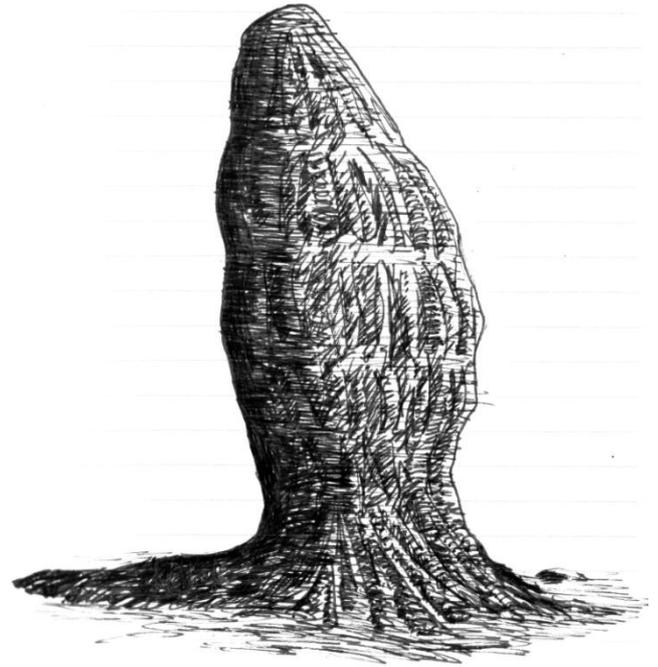
NUWMONT 28: NEW LAND?

Location: Dovefell, Vestland, KW

Description: The Residents of Dovefell wake this morning to find that the sea floor has simply pushed up out of the ocean against the edge of the existing land. There is now a twelve thousand feet long piece of coast covered in seaweed added to the existing coast. There wasn't even an earthquake.

(See Th. 27)

What This Means: The earth has simply moved upward because a block of land is being lifted upward by a magma flow. The reason there was no earthquake was because the land broke off a long time ago and has been sitting loosely on the surface.



The Pillar of Ul-Ruk

VATERMONT 1: THE PILLAR SHAKES

Location: Pillar of Ul-Ruk, Lost Valley

Description: A terrible quake shakes the Fabled Pillar of Ul-Ruk and for a time the Sandstorm, that for over a hundred thousand years has hidden the many millions of square miles of the Lost Valley encompassed by the Fabled Diamond Ring, halts and the sand settles. It is not until nightfall that the sandstorm returns.

What This Means: Ul-Ruk means 'to Howl-To Scrape' a name describing the sand storm that has for a very long time blown sand in a perpetual maelstrom eroding the base of a six thousand feet high plateau-continent that once was home to the Carnifex many millions of years before. What was once an escarpment above the clouds is now no more than a mile high finger of stone battered by an abrasive storm that will one day topple it to the Earth.

VATERMONT 1: KILLER GOAT ON LOOSE

Location: Near the Monastery of Gareth, Khurish Massif, Sind. KW

Description: Herad the Cleric, having heeded the call and travelled from the Savage Coast, is climbing toward the Monastery of Gareth when a great Mountain Goat startled by his presence emerges from the camouflage of rock and brush and charges at him horns down skewering him through the guts.

What This Means: A wild Mountain Goat is attacking people who travel through its territory to the Monastery of Gareth. It is merely defending its territory from intruders.

VATERMONT 2: THE GREAT TUNNEL IS FINISHED

Location: North of Threshold, Black Peak Mountains, Kingdom of Karameikos. KW

Description: Frelin Bunttleknose and Darmar Hotrolledsteel finally emerge into sunlight with their tunnelling machine. Once the machine is finally shut down the other gnomes labouring to haul away rock up the tunnel give a cheer.

What This Means: The Bunttleknose & Hotrolledsteel Civil Engineering Company Consisting of fifty gnomes led by Frelin and Darmar have been tunnelling through the Black Peaks. The Tunnel extends just over thirty two miles (four eight-mile hexes) from Armstead in the Republic of Darokin to the Kingdom of Karameikos. The fifty foot diameter tunnel is wide enough for Merchant Wagons to pass in both directions.

VATERMONT 3: SEER PREDICTS MAELSTROMS

Location: Mirros, Kingdom of Karameikos. KW

Description: A fortune teller on the street of dreams makes several predictions to a scribe: "...Great Maelstroms will wrack the coastal cities...Ale will taste bad in the Village of Luln...Gold will be found in the mountains...Anna of Threshold will have a daughter..."

What This Means: This fortune-teller is often accurate.

VATERMONT 4: ANCIENT TOMB DISCOVERED

Location: Village of Longflask, Five Shires. KW

Description: A Halfling farmer named Haran is digging a Well on his farm when he breaks through into a chamber. Inside the chamber are hieroglyph-covered walls and a Stone Coffin.

What This Means: The tomb is four thousand years old and belongs to a Lizard man High Priest. The tomb, guardians, and treasures within will be substantial.

VATERMONT 5: SUNKEN CITY SPOTTED

Location: North of Ierendi Isle, Kingdom of Ierendi. KW

Description: Gnomes Frendik Skywratchet and Kerric Elementaldriver spot a city on the sea floor while travelling from the Five Shires to Ierendi by hot air dirigible. Streets, alleys, and Buildings are seen laid out bellow them as they pass over an island.

What This Means: A Sunken ancient city is discovered below fifty feet of water off the coast of an island in the Kingdom of Ierendi. It is an ancient ruin recently exposed by storms that have moved sediment.

VATERMONT 6: CLERIC EXCOMMUNICATED

Location: Village of Marilenev, Kingdom of Karameikos. KW

Description: A Junior Cleric of Traladara is dragged from the local temple of Marilenev and cast down its stairs into the muddy street. The Cleric standing at the top step then declares publically that he has been excommunicated for spying on young village girls while they bathed. The outraged villagers immediately turn on the fellow, beating him.

What This Means: Adept Hasel has been excommunicated for his conduct. The church of Traladara disapproves of its clerics spying on naked young women while they bathe. Unfortunately the villagers might beat him to death if others do not come to his aide.

VATERMONT 7: THE DEEPSEA IS DISCOVERED

Location: Dengar, Rockhome. KW

Description: An unusual gem is discovered.

What This Means: A gem that formed in an ocean around four hundred miles below the surface of the world is discovered.

VATERMONT 7: SILVER RUSH

Location: The Moon

Description: The Gnomish Mining Company (G.M.C.) puts down on the lunar surface with a flying craft designed to take their small crew across the airless void between Mystara and the Moon. Bluecoat Dimnel Skywratchet retrieved some lunar soil before returning to the vessel. Inside it is discerned that the soil is rich in silver.

What This Means: Gnomes have discovered Silver in good minable quantities on the Moon.

VATERMONT 8: TURDUK THE BUTCHER

Location: Village of Verge, Kingdom of Karameikos, KW

Description: Turduk the Butcher leads his bandits into the village of Verge during a Shearing Ceremony and behead twelve celebrating villagers.

What This Means: Turduk and his bandits have recently relocated to the Kingdom of Karameikos from the Emirates of Ylaruam. He has decided to raid Verge in order to intimidate the locals into paying protection.

VATERMONT 9: DWARVES FIND CRYSTAL IRON

Location: Deep below the surface, Kingdom of Rockhome, KW

Description: While excavating a tunnel a dwarf named Denwar shatters his pick against an unfamiliar type of crystal. After inspection he realizes that it is Crystalline Iron – the hardest Metal in the World.

What This Means: Dwarves delving into the very core of the World discover Crystalline Iron: an Iron harder than any metal ever encountered, its crystalline nature making it truly valuable.

VATERMONT 10: A LESS THAN OBVIOUS SUICIDE

Location: Mirros, Kingdom of Karameikos, KW

Description: The body of Sara Adslo, a Citizen of the Republic of Darokin is found murdered in her townhouse in Mirros – having been struck with an Axe some fifteen times. After an investigating Guardsman and a diplomatic officer of the Republic of Darokin meet to discuss the obvious murder, they publically declare the death a Suicide.

What This Means: Sara Adslo was murdered by the Iron Ring – a criminal organization that has infiltrated both the City Guard of Mirros and the Darokin Diplomatic Corp.

VATERMONT 11: FOUR LEGGED DEMON CHICKEN

Location: Duchy of Kerendas, Empire of Thyatis, KW

Description: A farmer named Gregor goes to his barn and finds that his cow is being eaten by a giant four legged chicken.

What This Means: A wizard has crossed a Chicken with a Gryphon – laying eggs once every few days - The usually little chickens have an extra pair of legs and grow to the size of a small

horse. They begin to graze on the farmers and herds for food. The Four legged Chicken has the Speed and Stats of a Gryphon.

VATERMONT 12: GIANT SHARK STALKS FISHERMEN

Location: Sulescu, Kingdom of Karameikos, KW

Description: Village Warden Ilya Vanady reports to Lord Sulescu that a giant shark is swimming around off shore and has already attacked a small boat and eaten two fishermen.

(See: The Five Shires, Va. 26)

What This Means: The Shark has the stats of a Gargantuan Shark and is preying on small fishing boats as it travels along the Southern Coast.

VATERMONT 13: TSUNAMI DESTROYS VILLAGE

Location: Rugalov, Kingdom of Karameikos, KW

Description: Today an earthquake off the Southern coast of Karameikos causes a tidal wave to strike the village of Rugalov. A hundred are dead and the remainder of the Villagers are swept out to sea when the water retreats.

(See Fl. 5, Fl. 19, Ei. 4, Ka. 28)

What This Means: The Wizard Bargle the infamous is to blame. He has wished permanent gates from the Plane of Earth and Fire in an experiment to create an island. The earth from the gate has pushed up the sea floor and an island is forming on the sea floor just off the coast.

VATERMONT 14: DUK?

Location: Sulescu, Kingdom of Karameikos, KW

Description: Tolbert of Athenos, a merchant visiting the community of Sulescu, learns there is a tiny village nestled below on the beach called Duk. He is promptly informed that the locals don't speak any language other than their own.

(See Nu. 6)

What This Means: Founded a month back by refugees, Duk is one of those special little places that don't appear on any map. Apparently there is no point going there because the occupants all speak one language: Duk.

VATERMONT 15: PLAGUE IN NORRVIK

Location: Norrvik, Vestland, KW

Description: The occupants of a house are found to have all perished. Investigations said they had come down with a fever after a family meal the day before they died. Examinations by a Cleric

determine it is Plague. Guardsmen alert the King who order the building sealed up and set ablaze. Guardsmen are instructed to undertake a search of the neighbourhood and watch for signs of fever or complaints of food poisoning.

(See Nu. 1, Ka. 20).

What This Means: It is indeed Plague.

Unfortunately it is fast acting and kills anyone within twenty-four hours from exposure failing a constitution check. **The Plague** (Time to take effect from exposure: 1 Day; Symptoms: vomiting and fever; Effect: Roll D20, any result greater than Constitution results in death; Vector: spread by head lice).

VATERMONT 16: CENSUS BEGINS IN THYATIAN EMPIRE

Location: Everywhere, Empire of Thyatis, KW

Description: All over the Thyatian Empire government officials begin undertaking a census of who lives where.

What This Means: Bureaucrats backed up with soldiers begin an inspection of every hut, mansion, shanty, townhouse, and barn to discern who lives where.

VATERMONT 17: THE CROWD TURNS UGLY

Location: Thyatis City, Empire of Thyatis, KW

Description: A Gladiator named Hagar is fighting a mountain lion unarmed. As the naked gladiator circles the great the crowd cheers him on to the rhythm of two swords being raked across each other...right until Hagar grabs the cat by its tail and plunges his manhood into its rear orifices violating it horribly. For a moment the arena crowd goes quiet before someone calls out: "Kill the Degenerate!" The arena descends into a riot at which Guards disperse the crowd before they can cause too much damage.

(See Va. 20)

What This Means: The vile antics of one Gladiator cause a popular protest in which the populace call for the imprisonment of the Gladiators for this degenerate behaviour and a tearing down of the House of the Gladiators known for its orgies.

VATERMONT 18: SON OF VORLOI FOUND NAILED TO A TREE

Location: Marilenev Estate, Kingdom of Karameikos, KW

Description: The corpse of the son of Baron Vorloi is found nailed to a Tree in the eastern woods of the Estate of Marilenev just across the river from Mirros. The corpse is questioned by a Wizard who discerns the identity of the Killer to be an elf named Han.

(Va. 19)

What This Means: The wastrel has been missing several days since he vanished travelling overland to the Town of Vorloi from Mirros. The killer is someone in the employ of a member of the Radu family to whom he owed considerable monies.

VATERMONT 19: MASTER OF DISGUISE ESCAPES

Location: Mirros, Kingdom of Karameikos, KW

Description: An elderly merchant of Darokin named Jakos Falder boards a ship for Darokin having passed inspection of various guardsmen searching for an elf wanted for the murder of the son of Baron Vorloi.

(Va. 18)

What This Means: Han, disguised as an elderly human merchant from the republic of Darokin, passes scrutiny of the Guards investigating all passengers departing Karameikos, takes passage on a ship with his load of timber.

VATERMONT 20: GIANT RATS IN OBER'S MIMBUR

Location: Town of Ober's Mimbur, Five Shires, KW

Description: This evening, the residents of Ober's Mimbur are attacked in the streets by hundreds of giant rats.

What This Means: The Source of the giant rats is a wizard looking to drive the residents out of their community so that his agents can undertake excavations in their search for an artefact.

VATERMONT 21: THE RIVER GOD

Location: Bargha, Ethengar Khanates, KW

Description: This day a Shaman is appeasing the local river spirit in Bargha by sacrificing a chicken and draining its blood into the waters when a bridge where twelve children of the village are gathered to watch the ceremony is devoured by a gargantuan elemental.

What This Means: The Primordial Elemental (Gargantuan Water Elemental) claimed the life of twelve children of the village rather than accept the blood of a chicken.

VATERMONT 22: ZABU TALKS

Location: Jaibul, Sind, KW

Description: When its owner returns from a Tavern drunk, Zabu the elephant informs him he smells funny and that Zabu has no intention of carrying him anywhere.

What This Means: Zabu is a sentient Elephant. He was happy to hide that fact; unfortunately the Elephant is no longer prepared to tolerate stupid people and to their shock, has an opinion on everything. Zabu has I(13),W(7), Ch(12). He speaks Sind and Elephant.

VATERMONT 23: THE HOUSE OF THE GLADIATORS COLLAPSES

Location: Thyatis City, Empire of Thyatis, KW

Description: The House of the Gladiators collapses into rubble injuring some and killing others. There wasn't any earthquake and the timbers were not old.

(See Va. 17)

What This Means: A wizard looking to get rid of the Gladiatorial entertainments tested a split timbers spell (a variant of the fifth level spell Woodform) which caused all the timbers of the House of the Gladiators to simply break apart and separate. The building fell in injuring some Gladiators and 'guests' and killing others.

VATERMONT 24: WHEN STREET URCHINS ATTACK

Location: Thyatis City, Empire of Thyatis, KW

Description: Senator Arzor Marak and his family are leaving an Inn where they decided to enjoy dinner out for the evening when they are set on by a gang of twenty street urchins demanding monies. Arzor is killed as the twenty descend on him while his family retreats into the Inn.

What This Means: The twenty street urchins are simply a gang of poor young people who have banded together to get money through force of violence.

VATERMONT 25: GIANT SHARK ATTACKS IN PORT SHIRETON

Location: Port Shireton, The Five Shires, KW

Description: Fishermen leaving Port Shireton to go fishing in their boats are attacked by some huge 'fish', their boats overturned and some fishermen are swallowed whole.

(See Va. 12)

What This Means: This is the same gargantuan predator shark that attacked fishermen off Sulescu.

VATERMONT 26: CAVERNS DISCOVERED BENEATH RINGRISE

Location: Ringrise, the Five Shires, KW

Description: A Priest named Kleg decides to punish the community of Ringrise with an earthquake spell, giving them something to remember him by. Unfortunately once the spell is cast a cavern opens swallowing the north half of the village.

What This Means: The Cavern was extensive and because they fell in due to this use of an earthquake spell there is now a large pit adjacent to what is left of the village and tunnels into other caves radiating off it.

VATERMONT 27: RODENTS MAKE BIRD NOISES

Location: Port Shireton, the Five Shires, KW

Description: A Halfling by the name of Rob is cleaning out a Warehouse by the docks when he hears the chirping of a Bird. He looks around to find a mouse making bird calls.

What This Means: A Wizard made a wish that increased the intelligence of his pet mouse to thirteen. This has raised the bar for its offspring who have all learned the language of a local Bird Species.

VATERMONT 28: NYX EATS THE MOON

Location: Everywhere on Mystara.

Description: A terrible darkness descends on the world of Mystara for a whole hour in the middle of the day. Unfortunately it isn't recorded in any document.

What This Means: This is a natural event. Once every five hundred years a lunar eclipse happens where the world is plunged into a terrible darkness unlike a regular eclipse.

THAUMONT 1: DEAD BIRDS RAIN FROM SKY

Location: Village of Rennydale, Republic of Darokin. KW

Description: After hundreds of dead black-birds rain from the sky over the village of Rennydale, a would-be cleric named Durst quickly develops a religion of doom and destruction spouting on about a terrible Miasma and the end of Turnip Farming forever.

(See Th. 2, Am. 25)

What This Means: The cause of this crisis is a Green Dragon that has flown over the village gassing a flock of birds in its path. Unfortunately a crazy has latched on to this crisis to create his own religious cult.

THAUMONT 2: DEAD FISH IN THE RIVER

Location: Village of Rennydale, Republic of Darokin. KW

Description: The Villagers of Rennydale wake this morning to discover the river that passes their village is choked with dead fish. 'Patriarch Durst', the village 'cult-leader', declares this the second sign of the Miasma.

(See Th. 1, Am. 25)

What This Means: The Crisis continues to develop as a massive fish kill occurs along a river bank in proximity to a previous mass kill of Blackbirds near the village of Rennydale. The source of both these events is a Small Green Dragon which has taken up residence at the source of the River.

THAUMONT 3: CLERIC VIOLATES THE HOLY SCROLLS

Location: Pramayama, Sind, KW

Description: A Sindi Cleric who published a scientific work describing the geology of the world of Mystara and how earthquakes are waves moving through the earth from their point of origin is promptly arrested for heresy.

What This Means: Even though the Patriarch of the Sindi Faith examining the work of Science recognizes it as a work of considerable scholarship and the best one yet, it is still a violation of the doctrines of faith that no believer shall question or investigate the mysteries. He orders the young cleric arrested for Heresy.

THAUMONT 4: MURDER IN MAR

Location: Village of Mar, Republic of Darokin, KW

Description: Tonight the body of a young woman named Ginny Ta'hain is discovered hung by a rope down a Well in the village of Mar.

(See *Murder in Verge*, Th. 3)

What This Means: This is related to the identical killing in far off Verge of Kailiy Ta'hain. Two wizards have used the killings of these separated twins to create a connection between the two Wells. Anyone speaking the name Ta'hain at either end can travel between the Wells with a simple dimension door spell.

THAUMONT 4: MURDER IN VERGE

Location: Village of Verge, Kingdom of Karameikos, KW

Description: This evening in Verge a Woman named Kailiy Ta'hain is found hung by a rope down a well.

(See *Murder in Mar*, Th. 4)

What This Means: This is related to the identical killing in far off Mar of Ginny Ta'hain.

THAUMONT 5: WENDAR TAXES WITCHES

Location: Everywhere in the Kingdom of Wendar, KW

Description: Today the Kingdom of Wendar begins enforcing income tax on witches and fortune tellers. By the end of the day a number of Tax collectors have been subjected to curses though those tax collectors wearing purple robes are unaffected.

What This Means: In the decision to tax witches, government officials have been subjected to curses and the superstitious amongst their ranks have found that Purple wards off curses. It is uncertain whether this is working as not all witches and Fortune tellers are capable of casting curse magic – being charlatans.

THAUMONT 6: THE ABYSS IS DISCOVERED

Location: Cruth Mountains, the Five Shires, KW

Description: Two young adventurers looking for shelter in the Cruth Mountains as they travel from Hinmeet into the Five Shires discover a Cave that descends down through the Mountain and there doesn't seem to be a bottom.

What This Means: The Network of caves and caverns is at least two miles deep and extends all the way to the sea.

THAUMONT 7: A MUMMY IN ROCKHOME

Location: South of Evemur, Rockhome, KW

Description: As workers toil to extend a new cobblestone road south from Evemur they break through into three wooden tombs in the little Hamlet of Todyrock, one of which has a Mummified body.

What This Means: The Wooden Toms are seven hundred years old and the Mummy wakes the instant it is touched. The mummy is the remains of a Dwarf who learned of the Nithian culture on his adventures and had his body mummified on his death. The other two tombs are empty because his wife and daughter thought better of it after giving Rolof the Great what he wanted.

THAUMONT 8: MERCHANT WAGON LOST ON BRIDGE

Location: City of Kelvin, Kingdom of Karameikos, KW

Description: Sandoval the Merchant is crossing the bridge into the city of Kelvin when the bridge collapses under his Draft Horses leaving them dangling in harness above the water and his wagon on the edge of certain doom before being pulled over the edge. Onlookers can only watch as horses, cargo filled wagon, and man vanish beneath the water.

What This Means: The Bridge finally failed after decades of use and abuse. Unfortunately until it is repaired, it cuts the Dukes road isolating the northern communities still cut off by the Earthquake in the Mountains to the north that closed travel into the Republic of Darokin.

THAUMONT 9: TSUNAMI

Location: Nyhem Bay, Grand Duchy of Westrouрке, Isle of Dawn, KW

Description: A Terrible Quake centred on Nyhem Bay causes a surge of water thirty feet high extending from the lighthouse at Fiskborgs to the lighthouse at Cape Ystrebod destroying the Village of Tromsheim, and washing inland a hundred miles through the Svorkmo forest.

(See Fe. 8)

What This Means: A section of the sea floor lifted due to accidental activation of a Magical Weapon: The Tsunami Bomb. Unfortunately this caused a Tsunami of water that has swept inland.

THAUMONT 10: TEMPLE TREASURE VAULTS OPENED

Location: Hattias, Empire of Thyatis, KW

Description: Imperial Bureaucrats direct workers to pull open the six stone sealed treasure Vaults beneath the Temple of Vanya. Opening Treasure Vault A they find sacks of Diamonds, Gold Coins from various lands, and a Golden Statue with Ruby Eyes. They are weary of vault B as it has a Warning engraved on the Seal Stone suggesting a Demon is trapped within.

(See Ka. 8)

What This Means: Changes to the law mean that churches and temples must register their wealth with the Imperial Census. In Treasure vault A is sacks of sixty thousand diamonds, two million Gold Coins from various lands, some several thousand years old, and a Golden Statue with Ruby Eyes. Total worth of all the Treasure vaults is around fifteen billion gold pieces. There has also been fraud over the millennia as wealth has been removed by priests and records poorly kept.

THAUMONT 11: THE OLD MILL

Location: Threshold, Kingdom of Karameikos, KW

Description: An old man is stung to death by a swarm of over six hundred angry bees.

What This Means: The victim had investigated the old stone Mill on Fogor Isle. Despite the loss of six hundred bees the hive is quite substantial.

THAUMONT 12: A MILLION GOLD PIECES DEAD OR ALIVE

Location: Newkirk, Grand Duchy of Westrouрке, Isle of Dawn, KW

Description: During a public protest in the Capital Protestors somehow gain access to a Royal Armoury in an early success getting their hands on a vast array of magic weapons and is able to quickly overthrow the government of the Grand Duke of Westrouрке and his supporters. The Rebels are unable to find the Grand Duke once the palace falls – but with access to the treasure vaults the rebels offer a reward for the deposed king of a million gold pieces – dead or alive.

(See Th. 19, Kl. 10)

What This Means: The capital of the Grand Duchy of Westrouрке is now in the hands of Rebels and everyone is searching for the old Grand Duke hoping to collect the million gold piece reward bounty.

THAUMONT 13: EXPEDITION ‘REACHES NORTH POLE’

Location: Northern Polar Icepack, KW

Description: A band of Karameikian adventurers led by Gregor the Navigator reach the northern polar ice pack. They close the distance on rowboat and plant a flag on the ice.

What This Means: It’s another expedition headed for the Hollow World. This one is simply adventurers rather than a royal backed expedition like the one a decade before.

THAUMONT 14: WHAT THE HEL IS THAT THING?

Location: Sodorfjord Jarldoms, KW

Description: After strange lights in the sky over a farming community in the Sodorfjord Jarldoms, a Farmer named Sordi discovers the baby piglet born to his Sow has a deformed, almost human face.

What This Means: Goblins have been mating with his Sow and spawned an Orc - other half-goblin subspecies include Barghest, Hobgoblins, Knockers, and Bugbears.

THAUMONT 15: FAMOUS GLADIATOR DIES IN THE ARMS OF THE PRINCESS

Location: Thyatis City, Empire of Thyatis, KW

Description: A famous gladiator dies in the arms of the Princess today.

What This Means: The cause is uncertain as he was healthy. Investigators will be sought to determine if it was natural.

THAUMONT 16: REPLICANUCLEUS OF SPHERES GOES BOOM

Location: Chateau Sylaire, Empire of Thyatis, KW

Description: A Wizard is attempting to duplicate the construction of the nucleus of the spheres when the mystical metal explodes while being poured molten into a cylinder unleashing a terrible flash of light and a fireball and killing the four individuals in the chamber and poisoning everyone in the Chateau.

What This Means: The Nucleus of the Spheres is a nuclear reactor, technology that could be duplicated by any wizard with sufficient understanding. Unfortunately it is very dangerous when things go wrong.

THAUMONT 17: GUILD DECLARES BANKRUPTCY

Location: Minrothad City, Minrothad Guild, KW

Description: The Minrothad Guilds declares Bankruptcy today.

This Means: Corruption and failed ventures as well as Imperial Taxes under the ‘Thyatian Occupation’ have caused the Guild to declare bankruptcy, its coffers empty.

THAUMONT 18: BOY EMERGES FROM FOREST

Location: Dukes Road, Kingdom of Karameikos, KW

Description: A young boy speaking an unknown language, later identified as New Averoine, emerges from Radlebb Wood. After a translator is sought it is discerned that he has been living in the forest with his father for the last five years, until his father dies in an accident.

This Means: Elenn Navaar is Son of Etienne Navaar, a Warrior from New Averoine in Glantri. They have been living in the Radlebb Woods for these last five years.

THAUMONT 19: HEAVILY ARMED REBELS CROSS INTO REDSTONE

Location: Crosston, Province of Redstone, Isle of Dawn, KW

Description: A Band of unidentified Rebels with a substantial collection of magic weapons attack a border crossing and slip into the Province of Redstone.

(See Th. 12, Kl. 10)

What This Means: These are Followers of the Grand Duke of Westrouke. Unfortunately they have abandoned ship - looted a royal Armoury, along with a lot of wealth and have disguised themselves as rebels – crossing into the province of Redstone.

THAUMONT 20: INVASION OF THE GIANT SNAILS

Location: Deepmoss, Five Shires, KW

Description: The village of Deepmoss is overrun by hundreds of Giant Snails emerging from nearby forest, eating crop.

What This Means: The giant snails are simply spreading beyond the limits of their forest as the giant snail population has become substantial. They aren’t particularly aggressive but they are very big.

THAUMONT 21: MERCHANT HOUSE OFFERS ARMS

Location: Bronsdale, Republic of Darokin, KW

Description: During a delivery of Wines and Ales to the Backwash Tavern the Merchant also hands over a Crossbow and an assortment of Bolts as a free gift. Thrunby and Co. now provide any tavern who buys from them a free crossbow.

What This Means: With banditry on the rise, Thrunby and Co. believe that these robberies are bad for business so they provide anyone who buys from them a free crossbow and ammunition.

THAUMONT 22: CLERIC CALLS FOR KILLINGS

Location: Ylaruam, Emirates of Ylaruam, KW

Description: Senator A Cleric named Kurok peaks to a crowd in the marketplace suggesting they must crush the unholy and purge the city of all their kind. They begin killing any foreigner they happen on.

What This Means: Ylaruam got worse. Even diplomats are attacked as fundamentalists and fanatics begin swaying the mob to violence.

THAUMONT 23: A FARMER KILLS A DEMON DOG

Location: Village of Ostbruck, Principalities of Glantri, KW

Description: A farmer named Dern kills a strange looking hound.

What This Means: This is just one of many of this creature's pack moving through this region out of the Wendarian Ranges. The Chupacabra will attack farm animals feeding on their blood.

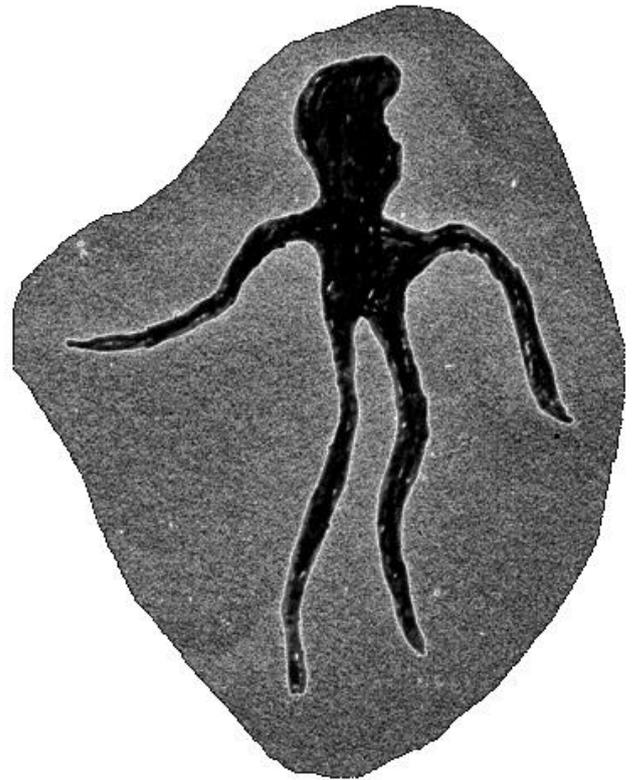
THAUMONT 24: RUINS DISCOVERED

Location: Island of Spirits, Atruaghin Clanholds, KW

Description: Explorers investigating reports of Ruins on the Island of Spirits off the southern coast of the Atruaghin Clanholds find a Buried wall of fitted stones. A few spells later and the would-be archaeologists discern the wall to be two thousand years old. Their intrusion draws the attention of natives who attack the explorer's ship trapping them on the island.

(Fl. 18)

What This Means: The Wall is part of a larger buried structure: a forgotten temple built by a forgotten people.



An engraved Stone Axe from the Isle of Spirits

THAUMONT 25: ASSASSIN CHEATS CLIENT

Location: Thyatis City, Empire of Thyatis, KW

Description: Mira Sorvinos discovers that the man she hired to kill her husband's mistress has faked the evidence of the killing and run off with the mistress. Mira Sorvinos reports the Assassin to the City watch for Fraud.

What This Means: Lady Sorvinos can't exactly come out and complain that she hired an Assassin to do away with her rival. Unfortunately she has inadvertently drawn attention to herself.

THAUMONT 26: PORT UPGRADES

Location: Ierendi City, Kingdom of Ierendi, KW

Description: The Kingdom of Ierendi begin work on a new eight bay Shipyard

What This Means: A new building in the Port of Ierendi is some two hundred feet wide and four hundred and seventy five feet long is for the construction of small galleys.

THAUMONT 27: SILVER WITCH FOUND

Location: Dovefell, Vestland, KW

Description: The Wreck of the Silver Witch is found just off a spur of coast recently pushed to the surface by geological activity near Dovefell. (See Nu. 28)

What This Means: Unfortunately 24,528,000sp is a difficult treasure to keep secret.

THAUMONT 28: MANSION ROBBED

Location: Darokin, Republic of Darokin, KW

Description: This evening the Axe Gang breaches the Mansion of a wealthy merchant. They proceed to loot valuable art from its walls, slashing it out of the frames, before escaping into the night. (See Nu. 26, Fl. 12)

What This Means: The raid is the work of the Axe Gang. This venture has netted one hundred million gold pieces worth of art. The Thieves Guild is angry at not getting their share.

FLAURMONT 1: FALMERS STALKED BY A BIG CAT

Location: Threshold, Kingdom of Karameikos, KW.

Description: A Farmer named Tobin is stalked by a very large cat moving along the edge of his farm as he hurries to the safety of his farmhouse. (See Kl. 15, Fy. 15)

What This Means: The cat has recently been forced from its lair and is moving through the region looking for a new home.

FLAURMONT 2: PEST'S CORPSE DISCOVERED

Location: Mirros, Kingdom of Karameikos, KW.

Description: A flower bed in view of the residence of the Glantrian Ambassador is dug up today and human remains found there.

What This Means: The remains are those of an annoying pest who recently offended the Ambassador of Glantri before going missing.

FLAURMONT 3: HAUNTED HOUSE

Location: Kelvin, Kingdom of Karameikos, KW.

Description: Two young adventurers investigate an abandoned mansion said to be haunted in the City of Kelvin. Unfortunately their explorations end badly as a heavy chandelier falls killing one and the other is killed when a floorboard with heavy nails gives way and springs up stabbing the adventurer in the heart. Their screams are heard by people in the street. (See Fl. 13)

What This Means: It is uncertain whether the house is even haunted, what is certain is that it is a death trap.

FLAURMONT 4: THE SOL BADDAN BREAKS UP ON A REEF

Location: Malpoggi Bay, Atruaghin Clanholds, KW.

Description: The Cargo Barge Sol Baddan breaks up on a reef spilling its cargo into the Sea in rough weather.

What This Means: Valuable cargo will be washing up on beaches around Malpoggi Bay for the next week.

FLAURMONT 5: QUAKE ROCKS RUGALOV

Location: Rugalov, Kingdom of Karameikos, KW

Description: New buildings under construction in Rugalov are once again reduced to rubble as a quake rocks the region – Rugalov Keep is further damaged.

(See Va.13, Fl. 19, Ei. 4, Ka. 28)

What This Means: The Quake is being caused by the volcano currently erupting on the sea floor. Unfortunately Rugalov was still recovering from the last quake.

FLAURMONT 6: THE POISON BEAN PLOT

Location: Riverfork keep, Kingdom of Karameikos, KW.

Description: A Druid named Duran down from the mountains informs Authorities at Riverfork Keep that Orcs are growing a poisonous bean up in a valley in the Traldar Borderlands. He suggests a handful of beans could be used to poison a Well. (See Sv. 3, Sv. 18)

What This Means: The Orcs have their own Plan. They intend to pour the beans into the source of every river along the Cruth and Black Peak mountains killing everyone and everything down stream.

FLAURMONT 7: THEY DOTH PROTEST TOO MUCH

Location: Mirros, Kingdom of Karameikos, KW.

Description: A thousand angry Traladaran youths gather outside the Kings Residence demanding obscene things like an end to the Monarchy and equal shares of the wealth. Having not dispersed by nightfall the King sends in Soldiers to round up the trouble makers and disperse the crowd.

What This Means: The protestors are part of an organized band of non-violent revolutionaries. They are serious about their demands for an equal share of the wealth and an end to the Monarchy. Unfortunately the Monarchy is also serious about staying in power and tolerates no challenge to their authority.

FLAURMONT 8: THE UNBURIED CORPSE

Location: Sulescu, Kingdom of Karameikos, KW.

Description: The Village undertaker discovers a corpse with a familiar name - one they supposedly buried a decade ago - in a dusty old coffin in a store room.

What This Means: Someone has been buried in the wrong grave.

FLAURMONT 9: A GLANCING BLOW

Location: Evemur, Rockhome, KW.

Description: This evening a great rock is seen burning across the sky scraping the sky shield and heading out into space.

What This Means: The Titans' Hammer has missed Mystara this time but it's only a matter of time before it hits.

FLAURMONT 9: ANCIENT SWORD FOUND IN RIVER

Location: Evemur, Rockhome, KW.

Description: A child playing in a shallow stream discovers an old shortsword.

What This Means: The Shortsword is three thousand years old.

FLAURMONT 10: THE MENAGERIE

Location: Kopstar, Principalities of Glantri, KW.

Description: The town guard are instructed to enter the premises of the recently deceased Wizard Aroman the Red and put down his Menagerie of starving exotic animals.

What This Means: Aroman the Red went abroad recently and did not return. A letter instructing the local authorities to dispose of his estate and the menagerie has been acted on. Amongst the collection are such rare creatures as a twin-horned Unicorn and a Black Rhino.

FLAURMONT 11: FARMER RESCUES DOG

Location: Vorstad, Principalities of Glantri, KW.

Description: A farmer discovers his pet dog at the bottom of a Twenty feet deep cave and rescues the hound.

What This Means: The cave is part of a network of unexplored tunnels that will likely attract the attention of adventurers once word gets out.

FLAURMONT 12: ROOFTOP SIEGE

Location: Darokin, Republic of Darokin, KW.

Description: Guardsmen discover the location of the Axe gang and after surrounding their hideout the villains retreat to the rooftops for a brutal battle.

(See Nu. 26, Th. 28)

What This Means: The Axe gang and Guardsmen fight it out on the rooftops of Darokin.

FLAURMONT 13: GHOST HUNTERS MISSING

Location: Kelvin, Kingdom of Karameikos, KW.

POOR WIZARD S ALMANAC

Description: Guardsmen are on the hunt for two Ghost hunters who have gone missing having not payed their bills at the local inn.

(See Fl. 3)

What This Means: These ghost hunters are the same two who met a bad end exploring a local haunted house ten days ago.

FLAURMONT 14: A BLACK RHINO?

Location: Glantri, Principalities of Glantri, KW.

Description: A Wizard, Trevin of Mirros, is offering a million gold pieces to any adventurer who can journey to the southern continent, find a black rhino, and return it to him alive.

What This Means: The Black Rhino, once found plentiful on the Plains of the southern continent are now extinct.

FLAURMONT 15: KEGS DISCOVERED

Location: Bronsdale, Republic of Darokin, KW.

Description: A villager discovers ninety two Barrels of Beer near Bronsdale.

What This Means: The barrels are the tip of a massive fraud and murder. The barrels of beer were part of a shipment thought lost on Lake Amsorak during a terrible storm – the boat and all hands lost.

FLAURMONT 16: WHEN ELVES ATTACK

Location: The Republic of Darokin, KW.

Description: All across the Republic of Darokin Bands of Elves attack Farms and Villages, massacring the local humans.

(See Kl. 27)

What This Means: Isolationist Elves forced out of the Canolbarth when the Shadow elves took over are bent on claiming the forests around the fringes of Darokin and eliminating all human presence. They begin an all out slaughter massacring farms, villages and even striking at large towns like Nemiston which sit in the heart of a large remnant forest region.

FLAURMONT 17: LOCOWEED SHIPMENT DISCOVERED

Location: Darokin, Republic of Darokin, KW.

Description: A wagon filled with an exotic narcotic called locoweed is discovered entering the city of Darokin during a search by the city Watch.

(See Ya.12, Fe. 13)

What This Means: Locoweed, a plant recently bought back from the Isle of Dread is a terrible

drug that gives anyone who chews it a bonus to Morale for several hours and makes them Aggressive.

FLAURMONT 18: TEMPLE OF THE NIGHT SUN

Location: Isle of Spirits, Atrugahin Clanholds, KW.

Description: Explorers on the Isle of Spirits discover the temple of the Night Sun. A temple dedicated to the Blood Drinker – Predator of Predators whose totems are both Shark and Jaguar.

(Th. 24)

What This Means: They have found a Temple dedicated to a Vampire whose parents were of the Shark Tribe and Jaguar Tribe.

FLAURMONT 19: A FLOATING ISLAND?

Location: Vorloi Bay, Kingdom of Karameikos, KW.

Description: The Cutty Swar, a merchant ship out of the Minrothad Guilds encounters an island of floating stone drifting northward into Vorloi Bay. (See Va. 13, Fl. 5, Ei. 4, Ka. 28)

What This Means: Volcanic activity in the area has resulted in a build up of Pumice Stone on the ocean surface. An Island of several square miles is now floating in Vorloi Bay and is sufficient to be a hazard to traffic through the shipping lane. This has come from the Volcano erupting off Rugalov.

FLAURMONT 20: WRATH OF THE IMMORTALS

Location: Town of Actius, Empire of Thyatis, KW.

Description: A lightning bolt strikes the Temple of Law killing all the clerics at prayer including the high priest. The Clerics of Law were a fairly stern bunch and some of a more Chaotic alignment think it proof that Law has no place in the Empire of Thyatis.

What This Means: A natural occurrence combined with bad luck – lightning from a storm cloud grounded through dome of the temple and straight through the incense smoke-filled prayer hall. Unfortunately it wiped out every cleric in the Temple including the high priest.

FLAURMONT 21: FOX HELPS IN MENAGERIE BREAKOUT

Location: Kopstar, Principalities of Glantri, KW.

Description: A Werefox named Elbus of Darokin breaks into the menagerie of a Wizard in Kopstar and aides in the escape of a number of the animals.

What This Means: Elbus the Fox is an animal liberationist. He frequently tries to help animals escape imprisonment and experimentation.

FLAURMONT 22: BIGFOOT?

Location: Radlebb Keep, Kingdom of Karameikos, KW.

Description: A Woodsman near Radlebb Keep spots a giant hairy man moving through the edge of the forest. When he checks where he saw the creature he discovers a huge footprint.

What This Means: Hill Giants, Ogres, Trolls. All fit the bill for this encounter.

FLAURMONT 23: A CASTLE IN THE HIGHLANDS?

Location: Riverfork Keep, Kingdom of Karameikos, KW.

Description: An adventurer reports that someone is constructing a castle up in the hills where the Cruth Mountains touch the Black Peak Mountains some fifty miles north of Riverfork Keep. He couldn't get a close look, but it looks almost done. It was also flying the Black Eagle banner.

What This Means: Castle Amesbhergh is indeed carrying the Black Eagle Banner. It was constructed by an illegitimate son of the previous Baron Von Blackeagle. The Adventurer has amassed his own wealth and has decided to establish control over the wedge of land between the Cruth and Magos Rivers. Tobin von Blackeagle has lured a large army of Orcs from the nearby mountains to his serve as his army.

FLAURMONT 24: PRISON RIOT

Location: Mirros, Kingdom of Karameikos, KW.

Description: The alarm bell at the prison sounds. Investigators discover that Prisoners have taken Guards hostage and are demanding Freedom. Word quickly gets out that the prison is so full there are large numbers of prisoners crowded in cells meant for two.

(See Fe. 2, Fe.7, Fe. 22)

What This Means: The prison has been over crowded for a while now. Unfortunately the Kingdom doesn't have anywhere to put them.

FLAURMONT 25: FIRE BELOW?

Location: Mirros, Kingdom of Karameikos, KW.

Description: This evening a number of people witness a fireball erupt from the earth in the Street sending the populace fleeing in panic.

What This Means: There are a network of sewers and tunnels dug under the city of Mirros by various individuals. Unfortunately sometimes an event occurs revealing the extent of those tunnels and sewers to the surface dwelling populace of Mirros. In this case it is merely a wizard with a fireball wand in an enclosed space going at it with criminals.

FLAURMONT 26: KILLER AT CROSSROADS

Location: Deepmoss, Five Shires, KW.

Description: Travellers converging on the crossroads in the village of Deepmoss are ambushed by a killer calling himself Arago the Black. He is shooting at people with his heavy crossbow. He has killed and injured half a dozen people before the Local Authorities arrive.

What This Means: Arago is some mad dog killer looking to rack up a point score of dead folk. He doesn't intend to be taken alive.

FLAURMONT 27: MARKETPLACE RIOT

Location: Mirros, Kingdom of Karameikos, KW.

Description: An argument in a marketplace in Mirros escalates quickly into an all out riot by the time the Authorities arrive.

What This Means: An argument with a merchant over the price and quality of fish simply escalated into an all out riot involving two hundred citizens.

FLAURMONT 28: PRIESTS DUKE IT OUT IN POINTLESS FIGHT

Location: Mirros, Kingdom of Karameikos, KW.

Description: A Priest of Zirchev comes to blows with a Cleric of Halav over which one gets to sweep the temple floor. The two are forcibly separated by the Patriarch who berates them both on their behaviour.

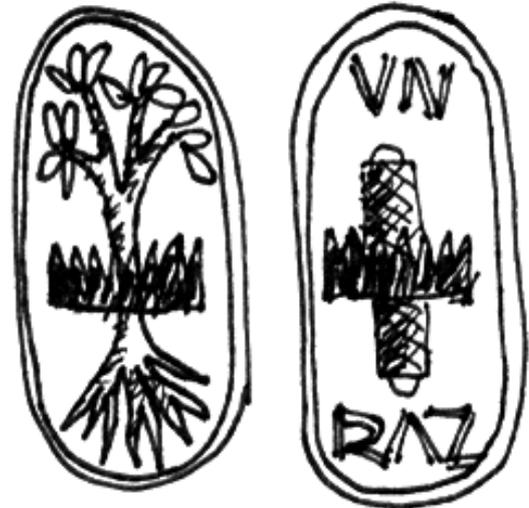
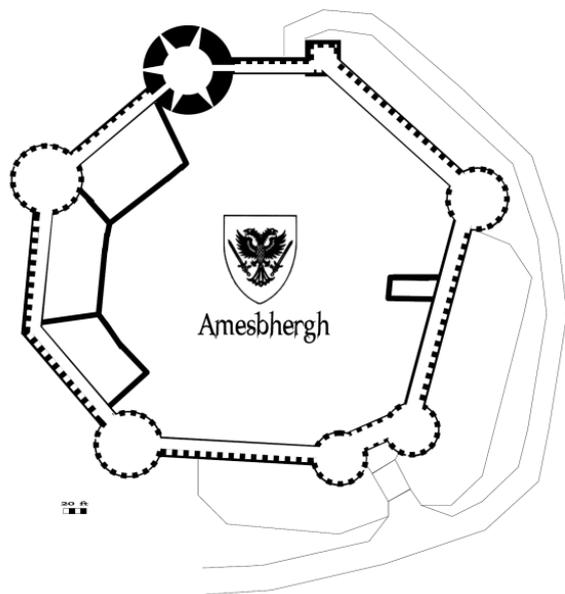
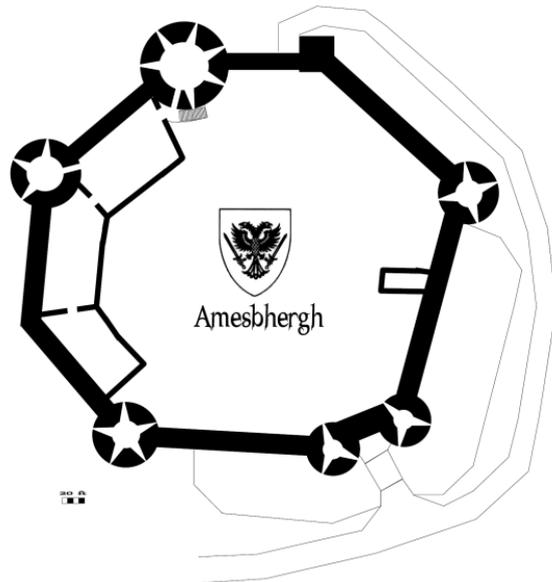
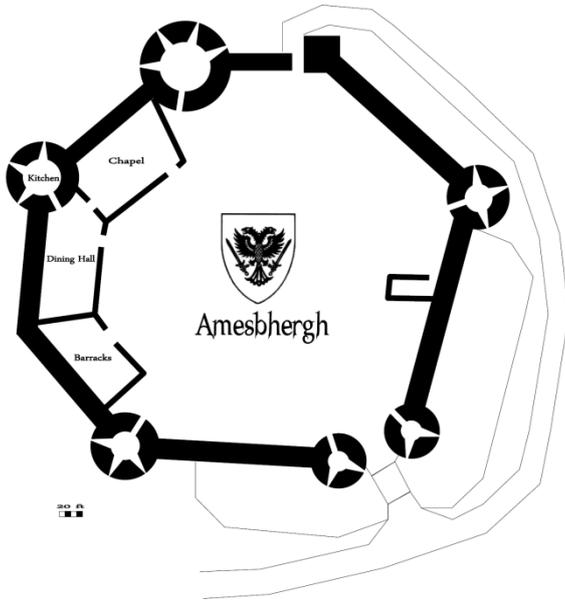
What This Means: This is merely factionalism within the church of Traladara. Not all members of the church follow the full pantheon, some worship the individual gods.

YARTHMONT 1: BLACK DIAMONDS FOUND IN GREAT CRATER

Location: Great Crater, Principalities of Glantri. KW

Description: A band of Humanoids discover a Dwarf collecting rocks in the Great Crater. They decide to take the corpse of the Dwarf and the sack of Rocks to Prince Kol.

What This Means: The Sack contains forty pounds in black diamond – an easy four million gold pieces. Unbeknown to anyone but the now dead Dwarf, the Great Crater has several trillion carats in the way of Impact Diamonds to the value of 132,042,253,521,126gp. These hard black diamonds are harder than regular diamonds.



A Brass Coin of Reincarnation

YARTHMONT 2: KOLOSSOPOLIS HAS A NEW CITIZEN

Location: Kolossopolis, Principalities of Glantri, K.W.

Description: Today an Ogre and his mix of adventuring Companions come before Prince Kol with the Corpse of a Dwarf and a sack filled with Rocks. After questioning the Ogre, and examining the Rocks, Kol has his guards throw the Humanoids out with instruction to watch for more Dwarves (or is it Rocks) rather than just kill them, Kol then digs a brass coin from a small box and places it in the mouth of the Corpse - The Coin vanishes and the Corpse is replaced with a Living-Breathing Kobold who confesses all he knows about Diamonds to Prince Kol. Prince Kol immediately puts him to work cutting the Sack filled with four million gold pieces in hard black

Amesbhergh Castle

diamonds and begins planning to mine for Diamonds in the Crater.

What this Means: Kol has used a Coin of Reincarnation on the dead dwarf and because the fellow was chaotic - he got back a living kobold who was easily interrogated for all he knew. He is now aware of the existence of black diamonds in the Great Crater.

YARTHMONT 3: TENSIONS OVER ISLANDS

Location: Fletcher Reef, Five Shires, K.W.

Description: Naval Ships of the Thyatian Empire are seen in proximity to the islands of Fletcher Reef inside the territorial waters of the Five Shires.

What this Means: It is now Imperial policy to send ships to keep an eye on the Islands.

YARTHMONT 4: SEA FOAM COVERS COASTAL COMMUNITY

Location: Bramlerose, Five Shires, K.W.

Description: This evening a breeze blows up off the ocean and blankets the village of Bramlerose in sea foam.

What this Means: It is in fact an elemental of Air blowing up some water and organic material to create foam. It's quite content to do what it likes peacefully but will respond with hostility to any magical attack.

YARTHMONT 5: BARD DANCE OFF GETS BLOODY

Location: Sateeka, Five Shires, K.W.

Description: After what begins as a civil eisteddfod where a band of bards branded the champions of the previous year must 'dance off' against rivals a bard leading the Band 'Garrot' pulls a dagger and stabs the leader of a rival band. (See Nu. 11)

What this Means: Bards of various rival Bardic colleges at a 'dance-off' turns violent. This is related to the death of Orc's Arse, previous leader of Garrot.

YARTHMONT 6: DEMON LORD GETS MERCANTILE REPRESENTATION

Location: Port Tenobar, Republic of Darokin, K.W.

Description: This day the new merchant house Orcus House christens three vessels and runs up a flag with the Symbol of Orcus to the horror of the fearful populace.

What this Means: A New Merchant House named Orcus Shipping christens three new Merchant Ships. It is unfortunate that they use the Symbol and name of Orcus – an entropic immortal.

YARTHMONT 7: CHILDREN OF THE SACRED RIVER

Location: The Mond River, Atruaghin Clanholds, K.W.

Description: A female adventurer is yelled at by natives for bathing in the Mond River.

What this Means: The local natives forbid their women from bathing in or wading through the Mond River. A fish with a penis lives in the Mond River and the locals are superstitious about women falling pregnant to the Fish.

YARTHMONT 8: THE LADY CASSANDRA IS ATTACKED BY TROLLS

Location: Elstrich, Republic of Darokin, K.W.

Description: Lady Cassandra of Darokin is set upon by trolls while travelling to Elstrich. Harried by the experience she demands the extermination of all trolls in the region.

(See Ya. 17)

What this Means: This is just one of the risks of travelling through the borderlands of civilization. Unfortunately her demands may be unreasonable.

YARTHMONT 9: THE SUN HAS TENTACLES?

Location: Dengar, Rockhome, K.W.

Description: Jarmo the Astronomer is observing the Sun when he spots a great tentacle of fire rise from the surface and swat at the darkness of space. Jarno immediately goes and gets drunk where he tells some folks what he has seen.

(Kl. 25, Fe. 4, Am. 1)

What this Means: He has merely seen some process common to the storm of fire that rages across the surface of the sun. Pretty soon word will get around that the Sun is some sort of Tentacle-waving fire thing. This is an opportunity to start some weirdo cult.

YARTHMONT 10: EMPEROR SACKS ARMY

Location: Thyatis City, Empire of Thyatis, K.W.

Description: Emperor Eusbus sacks one of his generals and numerous lower ranking soldiers for taking very big bribes.

What this Means: A number of his generals were particularly corrupt. The Emperor decided to clean house.

YARTHMONT 11: PLAGUE!

Location: Rhoona, Vestland, K.W.

Description: A young child dies after investigating a dead squirrel.

What this Means: Plague is spreading among the Wildlife across a region - anyone even having contact with a dead animal can catch it and it kills quickly.

YARTHMONT 12: COWS TURN HOSTILE

Location: Marilenev Estate, Kingdom of Karameikos, K.W.

Description: A Farmer named Lars is rounding up some Calves for slaughter when he is attacked by Cows.

(Fl. 17, Fe.13)

What this Means: The cows are aggressive and hostile toward having their offspring taken away. The Cows have been feeding on Locoweed where someone spilled seed in a field – criminals are growing it on a farm in the estate.

YARTHMONT 13: THE SMELL OF DEATH

Location: Threshold, Kingdom of Karameikos K.W.

Description: After an unfamiliar smell blows through the noses of a few residents one of them has the good sense to call the watch. They break into a house that has been awful quiet as of late to find a rat nest choked with rubbish. The body of its own occupant is being eaten by giant rats. The Guard suggest having Adventurers clean it out.

What this Means: An old man living alone left behind a treasure hoard of gold (value of 15,000gp). The house is a rat nest and seventy five percent will be claimed as Taxes.

YARTHMONT 14: THE EMPIRE INVADES

Location: Fort Nicos, Thyatian Empire K.W.

Description: After consulting the Ylari Ambassador about a Bandit Lord who has been raiding Thyatis from a stronghold inside Ylari territory the Emperor Orders troops at Fort Nicos to invade – to the outrage of the Ylari Ambassador.

(Kl. 8, Kl. 9)

What this Means: The Thyatian Empire has dispatched troops across their northern border into

bandit country just inside the Emirates of Ylaruam to lay siege to the nigh impregnable fortress of a Bandit Lord just inside the Emirates of Ylaruam.

YARTHMONT 15: THE DWARVES GO ON STRIKE

Location: Dengar, Rockhome, K.W.

Description: Doric, a Dwarf representing the Labourer Dwarves gains audience with the Dwarven King asking equal representation on the council of warriors for the labourer dwarves. The king rejects it as folly citing that the Council of Warriors is for Warriors, not Stone cutters and Metal workers, and Farmers. By the end of the day Dwarves are laying down tools and going on strike.

What this Means: Having had their demands for improvements in their lives rejected, One million Dwarves employed in the Laborer Castes go on strike for a single day - downing tools.

HUMBABA'S EYE

Artifact of Time

Powers

- Specific Wish (True Sight)

Handicaps & Penalties

- A terrible curse where anyone looking upon the eye is overcome with the desire to have it for themselves - and will make preparations to take it.
- Anyone making physical contact with the eye when it is not grafted to another living being will be overwhelmed by the desire to have it for themselves - causing the Eye to graft itself to their head - destroying both their good eyes in the process. They will slowly become a giant Cyclops over the first week they are in possession of the Eye.

YARTHMONT 16: EYE WASHES UP ON BEACH

Location: Fort Doom, Kingdom of Karameikos K.W.

Description: A Giant Eye - freshly torn from its owner washes up on a Beach to be discovered by children. Foolishly the child holds it to her forehead and tries to chase the other children only to have the eye graft itself to its new Host.

(See Ya. 18)

What this Means: It is an Artefact known as Humbaba's Eye and will graft itself to the victim taking the place of both eyes as they become

cyclopean. A sea Giant recently lost the eye in a battle in which there were no survivors.

YARTHMONT 17: CASSANDRA THE TROLL SLAYER STRIKES

Location: Elstrich, Republic of Darokin, K.W.

Description: A Crazy woman calling herself Cassandra Troll-Slayer demonstrating her determination to exterminate all Trolls proceeds to spend the day hacking at a troll she has had chained to a stake in the town square. She simply grows enraged when the thing refuses to die. In fact it seems entertained by her efforts.

(See Ya. 8)

What this Means: Lady Cassandra - once a victim of Trolls, and unable to leave it to the Authorities to keep the trolls at bay, goes on a quest to personally slay every Troll in a Public spectacle. Unfortunately the lady Cassandra doesn't know much about trolls.

YARTHMONT 18: IT TAKES A COMMUNITY TO GET AWAY WITH MURDER

Location: Fort Doom, Kingdom of Karameikos K.W.

Description: A child, Ginny Meadwater, barely recognisable due to damage to her face, is found dead. She was last seen playing with a giant eye that washed up on a beach – before fleeing.

(See Ya. 16)

What this Means: The locals are confronted by the prospect of interrogating an entire Populace to discern which among them murdered a child. The child was recently in possession of Humbaba's Eye and was murdered for it.

YARTHMONT 19: WANT SOME STEW?

Location: Kelvin, Kingdom of Karameikos, K.W.

Description: Gregor Mastovich, an officer of the town guard invites Anya, a Harlot back to his house for a meal. He then proceeds to kill her and cook her.

What this Means: Gregor is a Cannibal. He is abducting women to cook and eat.

YARTHMONT 20: LAKE OF THE DEAD

Location: Dukes Road Keep, Kingdom of Karameikos, K.W.

Description: Almo, a soldier stationed at Duke's Road Keep is making a climb up an old pilgrimage trail to scout the Pass over the mountains when he stops off at a small crater lake

for drinking water. He is surprised to find hundreds of bodies floating in the lake.

What this Means: Apparently they are travelers who were being led over the pass by Bearers and Guides. All the Evidence would suggest their guides had massacred them - though they were caught in a Hailstorm with no cover for protection.

YARTHMONT 21: FOUNTAIN ERUPTS IN YLARUAM

Location: Ylaruam, Emirates of Ylaruam, K.W.

Description: A fountain of water erupts from the earth in the middle of a dusty and dry street throwing the populace into chaos as they scatter to save their wares from being soaked by the water fountain.

What this Means: A Wizard named Tarvin has opened a Gate from the Plane of water in the middle of the city resulting in a hundred and twenty feet high water fountain. Homes are damaged and cellars flooded.

YARTHMONT 23: OLWEIG'S OAK BLOWS OVER

Location: Threshold, Kingdom of Karameikos, K.W.

Description: A storm blows through the town of Threshold toppling the old oak on Fogor Isle. When locals come to inspect the damage they discover a human skeleton has been pulled up by the roots of the toppled tree.

(See Ya. 24)

What this Means: The skeleton is a hundred years old, buried beneath the tree by the leader of the community who planted the tree a century ago – a doppelganger who took the place of his victim and built the town of Threshold – dying of old age just before the current Baron took charge.

YARTHMONT 24: OLWEIG'S MANOR

Location: Threshold, Kingdom of Karameikos, K.W.

Description: Investigation of Olweig's Tavern, the only stone building in Threshold at the time reveals the remains of a messenger pigeon on a ledge inside the chimney. A small red bone cylinder with a coded message is revealed.

(See Ya. 23)

What this Means: The message is a seventy year old message from the Darokin Diplomatic Corp to their doppelganger agent, 'Olweig'. It's instructing him to assassinate the Thyatian

commander in control of the Traladar region – Stephan Karameikos I. Fortunately for the Karameikos line – it wasn't received.

YARTHMONT 25: THE GUILDMASTER'S BIRD

Location: Selenica, Republic of Darokin, K.W.

Description: Using a ring of invisibility to investigate who has been looking through his personal documents the Guild-master of the Thieves guild watches with horror as his pet bird uses its own perch to prop open the door to its cage, and then chew up his latest report.

What this Means: The bird has a thing for rice paper and the Guild-master's vanity at using such fine imported paper has cost him his sanity – unable to discern who was sneaking into his office and taking documents.

YARTHMONT 26: THE TOMB

Location: Selenica, Republic of Darokin, K.W.

Description: Gil the Turnip farmer is digging some newly cleared farmland when he discovers rows of stones - evenly spaced. Having lived his whole life on this farm he is fairly certain there was never a stone building here in his lifetime.

What this Means: The pillars are a four thousand five hundred year old Tomb to a Princess. It is filled in with dirt and rock and tree roots.

YARTHMONT 27: GRANNY KILLS WOLF

Location: Werescalot, Five Shires, K.W.

Description: The elderly Traladaran Ella of Luln is accosted by a hungry wolf while out fetching firewood, she then kills it in a brutal fight for survival.

What this Means: An old granny with an axe earns herself a few experience points – sufficient to take her from zero-level human to Fighter (**Ella of Luln**: Fighter: L1; 9hp; Lawful; Hand Axe).

YARTHMONT 28: GOLD HEIST!

Location: Mirros, Kingdom of Karameikos, K.W.

Description: Firkins filled with newly minted coins from Threshold arrive by riverboat. Thieves masquerading as Porters and King's Guard collect the lot – vanishing into the city before the real King's Guard arrives to retrieve it and take it to the king's Castle up the hill.

(Kl. 2)

What this Means: A 400lb shipment of gold coins is stolen by men masquerading as the Kings Guard from a Sailing vessel bringing it in to port.

YARTHMONT 28: EXPLORER DISCOVER LOST WORLD

Location: Isle of Dread, Thangioth Archipelago, K.W.

Description: Kaimos of Blackpoint discovers miniature dinosaurs living in a region walled in by huge boulders a hundred feet high. The largest Superpredator can't be more than a foot tall.

(Ka. 15)

What this Means: An Explorer discovers a lost world at the heart of a jungle forest cut off from civilization by a wall of giant boulders.

KLARMONT 1: THE VILLAGE ON THE LAKE

Location: Lake Amsorak, Republic of Darokin, KW

Description: Adventurers accidentally discover a village a few miles out on Lake Amsorak from the mouth of the River Amsorak. The floating Village is teeming with Goblins – Children of the Water Moccasin.

What This Means: Konkhokenias Village has been protected by a mist for decades that usually blankets this part of the lake from being seen. Unfortunately the water has warmed a bit causing the mist to lift just enough to be seen. It was pure accident that anyone was sailing the coast in this region of the lake at the time. Though they are Goblins, the Children of the Water Moccasin have a very Atruaghin culture. They are also very secretive and isolationist.

KLARMONT 2: THE MIRROR TWIN

Location: Mirros, Kingdom of Karameikos, K.W.

Description: Adventurers comes face to face with a vicious criminal while investigating the Gold Heist. Delistra is the adventurer's identical twin. (See Ya. 28)

What This Means: This is so the Dungeon Master can give a Player's Character an unexpected member of family. It works best if the player character is a female Character of Lawful alignment as Delista is the utter opposite in personality and Chaotic. She is also a mastermind behind a recent gold heist.

KLARMONT 3: A ROYAL NURSEMAID TAKES HER OWN LIFE

Location: Mirros, Kingdom of Karameikos, K.W.

Description: Servants discover the body of a Royal Nursemaid – who has hung herself in her private quarters.

What This Means: A servant to the currently pregnant Princess has taken her own life after she is used by villains to gain access to secrets of the royal household.

KLARMONT 4: A CRY FOR HELP?

Location: Marilenev Estate, Kingdom of Karameikos, K.W.

Description: A Fisherman discovers hundreds of Squid trying to crawl up onto the beach.

What This Means: The Squid, normally living in very deep waters, are fleeing their home now invaded by undead.

KLARMONT 5: GRAVE ROBBERS FIND SOMETHING UNHUMAN

Location: Sulescu, Kingdom of Karameikos, K.W.

Description: This evening Duran and Venko, two grave robbers thought they could sneak into Sulescu un- noticed and dig up a grave for its buried treasures discover a tomb filled with thirteen elongated skulls belonging to something distinctly not human.

What This Means: The Tomb is a thousand years old - back when the early Sulescu practiced skull elongation experiments on Village children.

KLARMONT 6: VILLAGER DIES EATING RAW EGGS

Location: Sulescu, Kingdom of Karameikos, K.W.

Description: A villager named Gregor takes a thousand silver piece bet in the local tavern to eat twenty eight raw eggs. He chokes to death after twenty two eggs causing the losers – his fellow villagers to protest that the eggs were poisoned.

What This Means: Gregor has often performed this scam – taking money from unwary travellers stopping in at the tavern. Unfortunately for the Tavern owner, and villagers, he just cost them a lot of gold by dying.

KLARMONT 7: SMUGGLER ARRESTED

Location: West Portage, Isle of Dawn, K.W.

Description: A Merchant named Franz Haas is arrested for smuggling 'Dragon Bones'.

What This Means: There has been a clamp down on the movement of the bones of Dragons from The Black Dust Desert over concerns Wizards might be creating Undead Dragons. These are actually Dinosaur Bones Franz discovered in the bogs on Kendach Road – no less dangerous in the hands of a Necromancer.

KLARMONT 8: SOLDIERS CAPTURED

Location: Atlan Tepes Mountains, Emirates of Ylaruam, K.W.

Description: Members of The Red Scimitars are victorious in battle, capturing a company of Thyatian Soldiers searching the Atlan Tepes Mountains.

(See Ya. 14)

What This Means: The Red Scimitars are getting the better of the Thyatian Soldiers in these mountains.

KLARMONT 9: GENERAL ASSASSINATED

Location: Fort Nicos, Empire of Thyatis, K.W.

Description: General Arturo Kerend calls the commander of a returning company of soldiers into his office to ask if it's possible to take the Bandit fortress. The commander replies: 'No', pulling a scimitar, and swiftly beheads the General and the General's Aide before being cut down by Thyatian Soldiers – a battle ensues in which the Red Scimitars cut down a dozen soldiers in Fort Nicos before being killed.

(See Ya. 14, Kl. 8)

What This Means: Red Scimitar Bandits, who captured a company of Thyatian soldiers – now wearing the uniforms of those soldiers, penetrate Fort Nicos, and manage to assassinate General Arturo Kerend.

KLARMONT 10: A REQUEST FOR TROOPS

Location: Castle Redstone, Province of Redstone, K.W.

Description: A message from the Grand Duke of Westrouрке requesting Troops to help put down the ongoing Rebellion arrives at Castle Redstone. (See Th. 12, Th. 19)

What This Means: The Grand Duke is having serious problems. The Capital has fallen, and various royal Armouries have somehow fallen into Rebel Hands across the Grand Duchy. The only way that can happen is if some of his army has now defected to the other side.

KLARMONT 11: FOG AND FROST?

Location: Greenheight, Empire of Thyatis, K.W.

Description: A blanket of Fog and Frost rolls out of the hills down the Valley of Kerenda and blankets the County of Vyalia in an unexpected cold snap.

What This Means: This is unusual weather for this time of year.

KLARMONT 12: BOAT OF THE DEAD

Location: Crossbones, Empire of Thyatis, K.W.

Description: A fisherman encounters a lifeboat filled with corpses. The skeletal remains suggest they have been dead a very long time.

What This Means: These poor souls were lost at sea without oars. Unfortunately the currents have only now carried them within reach of land.

KLARMONT 13: NINGATTO

Location: Ylaruam, Emirates of Ylaruam, K.W.

Description: A Merchant named Haran has his throat cut this evening. The black clothed assassin slips out across the roof top and across several dwellings to a window to the women's baths. Dara Asari removes her disguise and returns to her bathing – summoning a servant.

What This Means: There is a secret organization of assassins known as the *Ningatto* recruiting amongst women alone. They plan to do away with male rule in the Emirates of Ylaruam.

KLARMONT 14: BANKRUPTCY?

Location: Thyatis, Empire of Thyatis, K.W.

Description: Bureaucrats determine that slavery labour is bankrupting the economy. The Millions of Slaves now cost more to maintain than they produce and it is necessary to resort to Golem Labour or face drastic losses in taxes. A report is sent to King Eusbus recommending progressive elimination of slavery and compulsory introduction of Magical Automation.

What This Means: This was inevitable. The cost of goods increasing in price just to feed, shelter, and clothe slaves' means without a real increase in output they cost the empire more than it is worth.

KLARMONT 15: KING STEPHAN TO VISIT THYATIS

Location: Mirros, Kingdom of Karameikos, K.W.

Description: King Stephan Karameikos decides that he will visit the Capital of the Thyatian Empire.

What This Means: King Stephan Karameikos hasn't seen the city since he was granted the Traladaran Territories by Emperor Thincol.

KLARMONT 15: WAGON CAUGHT ON BATTLEMENTS

Location: Mirros, Kingdom of Karameikos, K.W.

Description: Guardsmen notice this morning that a Wagon has somehow caught on the battlements of City of Mirros Fifty feet above the Ground. (See Fy. 12)

What This Means: An attempt to Move the Wagon and its goods over the wall to avoid inspection has only been partly successful. While the horses, goods, and driver are long gone the wagon somehow became snared on spikes.

KLARMONT 16: STATUE ENVY

Location: Mirros, Kingdom of Karameikos, K.W.

Description: A Statue of King Stephan Karameikos is to be built in the Capital City of Mirros.

What This Means: At fifty feet it will stand taller than the Statue of the First Emperor of Thyatis.

KLARMONT 17: MT BOANGA ERUPTS

Location: Safari Island, Kingdom of Ierendi, K.W.

Description: The villages of Calatupos and Pupami are forced to Evacuate as Mt Boanga erupts. Villagers have little time to escape the ash falling from the sky despite their distance from Boanga.

What This Means: This is a major eruption. It will devastate agriculture on Safari isle.

KLARMONT 18: KAIL'S INN

Location: Achelos Woods, Kingdom of Karameikos, K.W.

Description: An Elf named Kail builds an Inn high up in the Tree canopy in Achelos Woods for Travellers.

What This Means: Kail's Inn is a Tree house in the Canopy of Achelos Wood where Travellers may stay. It sits on the old trail through Achelos Woods.

KLARMONT 19: WHALERS SAIL SOUTH

Location: Village of Saltshore, Ostland, K.W.

Description: After a Bad Whaling Season Red Eric decides to leave Ostland with his entire village and follow the Whales south down the Isle of Dawn following the Whales to where ever it is they go. They pack everything into every Ship they have and sail South..

What This Means: This Whale hunting season was pretty bad, The Plague in Norrvik, and the change of Government in Ostland hasn't improved things. The Villagers decide to follow the Whales south.

KLARMONT 20: WIZARD CRAFTS GARGANTOID

Location: Protectorate of Sclaras, Empire of Thyatis, K.W.

Description: Athelstan, a Wizard from the Isle of Dawn creates a thirteen foot tall Gargantoid that can be piloted. After lifting a Crate full of Heavy tools and then a whole tree log he returns it to the laboratory wondering what he will ever use it for.

What This Means: Athelstan's Gargantoid has the Stats of an Iron Golem but no intelligence of its own. It must be piloted.

KLARMONT 21: IMPERIAL TOMB DISCOVERED

Location: Thyatis, Empire of Thyatis, K.W.

Description: Atrego di Pazzi, Adventurer and occasional celebrity in the world of discovery finds the entrance to a two thousand year old imperial tomb below a well explored necropolis. The ancient tomb has ten thousand Ceramic Statues of Warriors awaiting the commands of the emperor in the afterlife.

(Fe. 15)

What This Means: Thyatian Imperial History is considered to only go back a thousand years.

Unfortunately the history of the Thyatian Empire is a fraud and this is the first Emperor – A Warlord from Ochalea who bought unity to the Thyatians.

These ten thousand Ceramic Golems are waiting the commands of anyone who picks up the lance of Command currently buried with the emperor.

KLARMONT 22: NEW WARSHIPS USELESS

Location: Thyatis, Empire of Thyatis, K.W.

Description: Emperor Eusbius examines the War galleys that the Empire has just squandered a fortune on. He finds them useless for actual war compared to the warships of thirty years previous. (See Fe. 3)

What This Means: The design has been altered several times by various senators who felt the ships should serve a particular purpose – each different. Consequently they have reduced Siege Weapon Capacity, a heavy platform to land a Flying mount, no below deck stabling capacity, an unarmoured hull, which while increasing speed increased its vulnerability and then reduced the number of oarsmen removing any gain in speed.

KLARMONT 23: SUGAR SAP STOLEN

Location: Darokin, Republic of Darokin, K.W.

Description: An inspection of the last remaining Sugar Sap supplies in Darokin reveal that over the last year someone has stolen fifteen thousand barrels of Sugar Sap, draining them off one by one.

What This Means: Fifteen thousand Barrels of four hundred gallons each are worth a lot.

KLARMONT 24: SPY FOUND IN SACK

Location: Mirros, Kingdom of Karameikos, K.W.

Description: An innkeeper goes to inspect the room currently rented by Tofin of Darokin. He finds a blood soaked sack in the room in which the body of Tofin is stuffed and the sack sewn up. (See Fy. 22)

What This Means: Tofin is a spy for Queen Olivia. He has most certainly been murdered.

KLARMONT 25: ASTRONOMER SPIES COMET

Location: Dengar, Rockhome, K.W.

Description: Jarmo the Astronomer spots a comet on the edge of the solar system.

(Ya. 9, Fe. 4, Am. 1)

What This Means: It will herald doom in the coming year.

KLARMONT 26: BLUE DIAMONDS DISCOVERED

Location: Barony of Fiorenza, Thyatian Hinterlands, K.W.

Description: Tregar, a Gnome, discovers blue Diamonds while working his Mine in the Jungle.

What This Means: They are worth four times an ordinary diamond (40,000gp each).

KLARMONT 27: TRADE OPENS A BORDER

Location: Nemiston, New Canolbarth, K.W.

Description: Criminals in the Iron Ring introduce the isolationist elves of New Canolbarth to Locoweed which the elves begin to grow for use and export. In return the elves agree to allow travel on the Road through Nemiston (See Fl. 16)

What This Means: The Recent Sugar Sap losses were of great concern – and so was the closure of trade between Darokin and Selenica.

KLARMONT 28: ARSON IN DAROKIN

Location: Darokin, Republic of Darokin, K.W.

Description: A fire breaks out in a cloth weaving factory in Darokin killing fourteen workers.

What This Means: The factory produced a lot of cloth. Unfortunately it burned quite well – to the pleasure of Rei Alardd, the man who lit the fire.

FELMONT 1: NIGHTFALL

Location: The Great Crater, Principalities of Glantri, K.W.

Description: Humanoids in the Great Crater discover a huge Diamond over four hundred pounds in weight. The Boulder is promptly sent to Prince Kol.

What this means: Once cut down the Great black Diamond will weigh four hundred pounds and be of great value.

FELMONT 2: SHIP LOST IN THANEGIOTH ARCHIPELAGO

Location: Isle of Dread, Thanegioth Archipelago, KW

Description: The Vain Lady, a convict ship from the Kingdom of Karameikos, Runs aground on a reef in the Thanegioth Archipelago. The ninety-one convicts cramped into the communal cell below deck are left to perish in their cage as the captain and crew lower themselves over the side in the only lifeboat.

(See Fl. 24, Fe. 7, Fe. 22)

What This Means: A colony in the newly identified Thanegioth Archipelago has been identified as the solution to overcrowded Prisons in Mirros. Only convicts deemed the worst of the worst are to be deported.

FELMONT 3: FLEET SOLD TO OSTLAND

Location: Thyatis, Thyatian Empire, KW

Description: The Ambassador of Ostland purchases a fleet of one hundred and twenty newly built Thyatian Warships for 2,400,000gp.

(See Kl. 22)

What This Means: While the Thyatians are recouping its losses on what is considered a fleet of useless warships – thinking they are robbing the Ostlanders; the Ambassador of Ostland sees a use for them and has purchased the lot.

FELMONT 4: CULTISTS ATTACK REEDLE

Location: Reedle, Republic of Darokin, KW

Description: This evening an army of dwarves wearing Black Robes and Polished Steel Masks descend on the village of Reedle. They kill every villager they can find.

(See Ya. 9, Kl. 25, Am. 1)

What This Means: These chaotic dwarves are cultist followers worshiping the Sun as an entropic, tentacle waving horror. The cult was established by an assistant to Jarmo the Astronomer in Dengar, Rockhome.

FELMONT 5: THE GREAT WINTER

Location: Everywhere, Davinia, KW

Description: A terrible Blizzard blankets the entire Southern Continent of Davinia.

What This Means: This is unlike any in living memory. Hail and Snow fall everywhere – as far north as the Thyatian Hinterlands.

FELMONT 6: AN ACT OF CHARITY

Location: Kollosopolis, Principalities of Glantri, KW

Description: Prince Kol donates three hundred thousand gold pieces worth of black diamond to the impoverished farming community of Estoniarsk to raise it out of Poverty.

What This Means: Prince Kol has a lot of wealth thanks to his newly discovered diamonds. It helps his political reputation to aide small villages beyond his borders that are either struggling or poorly treated by their own Princes.

FELMONT 7: A SHIP ON THE REEFS

Location: Isle of Dread, Thanegioth Archipelago, KW

Description: Arago di Pazzi, currently on watch, spots a ship ‘stilted’ on the Reefs. After making contact with the stranded crew they learn they are a Karameikian merchant ship under the command of a merchant named Zweis Radu. The Karameikian’s accept the offer of transport along with their remaining food supplies to the Thyatian Hinterlands from which they can make their way home.

(See Fl. 24, Fe. 2, Fe. 22)

What This Means: The Thyatians are here to chart these parts of the Isle of Dread for a potential naval base.

The convicts abandoned on the Vain Lady used an old Thyatian Navy trick to save the ship and themselves. They hoisted the three masts out of their sockets and dropped their ends over the sides to the reef. They then hoisted the ship out of the water using the mast tripod. Zweis Radu decided to throw the other convicts over the side to make the food and water last. There are now only thirty two convicts remaining.

FELMONT 8: SECRET OF TSUNAMI BOMB IS OUT

Location: Protectorate of Sclaras Empire of Thyatis, K.W.

Description: Kastanis the Red, an elderly Wizard gets drunk one evening and informs his apprentice that he once worked on a Weapon for the empire designed to create a Tsunami and that they deployed one of the two devices in Nyhem Bay off the Isle of Dawn – for future use. The second device is missing.

(See Th. 9)

What This Means: Thyatian Empire created a terrible magic weapon that can cause a tidal wave. One of them may have been responsible for a Tsunami off the Isle of Dawn. The Second Device is in the Sea of Dread – the ship transporting it sank eighty miles west-south west of Thyatis City in the Sea of Dread. If it detonates it will push a thirty foot high wall of water over the Duchy of Kerendas and the County of Hattis killing much of the population in low lying regions.

FELMONT 9: GOLD CLOTHING

Location: Dengar, Rockhome, KW

Description: Tarvin, a human Merchant purchases a tunic of fine gold from Darago, a Dwarven Goldsmith in Dengar.

What This Means: A Dwarf craftsman has created and sold a finely woven tunic made from eight pounds of gold to a Human Merchant for ten thousand gold pieces.

FELMONT 10: PATRIARCH RETIRES

Location: Mirros, Kingdom of Karameikos, KW

Description: Patriarch Olliver Jowett retires knowing that he needs to step down before he dies. He names Alekseyev Nikelnevich, Patriarch of the Church of Traladara as the new Patriarch of the Church of Karameikos to the shock and outrage of all the parties present.

(See Fe. 14, Fy. 18, Fy. 21)

What This Means: The Patriarch of the Church of Karameikos has just forced everyone’s hand by retiring. He decided Sherlane and Kelvin were unfit simply because they had Baronies to run. He realized that the best way to end decades of division was to merge two churches into one. Not everyone agrees.

FELMONT 11: IRON RING TAKEDOWN

Location: Mirros, Kingdom of Karameikos, KW

Description: Three hundred and fifty members of the Iron Ring are identified after a massive Magical Surveillance Operation, a Ship and its entire crew is detained in mirror harbour and

arrested and eighty five children abducted to be sold into slavery are rescued today.

What This Means: This is a major break in the war on the Iron Ring.

FELMONT 12: ROBBERY AT SEA

Location: Bay of Marilenev, Kingdom of Karameikos, KW

Description: The Passengers and crew on the 'Old Duck' travelling from Mirros to Vorloi are held up by a group of their fellow passengers who rob everyone and lower themselves over the side of the ship in a lifeboat to be picked up by another vessel headed in the other direction.

What This Means: The Veiled Society has taken to robbing Travellers on passenger vessels.

FELMONT 13: LOCOWEED FOUND ON SAIL BOAT WITH CORPSE

Location: Bay of Marilenev, Kingdom of Karameikos, KW

Description: A fisherman in the Bay of Marilenev discovers a drifting sailboat with a corpse and four hundred and forty pounds of Locoweed.

(See Fl. 17, Ya. 12)

What This Means: Locoweed is a terrible narcotic brought back from the Isle of Dread. It makes people aggressive and increases morale when chewed. This boatload was grown on a Farm in the Marilenev Estate where the Iron Ring is growing it for markets in surrounding nations. The Sailor was bit by a snake during cargo loading.

LOCOWEED

Effect: +6 ML, Aggressive Behaviour; Duration: 2 hours

FELMONT 14: KILLERS RAID CHURCH OF TRALADARA

Location: Mirros, Kingdom of Karameikos, KW

Description: A dozen of men armed with swords and wearing black masks enter the Church of Traladara and having barred the doors, immediately start killing those Traladarans present.

(See Fe. 10, Fy. 18, Fy. 21)

What This Means: A certain very angry cleric has hired members of the Iron Ring to kill everyone in the Church of Traladara.

FELMONT 15: TOMB OF FIRST EMPEROR LOOTED AND SMASHED

Location: Necropolis of Thyatis, Empire of Thyatis, KW

Description: Atrego di Pazzi is attacked and killed by Fanatics of the Church of Vanya who break into the tomb of the First Thyatian Emperor and proceed to smash and loot what they can. (Kl. 21)

What This Means: Religious fanatics from the Church of Vanya, faced with evidence that the First Emperor of the Thyatian Empire was an Ochalean begin looting and destroying the Necropolis and tomb of the first Emperor. They destroy only the army of ten thousand ceramic golems and loot the emperor's tomb.

FELMONT 16: WIZARDS EXPAND GUARDS RANKS

Location: Mirros, Kingdom of Karameikos, KW

Description: A Dozen Apprentice Wizards are recruited to the King's Guard to work as Boltmen. Each are provided with Wands, Uniforms and Training.

What This Means: The Kings Guard are trialling the use of Boltmen: a company of Wizards armed with wands of Magic missiles.

FELMONT 17: RIOT IN WRASSELDOWN

Location: Village of Wrasseledown, Republic of Darokin, K.W.

Description: Travellers are horrified to watch most of the villagers of Wrasseledown violently rioting in the street.

(See Nu. 24)

What This Means: The community has been paralysed for months since the family Patriarch passed away and now tensions reach a boiling point as the fractures forming in the family evolve into open hostilities and violence.

FELMONT 18: DEAD MAN'S PASS CLAIMS LIVES

Location: Dukes Road Pass, Republic of Darokin, K.W.

Description: A Road ledge north of the Dukes Road Pass gives way and five travellers fall to their deaths. Dozens of others injured.

(See Nu. 15, Nu. 16)

What This Means: Renamed Dead Man's Pass since the quake and avalanche that claimed many lives earlier this year, a collapse of a road ledge kills five travellers and dozens are injured as they cross the Mountains into Darokin.

FELMONT 19: DEAD MAN HEIR TO FORTUNE

Location: Darokin, Republic of Darokin, K.W.

Description: Investigators examining the body of a homeless man discover a birthmark that identifies him as the long lost heir of a wealthy family.

What This Means: The Inheritance was worth some two hundred and fifty thousand gold pieces. It will now go to the government as no known heirs remain.

FELMONT 20: CAPTAIN OF THE GUARD DETAINED

Location: Mirros, Kingdom of Karameikos, K.W.

Description: The Captain of the Guard is detained with his two mistresses for making use of Zweis Radu's Pleasure Barge.

(Fe. 21)

What This Means: Captain of the Guard in the City of Mirros is detained for corruption.

FELMONT 21: PLEASURE BARGE SEIZED

Location: Mirros, Kingdom of Karameikos, K.W.

Description: Investigators having detained the Captain of the Guard and his two mistresses on the Pleasure barge on the twentieth of Felmont have identified the owner of the Barge a Zweis Radu. As his assets are forfeit to the crown the barge is seized.

(Fe. 20)

What This Means: The Pleasure Barge of Zweis Radu is finally seized. Its value is at hundred thousand gold pieces.

FELMONT 22: WELCOME TO THE ISLE OF DREAD!

Location: Isle of Dread, Thanegioth Archipelago, KW

Description: This morning Zweis Radu and his fellow convicts are thrown overboard within swimming distance of the coast they have been following and told to swim for it. The Thyatian vessel then sails on with their supplies.

(See Fl. 24, Fe. 2, Fe. 7)

What This Means: Zweis and his compatriots have been recognized as he convicts they are. Their previous night's meal was drugged and they were dumped overboard this morning within sight of the Isle of Dread and told to swim.

FELMONT 23: MINISTER FOR STATE TAKES A TUMBLE

Location: Mirros, Kingdom of Karameikos, K.W.

Description: The Minister for State Zogrev Yarol takes a bit of a fall. Critically injured, the Minister is unable to function in his role. Valdo Tisza contemplates whether to make a move on the position.

What This Means: The Minister of State's injuries are complicated by ill health and old age. It's only a matter of time before everyone gets a promotion.

FELMONT 24: ELDERLY COUPLE MOVED

Location: Westron Road, Kingdom of Karameikos, K.W.

Description: Straightening and stone paving of the Westron Road means a Stone Paved Road is laid across the land of a poor farmer right to the Door of his House. Though they initially hold out, the occupants are soon forced from their home, the building demolished, and the Road continues on toward a distant town.

What This Means: The Road being built by a powerful merchant over the land of the poor seems inevitable.

FELMONT 25: TAX THE RICH!

Location: Mirros, Kingdom of Karameikos, K.W.

Description: King Stephan Karameikos declares a tax of seventy five percent on anyone with more than one million gold pieces. A Senior Magistrate declares the Tax illegal.

(Fe. 26)

What This Means: King Stephan Karameikos just angered the wealthy and has been opposed by one of his own Magistrates.

FELMONT 26: MAN HANGS HIS FAMILY AND SELF

Location: Mirros, Kingdom of Karameikos, K.W.

Description: Galen Kren, a Merchant with slightly more than a million gold pieces this morning found that the Ministry of State has sent a letter seizing seventy five percent of his wealth – including his home. He promptly takes the life of his wife, children and then himself.

(Fe. 25)

What This Means: Galen Kren is the first of many whose wealth will be devoured by the new Tax in Karameikos. The death of this merchant will send shockwaves through the wealthy.

FELMONT 27: MAELSTROM DEVASTATES ISLANDS

Location: Isle of Dread, Thaeioth Archipelago, K.W.

Description: A Great storm blows through the Thangioth Archipelago leaving a path of death and destruction.

What This Means: A Terrible maelstrom devastates The Isle of Dread killing over ten thousand people.

FELMONT 27: TROMBLEKEEP FALLS

Location: Tromblekeep, Grand Duchy of Westrouke, K.W.

Description: Tromblekeep, thought to be the hiding place of the Grand Duke falls to Rebels. Unfortunately the Grand duke wasn't in.

What This Means: The popular uprising that began in the Capital of Newkirk has made the successful transition to armed uprising. Rebels armed with Magic Weapons from the Armories take Tromblekeep but fail to find the Grand Duke there.

FELMONT 28: A MEMORIAL OF STATURE

Location: Ochalea, Thyatian Empire, K.W.

Description: Kei-jung, Seven feet - seven inches tall dies of a sickness sweeping her village aged thirty-nine. The locals decide to build a statue of the woman whose height - though it is great is entirely real.

What This Means: Humans are a diverse lot. They range from one foot nine and a half inches to as much as eight feet eleven inches.

FYRMONT 1: A WOMAN BECOMES GOVERNOR

Location: City of Ylaruam, Emirates of Ylaruam, KW

Description: After the appointment of a Woman to govern the city of Ylaruam religious zealots vow reprisals.

What This Means: In a surprise turn of Events an independent Woman becomes the Governor of the city of Ylaruam.

FYRMONT 2: POOR FARMERS FORCED OFF LAND

Location: Westron Road, Kingdom of Karameikos, KW

Description: Boris Ilyanov, a poor farmer with a few acres on the Westron Road is kicked off his land by soldiers from Radlebb Keep.

What This Means: Poor Farmers and landless are being forced off the land by a wealthy Landholder who has purchased fifty six square miles of land from the Ministry of State for a million gold pieces surrounding Radlebb Keep. Unfortunately there were a number of small farmers on that land, though they didn't own it.

FYRMONT 3: WOLVES IN THE WILDERNESS

Location: Marsh Road, Sodorfjord Jarldoms, KW

Description: The hamlet of spittle-gob is attacked this evening by 'masked' raiders who abduct the village children.

What This Means: Slavers are raiding villages along the Marsh Road and taking the children. This is a move north for the Iron Ring which has begun a major expansion of its activities.

FYRMONT 4: TRAVELLERS VANISH

Location: Town of Kuznetz, Emirates of Ylaruam, KW

Description: Mal Kordova, a Karameikian Merchant, is abducted from the marketplace in the town of Kuznetz while trying to buy supplies to continue on to Ylaruam by Scimitar wielding Ylari.

What This Means: The Red Scimitars are now targeting foreigners as hostages.

FYRMONT 5: THE WEB TURNS THIRTY

Location: Town of Selenica, Republic of Darokin, KW

Description: A Gnome who goes by the alias of 'The Web' holds a birthday party celebrating his

thirtieth birthday inviting everyone; unfortunately the party escalates into a drunken riot.

What This Means: A notorious gossip, peddler of secrets and town crier celebrates turning thirty and invites everyone in town resulting in a massive drunken riot.

FYRMONT 6: FIRE DESTROYS SHANTY TOWN

Location: Tel Akbir, Empire of Thyatis, KW

Description: The Shantytown outside the walls of Tel Akbir catches fire burning out the four thousand residents.

(See Nu. 19, Nu. 20)

What This Means: The Four thousand Survivors of the Tel Akbir Inferno established a shanty outside the walls. Unfortunately they must flee again as the Shanty burns to the ground.

FYRMONT 7: AN END TO BIG PROVINCES

Location: Thyatis, Empire of Thyatis, KW

Description: Thane Rhuxos, a Thyatian Senator, calls for a vote on the dissolution of Provinces in the Thyatian Empire, doing away with internal borders, Titles, and estates larger than a Barony.

What This Means: An Imperial Senator expresses his support for breaking up the Imperial Duchies and Counties into Baronies. Vast regions of the Inner Thyatian Empire are locked up in Big Duchies and Counties and Senator Rhuxos is looking to Retire to a Barony.

FYRMONT 8: SLAVES TURN CANNIBAL

Location: Ochalea, Empire of Thyatis, KW

Description: Hans Davio, an Overseer on the BlackLeaf Estate in Ochalea is whipping a lazy slave when a group of Slaves turn on him. After he is choked to death with his own whip they dismember him and cook him and eat him. When the Overseer's Wife comes down to deliver roast beef to her husband for his lunch they do the same to her.

What This Means: Slaves on a Tea Plantation kill, cook, and eat their Overseer and his wife.

FYRMONT 9: BUSHFIRE DESTROYS RAVENSCARP

Location: Ravenscarp, Empire of Thyatis, KW

Description: A fire in the surrounding hinterlands spreads along a mile wide front as it hits Ravenscarp. A wall of choking smoke a mile high obscures the blaze that burns its way to the edges

of the city. The Populace are forced to flee as their homes burn.

What This Means: The entire population of Ravenscarp must flee their town before it is consumed by a mile wide fire front.

FYRMONT 10: THYATIS CLAIMS FLETCHER REEF

Location: Mirros, Kingdom of Karameikos, KW

Description: The Thyatian Ambassador to the Five Shires informs the Government of the Five Shires that Fletcher Reef and the islands located there are the property of the Thyatian Empire. The Five Shires demands they relinquish the claim.

What This Means: The Thyatian Empire has just declared Fletcher Reef a Thyatian Territory.

FYRMONT 11: THE IVORY SMUGGLERS

Location: Mirros, Kingdom of Karameikos, KW

Description: Thyatian Inspectors discover a shipment from Athenos declared Preserved Fish to infact be Ivory Tusks.

What This Means: Smugglers are caught bringing over a Ton of Ivory into the Kingdom of Karameikos.

FYRMONT 12: MOUNTAIN LION LOOSE IN MIRROS

Location: Mirros, Kingdom of Karameikos, KW

Description: While staggering home from a Tavern this evening, Devin Fletling, a Halfling, spots a Mountain lion.

(See Fl. 1, Kl. 15)

What This Means: A mountain lion is now wandering the streets. It was smuggled in a while back and turned loose.

FYRMONT 13: 'HALF-MAN'S JOURNEY' A SELLER

Location: Glantri City, Principalities of Glantri, KW

Description: Slevin the Black, a Printer of Books, goes through the numbers of his account's book and concludes that he has earned fourteen thousand gold pieces profit from the sale of the work of fiction: *The Half-man's Journey*. He decides to translate it to Elf and see if he can expand his profit margin.

What This Means: A work of fiction called 'The Half-Man's Journey' sells sufficient print copies to be considered a great success.

FYRMONT 14: BLACKSTONE METEORITE DISCOVERED

Location: Great Salt Basin, Emirates of Ylaruam, KW

Description: Kelemvor Wintersforge, driven by a voice in his head stumbles across a crater and begins digging. By the end of the day he has discovered a black stone meteorite made of some entropic material.

What This Means: An Explorer discovers a Black Meteorite in the Deepest Desert, Its pure entropy origins whispering to him.

VAAL MALVOLO (ODERBRY)

Chaotic Magic-user (Level 7); S9, I18, W16, D5, C9, Ch8; HP20; **Skills:** Read/Write (Thyatian), Read/Write (Traladaran), Read/Write (Darokinian), Read/Write (Alphatian), Woodworking+2, History of Traladaran Magic;

Spell-book: 1-Read Magic, Sleep, Read Languages, Detect magic, Minor Puppet Animation (A 1 hp Wooden puppet can be animated for up to 1 round per level and instructed to carry out a simple task); 2- Clairvoyance, Levitate, Web, Knock; 3- Lightning Bolt, Greater Puppet Animation (Duration of an animated puppet is 1 turn per level; prepare as a wood - golem up to human size); 4- Charm Monster, Cloth-form.

Personality: Somewhat embittered by his childhood with less than ideal adopting parents Vaal is a bit of a nasty individual who finds his only Joy in crafting and giving away puppets to children – though the occasional puppet has been enchanted to carry out his bidding when the household is asleep.

Appearance: Vaal looks a lot like his half-brother Alfric did at that age with the short build and brown hair and eyes though the club foot he was born with and the embittered personality he developed have been a hammer in that mirror. He takes the time to always wear a long heavy robe fine clothes and specially crafted shoes to conceal his club foot as nothing more than a permanent limp needing help of a Cane.

History: AC996, the eldest of three children born through a dalliance between lord Oderbry and his housekeeper. With Lord Oderbry unable to recognize the children publicly, his mother adopted the children out, Vaal was treated poorly and sold to a Wizard in Glantri.

FYRMONT 15: BASTARD SLAUGHTERS PEASANTS

Location: Mirros, Kingdom of Karameikos, KW

Description: Vaal Malvolo, Bastard Brother of Alfric Oderbry, and dead ringer for his Half brother is outraged at not being recognized as family. He proceeds to slaughter a dozen Peasants along a street as he rides past with a Magic Missile Wand.

What This Means: Frustrated at his mistreatment by the 'legitimate' members of his family, the Bastard Son of Lord Oderbry murders a dozen Peasants.

FYRMONT 16: MOUNTAIN CLIMBERS RESCUED

Location: Mount Legio, Empire of Thyatis, KW

Description: After part of the Mountain gave way around them the climbing party of Arturo Karasthan and Iago of Selenica are forced to signal help. The third member of their group arrives on a flying carpet to fetch them to safety.

What This Means: Two Mountain climbers from an expedition are rescued from a Plateau on the side of a Very high Mountain.

FYRMONT 17: THYATIAN EMPIRE MINTS GIANT PLATINUM COIN

Location: Thyatis, Empire of Thyatis, KW

Description: The Empire of Thyatis issues a one billion gold piece coin.

What This Means: The Empire of Thyatis mints a platinum coin of two thousand pounds with a coin value of one billion gold pieces in a bid to offload the debts of the empire.

FYRMONT 18: NEW CHURCH OF THYATIS TO BE BUILT

Location: Mirros, Kingdom of Karameikos, KW

Description: The new Patriarch of the church of Karameikos Alekseyev Nikelnevich declares the old Church of Traladara will be rebuilt. (See Fe. 10, Fe. 14, Fy. 21)

What This Means: The new Patriarch orders construction of a New Church of Karameikos for sixty six thousand six hundred and sixty six gold pieces on site of old Church of Traladara.

FYRMONT 19: REFUGEES FLEE NEWKIRK BY SHIP

Location: Newkirk, Isle of Dawn, KW

Description: A vast population of civilians in the city of Newkirk crowd onto the ships in the great harbour and sail away in a great flotilla.

What This Means: Thirteen thousand refugees are fleeing the violence happening in Newkirk by boat.

FYRMONT 20: ANCIENT COINS?

Location: Parsa, Emirates of Ylaruam, KW

Description: Faizul al Razud, Captain of the guard in Parsa examines some coins found on a group of Red Scimitar Bandits. The ancient silver coins are Cynidicean. He learns from the corpse that they have been digging them up out in the desert.

What This Means: The bandits have apparently been looting a thousand year old city buried by sand and dirt East of Parsa.

FYRMONT 21: THE PATRIARCH INTRODUCES A SIN TAX

Location: Mirros, Kingdom of Karameikos, KW

Description: The new Patriarch of the church of Karameikos Alekseyev Nickelnevich declares a sin tax on Tobacco Alcohol. He suggests loudly that children should feel free to rat their parents out to the Patriarch anytime they catch them drinking alcohol or smoking Tobacco.

(Fe. 10, Fe. 14, Fy. 18)

What This Means: The Church of Karameikos introduces a Sin Tax on Alcohol and Tobacco; The Patriarch is raising funds and clamping down on all these socially destructive vices. He intends to build a school in the old Church of Traladara.

FYRMONT 22: ANOTHER CORPSE IN A SACK

Location: Marilenev Bay, Kingdom of Karameikos, KW

Description: Estelle of Marilenev discovers a Sack washed up on the Beach with a corpse inside. Inside is the corpse of Anya Romanov a Spy for Queen Olivia.

(See Kl. 24)

What This Means: This is the same killer who recently disposed of another of the Queen's Spy Network.

FYRMONT 23: EXPEDITION TO SOUTH POLE

Location: Mirros, Kingdom of Karameikos, KW

Description: The Black Swords, a band of adventurers based out of Mirros agree to

undertake an expedition across the Southern Polar continent.

What This Means: A Six-'man' expedition is going to make a four thousand mile expedition across the 'unexplored' southern polar continent.

FYRMONT 24: CHOSEN ONE MARKED

Location: Kelvin, Kingdom of Karameikos, KW

Description: Dovin late of Rockhome carves a symbol of the Writhing Sun into the back of his young Son.

What This Means: A Fanatical Cultist carves a Sun with Writhing Tentacles on the back of his six year old child.

FYRMONT 25: THE ETERNAL DEBT

Location: Kelvin, Kingdom of Karameikos, K.W.

Description: Kail Sabrat, a Farmer, reveals that he was a member of the Iron Ring and one of the masked killers who slaughtered Traladarans in Mirros. He names the other killers. When he is done Father Eben instructs him to pay an eternal debt of five gold pieces a week to keep a lamp lit in a shrine dedicated to the victims. The debt will also be his family's debt for all time.

What This Means: A local Temple establishes an eternal debt to be placed on a farmer as penalty for murder. He (the farmer guilty of murder) shall pay to keep a sacred shrine lamp lit in the church or his land will be seized by the church. He does this to avoid revenge attacks by families of the victims and having to go to prison.

FYRMONT 26: WIZARD DEVELOPS MAGIC TATTOO

Location: Isle of Dread, Thanegioth Archipelago, K.W.

Description: Kai of Blackpoint learns tattoo art from the natives of the Isle of Dread. He realizes he could create tattoos to cast magic.

What This Means: He develops a Specialized Magic Tattoo that functions to record and transmit the spoken word. It is the beginning of a new era in Magic with Tattoos for everything.

FYRMONT 26: KILLER COUGH

Location: Selenica, Republic of Darokin, K.W.

Description: Thovin Theafold, a Merchant of Threshold, is in a Market Place in Selenica when he is spat on by a peasant coughing up his lungs.

What This Means: This is a Flesh Eating Disease: Black Skar.

BLACK SKAR

Effect: Constitution Check 1/month. Failure: -1 Con. Penalty. Death at Con. 0.

FYRMONT 27: SOME IRON RATIONS ARE BAD

Location: Atlan Tepes Mountains, Empire of Thyatis, KW

Description: Harlan of Selenica, A Mercenary scouting for the Thyatian Army, begins to feel unwell after chewing down some iron rations.

What This Means: Some Iron rations are infected with bacteria that will kill those with low constitution (Con<9) on a failed save v. Poison and cause miscarriages in women.

FYRMONT 28: ENRAGED BULL ATTACKS

Location: Marilenev Estate, Kingdom of Karameikos, KW

Description: A bull begins attacking people on a certain road that passed its field.

What This Means: It's been eating Locoweed.

AMBYRMONT 1: ASTEROID 'WILL MISS US'

Location: Dengar, Rockhome. KW

Description: Jarmo the Astronomer spots a big asteroid and determines after some calculations it will hit Mystara in twenty four years. He promptly smiles at his assistant and declares: 'It will miss us by thirty thousand Miles'.

(See Ya. 9, Kl. 25, Fe. 4)

What This Means: Jarmo the Astronomer has decided to lie so as not to cause a panic.

AMBYRMONT 2: ALIEN LIFE ON MOONS

Location: Blight Swamp, Kingdom of Karameikos, K.W.

Description: Asra, previously of Fort Doom, now with the Eye of Humbaba grafted to his head is looking skyward when he notices Mystara has more than one Moon. He notices one has a nice Forest. He writes of what he sees to Jarmo the Astronomer.

(Ya. 16, Ya. 18)

What This Means: The Secret of a certain invisible Moon is out though it will still be difficult to locate.

AMBYRMONT 3: VAMPIRE'S GRAVEYARD

Location: Hinmeet, Republic of Darokin, K.W.

Description: A rain washes away dirt on a cliff from which skeletal remains are washed down into the village.

What This Means: The Skeletons part of a nine hundred year old graveyard where a Vampire was once buried.

AMBYRMONT 4: WOMEN ASSASSINATED

Location: Selenica, Republic of Darokin, K.W.

Description: Investigators discover bodies of Women hidden in Wine Barrels headed for the Emirates of Ylaruam.

What This Means: The Women are all of a particular caste.

AMBYRMONT 5: REBELS DEMAND RETURN OF LOOTED FUNDS

Location: Castle Redstone, Province of Redstone, K.W.

Description: An envoy for the Rebels who have taken control of Newkirk demands the return of monies looted by the Grand Duke of Westrouke.

What This Means: The Grand Duke of Westrouke cleaned out the Treasury and did a

runner for Redstone. The Rebels are now attempting to track down the stolen funds.

AMBYRMONT 6: POTION OF YOUTH

Location: Zeaburg, Ostland, K.W.

Description: The Tyrant of Ostland demands wizards work on a Potion of youth that he might extend his rule.

What This Means: Even Tyrants get old.

AMBYRMONT 7: LAND HO!

Location: Malpheggi Bay, Atruaghin Clanholds, K.W.

Description: Franz of Kerendas is on watch when he spots an island of sand where none existed before.

What This Means: A thirty four acre sand Island forms on the reefs off the Coast south of Malpheggi Bay becoming home to birds.

AMBYRMONT 8: NOT BAD FOLKS AFTERALL

Location: Mirros, Kingdom of Karameikos, K.W.

Description: The Patriarch of the Church of Karameikos reads documents of the Church of Traladara informing the attendees that the Korrizeggy Family were infact victims of a Terrible Slander by rivals and were not Degenerate, Corrupt, and Murderous.

What This Means: After hundreds of years of collecting secrets, the Church leaks a few.

AMBYRMONT 9: A COLD SNAP

Location: Continent of Brun, K.W.

Description: A vicious cold settles in...every where.

(See Ka. 6, Ka. 7, Ka. 26)

What This Means: Farming is decimated by a Cold Snap across the Entire continent of Brun. The once prolific fruits that defended the populace against disease are lost.

AMBYRMONT 10: WIZARD INSTALLS EYE OF FIRE ABOVE TOWER

Location: Mirros, Kingdom of Karameikos, K.W.

Description: A wizard creates a permanent illusion of a great burning eye over his tower. The Patriarch of the Church of Karameikos declares it an appalling eysore that will bring forth certain doom.

What This Means: There is now a big burning eye over the Tower of the Magicuser's Guild.

There is also constant criticism in church from the Patriarch to magic eye over tower.

AMBYRMONT 11: HELDANNIC TERRITORIES ROUNDS UP 'DWARVES'

Location: Freiburg, Heldannic Territories, K.W.

Description: The City Guard begin a search for any adult male human whose physical height is less than five feet six inches tall. Those who are less than this height are registered as 'Dwarves' and taken away for Castration. The Offspring of 'Registered Dwarves' are used in experiments.

What This Means: The Heldannic Teritories are rounding up its 'dwarf' populace - human males less than five feet Six inches – Those deemed 'dwarves' and are taken away to be castrated, and children of 'dwarf' parents are used in experiments.

AMBYRMONT 12: GOLD NUGGET DISCOVERED

Location: Westron Road, Kingdom of Karameikos, K.W.

Description: Damodar the Warrior stubs his toe on a rock while walking barefoot in the Woods beside a new section of the Westron Road. As he examines his toe he notices the Rock is a solid piece of gold. He tells of his discovery in a Tavern in Radlebb Keep later that evening.

What This Means: A large gold nugget (worth 120gp) is discovered by a warrior on the Westron Road sparking a mining boom as prospectors drift to the region to make their fortunes.

AMBYRMONT 13: GIANT HARE SPOTTED IN FOREST

Location: Hinmeet, Republic of Darokin, K.W.

Description: A Farmer and his wife are collecting firewood when they spot a giant hare that hops away.

What This Means: Wealthy merchants buy exotic animals all the time for their private zoos. In this case a Kangaroo (from a far away land) has escaped confinement and is roaming loose in the Forests of Darokin.

AMBYRMONT 13: CORPSE STOLEN FROM GRAVEYARD

Location: Vlaad, Kingdom of Ierendi, K.W.

Description: The Villagers of Vlaad discover that their graveyard has been raided and a corpse stolen.

What This Means: A Wizard has stolen his father's remains from the village graveyard to cast a reincarnation spell. Esri Vlaad was a particularly nasty bastard in life and will likely be so once resurrected.

AMBYRMONT 14: SUGAR CANE FARMERS STRIKE IT RICH

Location: Ravenscarp, Empire of Thyatis, K.W.
Description: Farmers growing Sugarcane outside Ravenscarp reap considerable income from merchants as their crops are harvested.
What This Means: Poor Farmers switching to Sugarcane production are getting rich.

AMBYRMONT 15: DEADLY CHEESE KILLS

Location: Luln, Kingdom of Karameikos, K.W.
Description: Franz of Heldann is amongst a number of patrons to ill after a meal at the Old Korizeggy Inn in the town of Luln. Though he survives the night the other patrons die.
What This Means: A Cheese Maker has produced some bad cheese and sold them to merchants who have sold them in turn to taverns and inns along the Westron Road. The Cheese kills a number of people. Conduct community scale saving throws at: 50%, 25%, 12.5%, 6.25%, 3.125%, and 1.5625% to determine death toll.

FOOD POISONING

Effect: Save vs. Poison or Death

AMBYRMONT 16: ENTROPIC RAY BATHES MYSTARA

Location: Mystara, K.W.
Description: A strange glow bathes the land this evening causing mutations and others permanently sick.
What This Means: The destruction of a distant star has given off a Ray of Entropic Light making everyone especially crazy, and mutating the crops.

ENTROPIC RAY EVENT

Effect: Save vs. Deathray. **Success:** Mutate to Dire Template. **Failure:** Permanently lose four points of Constitution.

AMBYRMONT 17: GEAR FOUND IN COAL

Location: Greenston Road, Rockhome, K.W.

Description: Dwarves mining coal in the hills on Greenston Road discover a strange metallic gear in the Coal.

What This Means: Dwarves mining for coal discover a three hundred million year old Aluminium object in the coal. The gear is impossibly old.

AMBYRMONT 18: FIFTEEN THOUSAND CROCODILES ESCAPE FARM

Location: Aloysius Island, Kingdom of Ierendi, K.W.

Description: Delmar, a retired adventurer, recently settled in the Kingdom of Ierendi took up crocodile farming. Unfortunately he was just eaten by his large salt water crocodile that he bought back from the Isle of Dread and it and its fifteen thousand babies have just escaped into the wild.

What This Means: Fifteen thousand crocodiles escape a breeding farm. As Salt Water Crocodiles they prefer lying on Beaches and on riverbanks and swamps. They will stick to Reef and shallow water areas.

AMBYRMONT 19: AN ANCIENT MONASTERY BURNS

Location: Lhamsa, Principalities of Glantri, K.W.

Description: A young monk working late in the Library of Lhamsa forgets a lit candle when he departs the Scroll Library. The fire consumes the library and spreads to the timbers of the Monastery. Unfortunately the drought has lowered the well and dried the river so there is no water available to aid in fire fighting.

What This Means: The Ancient Monastery of Lhamsa up in the Colossus Mounts has burned to ground.

AMBYRMONT 20: SQUATTER MOVES INTO MANSION

Location: Glantri City, Principalities of Glantri, K.W.

Description: A Squatter takes up residence in an abandoned mansion and refuses to leave.

What This Means: A homeless beggar (Thorfin of the Northern Reaches, Chaotic Fighter L23) has moved into an abandoned mansion on the edge of town and is refusing to leave. The Merchant, who owns the building, having taken it as payment for a debt, hires adventurers to 'remove the problem'.

AMBYRMONT 21: SECRET FACTORY DESTROYED BY HUGE EXPLOSION

Location: Barony of Egorn, Principalities of Glantri, K.W.

Description: A massive explosion tears apart the Tower killing some two hundred workers and soldiers employed there.

(See Am. 26)

What This Means: A secret factory producing a new alchemical substance called 'Jeweler's Rouge' has just been destroyed killing some two hundred workers and soldiers. Villagers report a massive explosion.

AMBYRMONT 22: BUILDINGS FALL INTO SINKHOLE

Location: Dolos, Republic of Darokin, K.W.

Description: Labourers watch as several warehouses they have been building on the edge of Town fall into a sinkhole thirty feet deep along with a number of workers. The Area affected is several acres.

What This Means: During their construction a number of buildings in the town of Dolos are swallowed by a thirty feet deep sinkhole.

AMBYRMONT 23: THE LIBRARY HANDS OUT WEAPONS TO WOMEN

Location: Pramayama, Sind, K.W.

Description: Members of the Secret Society known as the Library gather this night to provide weapons and training to women members that they might defend themselves from attacks by bad men.

(See Am. 24)

What This Means: Bad men have been attacking women in the street who travel alone in the Village.

AMBYRMONT 24: FANATICS BURN ANCIENT MANUSCRIPTS

Location: Pramayama, Sind, K.W.

Description: Fanatics, learning that the librarians have been arming women proceed to raid the library of Pramayama setting fire to its collection of books and scrolls.

(See Am. 23)

What This Means: Fanatics set fire to a library burning twenty thousand very ancient manuscripts.

AMBYRMONT 25: BODIES WASH UP IN RIVER

Location: Village of Rennydale, Republic of Darokin, K.W.

Description: Bodies of young men and boys are found floating down river from Rennydale.

(See Th. 1, Th. 2)

What This Means: The bodies of sixty five young men and boys are found in a river south of Rennydale. These young men and boys were killed by Green Dragon Breath in tests of physical prowess. They were told by their cult leader to confront the source of the Miasma and return alive.

AMBYRMONT 26: GUNPOWDER SHIPMENT BLOWS BRIDGE

Location: Vyonnes, Principalities of Glantri, K.W.

Description: A Wagon loaded with Crates marked 'Fireworks' is struck by lightning on the bridge near Vyonnes exploding instantly. After the huge fireball disappears survivors notice that the bridge and the people crossing it have been blown away.

(See Am. 21)

What This Means: A Shipment of 'jeweler's rouge Fireworks' from the Barony of Egorn exploded on a bridge south-east of Vyonnes killing twenty six people crossing the structure and destroying the bridge.

AMBYRMONT 27: FOUR VOLCANOES BLOW AT THE SAME TIME

Location: Ierendi Island, Kingdom of Ierendi, K.W.

Description: All four volcanoes on Ierendi Island Erupt simultaneously in a violent eruption.

What This Means: The Island of Ierendi is becoming volcanically active in a big way.

AMBYRMONT 28: WHALE VOMIT WASHES UP ON BEACH

Location: Maona Kea, Kingdom of Ierendi, K.W.

Description: Am Thop a villager is wandering the beach when he discovers a large chunk of whale vomit. After he shows it around the local tavern he is offered fifty gold pieces for it by the Tavern owner

What This Means: Whale Vomit is valuable to the alchemists in Jaibul who manufacture Perfumes. It's actually worth a thousand gold Pieces. Anyone from Jaibul will know this.

SVIFTMONT 1: CIRCUS ACROBAT FALLS THROUGH NET

Location: Kelvin, Kingdom of Karameikos, K.W.

Description: The Audience attending the infamous Cirque du Morte, a travelling acrobatic Circus from the Principalities of Glantri watch in horror as an acrobat somehow passes through a safety net and dies.

What This Means: The net is an illusion this evening. Someone cast a hallucinatory Terrain spell tricking the circus operators that the net was still in place.

SVIFTMONT 2: PIRATES SEIZE SHIP

Location: Narwal Cape, Atruaghin Clanholds, K.W.

Description: The 'Harrow Lady', a large merchant ship transporting barrels of Oil is boarded by Pirates off the Atruaghin Clanholds.

What This Means: A large sailing Ship transporting Oil is seized by pirates. The Merchant who owns the ship and cargo was travelling on board and is taken hostage.

SVIFTMONT 3: MASSIVE FISH KILL

Location: Threshold, Kingdom of Karameikos, K.W.

Description: Fishermen discover that the surface of Lake Windrush is choked with dead fish as far as the eye can see and flowing into the river.

(See Fl. 6, Sv. 18)

What This Means: Over thirty thousand tons of herring die in Lake Windrush because rebels have dumped a barrel of Poison Beans in the lake. Unfortunately it has wiped out all life in the lake.

SVIFTMONT 4: PURPLE THINGS IN THE DESERT

Location: Sind, K.W.

Description: A Nomad travelling through the Desert toward Jaibul discovers an infestation of Purple Beads that are spongy to the touch.

What This Means: They are eggs of a Giant Sand Snake which has come to infest the region.

SVIFTMONT 5: WITCH BURNING

Location: Altendorf, Heldannic Territories, K.W.

Description: The villagers have tied a woman to a stake in the village square and are setting her on fire. Apparently she is a witch.

What This Means: Villagers burn a woman as a witch. Whether she is entirely up to the DM.

SVIFTMONT 6: SPIDERS RAIN FROM THE SKY

Location: Altendorf, Heldannic Territories, K.W.

Description: After the witch burning yesterday the locals are in a somber mood. They find their village blanketed this morning in spider webs and baby Crab Spiders rain from the sky.

What This Means: Deadly Crab Spiders rain from the sky over Altendorf in such huge numbers that the town is quickly and quietly encompassed in a web ceiling blotting out the sky. The lady they burned the previous day as a witch has friends.

SVIFTMONT 7: MUTANT TOADS SWAMP ROLLSTONE KEEP

Location: Rollstone, Five Shires, K.W.

Description: Hundreds of large deformed toads with extra eyes and limbs come hopping out of the Blight Swamp into the Halfling Community of Rollstone Keep.

(See Am. 16, Sv. 9)

What This Means: This is a result of the Entropic ray that inundated Mystara.

SVIFTMONT 8: PATRIARCH JUMPS SHIP

Location: Mirros, Kingdom of Karameikos, K.W.

Description: In an unexpected move, the Alfric Oderbry, Patriarch of the Church of Thyatis simply packs up and leaves for Kelvin.

(Sv. 11)

What This Means: Supporters for the new church of Thyatis are few and far between so Alfric Oderbry departs for the City of Kelvin Disgusted at being denied control of the Church of Karameikos which has been handed over to a Traladaran he is looking for help from Baron Kelvin.

SVIFTMONT 9: RAIN TOAD INTIMIDATES LOCALS

Location: Rollstone, Five Shires, K.W.

Description: Locals are entertaining themselves by staring down the Mutated Toads. When looked at the Toad Puffs up. Bets are wagered on who is taken by surprise.

(See Am. 16, Sv. 7)

What This Means: A Mutated Toad puffs itself up in order to intimidate Villagers. Sort of Works.

SVIFTMONT 10: AMBASSADOR DEPORTED

Location: Thyatis City, Empire of Thyatis, K.W.

Description: The Five Shires Ambassador to the Empire of Thyatis is stopped at the Port in Thyatis and told to get back on his ship and go back to the Five Shires.

What This Means: This is an incident stemming from an argument over the sudden claim to Fletcher Reef laid by the Empire of Thyatis. Events are escalating.

SVIFTMONT 11: BODY OF A CHILD DISCOVERED

Location: Duke's Road, Kingdom of Karamaikos, K.W.

Description: Alfric Oderbry is ten miles South of Kelvin when he stumbles across the body of a Traladaran child. For the Ex-Patriarch it is a moment of revelation. He casts a selection of clerical spells to discern the villains behind this crime. He picks up her corpse and abandoning his horse by the river continues on foot toward Kelvin.

(Sv. 8)

What This Means: She had been abducted and violated by numerous villains before being dumped on the Duke's Road.

SVIFTMONT 12: ROCK FALLS FROM THE SKY

Location: Oburs Mimbur, Five Shires, K.W.

Description: Oburs Mimbur is devastated by a great noise, thousands of buildings knocked to the ground and the populace injured as a burning rock streaks through the sky just above the town before breaking up and coming down in lake Hiadim.

(Sv. 16)

What This Means: The Town has been devastated by a ten ton Rock from the Sky. Thousands of homes have been leveled by the sound wave of its boom alone and over a thousand people have been injured. The Meteorite itself came down in Lake Hiadim.

SVIFTMONT 13: GUARDSMAN ON THE RUN

Location: Selenica, Republic of Darokin, K.W.

Description: Taul Veig, a Guardsman kills several of his fellow guards who he had reported to senior officers for corruption and flees the city of Selenica on a horse.

(See Sv. 15)

What This Means: A City guardsman kills fellow guards whom he had complained were corrupt before fleeing Selenica on Horseback.

SVIFTMONT 14: MONSTER PULLED FROM RIVER

Location: Armstead, Republic of Darokin, K.W.

Description: Gif, a fisherman, is fishing on the banks of the Highreach River near Krakatos when he pulls a large black eel from the river. The eel is larger than usual, almost like a large snake and it hisses at him.

(See Am. 16, Sv. 7, Sv. 9)

What This Means: A mutated eel-like thing is pulled from the polluted river. The Pollution combined with a recent entrophy ray striking Mystara has created som disturbing anomalies in the wildlife.

SVIFTMONT 15: ROGUE GUARDSMAN BURNED ALIVE IN HUT

Location: Armstead, Republic of Darokin, K.W.

Description: Taul Veig is hold up in a Hut in the Mountains near Armstead. His Fellow Guardsmen have pursued him into the Mountains. They make no pretense about taking him alive. They simply set the hut on fire and watch as he burns alive, screaming.

See Sv. 13)

What This Means: The Guardsmen who fled Selenica is finally cornered in a Hut in the Mountains his fellow Guardsmen set fire to the hut and Burn him alive.

SVIFTMONT 15: MERCHANT CONSORTIUM TO BUILD UNSINKABLE II

Location: Athenos, Republic of Darokin, K.W.

Description: Elis Tosca, an experienced ship builder speaks to the head of a merchant house about the construction of a replica of a notorious Giant Sailing Ship that sank a century back: The Infamous ten masted passenger ship: The Unsinkable.

What This Means: Ship builders begin work on a replica of a giant passenger ship that sank with many victims.

SVIFTMONT 16: FARMER ATTACKED BY TUMBLEWEEDS

Location: Akesoli, Republic of Darokin, K.W.

Description: Finn Elgarth, a farmer near Akesoli wakes thismorning to find his farmhouse trapped in tumbleweeds all locked together. He is unable to escape the building.

(See Sv. 12)

What This Means: The Tumbleweeds are a variety of Treant. They actually came from space on a big rock that fell over the five shires.

SVIFTMONT 17: I MARRIED A DEAD WOMAN

Location: Ochalea, Thyatian Empire, K.W.

Description: Black Cho, a notorious bandit orders his men to raid a house holding a funeral for a young woman who died unmarried.

What This Means: Bandits are stealing dead women and selling them to parents whose sons died unmarried for wives in the afterlife.

SVIFTMONT 18: PIGS FOUND FLOATING IN RIVER

Location: Mirros, Kingdom of Karamaikos, K.W.

Description: The carcasses of nine hundred dead pigs are found floating in the River near the city of Mirros.

(See Fl. 6, Sv. 3)

What this Means: A farmer allowed his nine hundred pigs to drink water just west of the city of Kelvin. Unfortunately the Lake and River were poisoned recently. He simply dumped his dead pigs into the river to get rid of them. Consequently they floated down river to the sea with the dead fish.

SVIFTMONT 19: MASS GRAVE DISCOVERED

Location: Thyatis, Empire of Thyatis, K.W.

Description: Workers digging deep storage tunnels beneath the Palace break through into an unmapped tunnel filled with ancient corpses.

What this Means: The workers have found a six hundred year old mass grave of some fifty thousand plague victims.

SVIFTMONT 20: WOMAN VANISHES DOWN SEWER

Location: Thyatis, Empire of Thyatis, K.W.

Description: Espera is walking with friends along the street when she vanishes down a hole.

What this Means: A woman falls down a sewer hole in a city so ancient its sewers are a maze of tunnels. She is quickly washed away. Rescuers may well be lost to the tunnels themselves if they are not careful.

SVIFTMONT 21: THE EMPEROR HAS SHAPE SHIFTING GUARDS

Location: Thyatis, Empire of Thyatis, K.W.

Description: Ruska Torfin, a Merchant, is watching the Emperor speak about a new Ship building project when he notices one of the Emperors guards has the head of a fox. After a moment the guard's head becomes that of a normal human. Torfin immediately tells someone else what he saw but they don't believe him.

What this Means: The Imperial Guard spotted Shape-shifting just happens to be a werefox, the effect of being seen has consequences as the community is quickly rife with conspiracy theories of shape shifters and doppelgangers in control of the Kingdom.

SVIFTMONT 22: ALL ABOUT THE CHEESE

Location: Thyatis, Empire of Thyatis, K.W.

Description: Ruska Tofin, a merchant, is woken by one of his servants earlier than usual. His Store Master reports that twenty one tons of Cheese has been stolen overnight.

What this Means: Wererats have stolen twenty one tons of cheese.

SVIFTMONT 23: THE DIAMOND THRONE

Location: Thyatis City, Empire of Thyatis, K.W.

Description: This evening as all two hundred Senators of the Thyatian Empire retire to their private residences they find a gift waiting for them. A Fine Silver engraved Firkin which bears the name of the Senator and a Valuation of the Contents by the Darokin Merchant Guild bearing the Seal of the Merchant Guild of the Republic of Darokin. Inside the Firkin are gems described by the inscription as Black Diamonds - to the value of twenty million gold coins. And the Words 'For the Purchase of One Senate Vote - The Permanent Vacation of the Thyatian Imperial Throne in place of Direct Senate Governance.'

What this Means: Having robbed Prince Kol of his Diamonds, Synn the Night Dragon has arranged the purchase of the Thyatian Imperial Throne. She pays each of the two hundred Thyatian Senators a single Firkin of Diamonds (20,000,000gp each - a sum total of four billion gold pieces) to remove the Emperor from the throne so the Empire of Thyatis can be governed by the Senate. For Dolores Hillsbury it is a means to an ends that will disable the Thyatian Empire and focus its attention inwards.

SVIFTMONT 24: WATCHMEN DISCOVER TUNNELS

Location: Thyatis, Empire of Thyatis, K.W.

Description: Guardsmen called in to investigate the theft of cheese from a merchant's storehouse discover a network of tunnels connecting to the sewers. Some of the tunnels even go out beneath the city walls.

What this Means: Wererats have dug a network of tunnels and have been living there. They have apparently been stealing to survive.

SVIFTMONT 25: DING DONG THE WITCH IS DEAD BECOMES A POPULAR SONG

Location: Mirros, Kingdom of Karamikos, K.W.

Description: Lady Magda Marilenev is found dead this morning. Once word spreads to Mirros she has gone, tavern patrons break into song: Ding Dong the witch is dead...

What this Means: The sudden popularity of the 'Ding Dong the Witch is dead' song takes hold in the kingdom with the death of lady Marilenev.

SVIFTMONT 26: ALCHEMIST'S FERTILIZER FACTORY EXPLODES

Location: Kopstar, Principalities of Glantri, K.W.

Description: An Alchemist's Fertilizer Factory explodes wiping out the town of Kopstar, the blast radiating outward from the middle of town demolishing many buildings. .

What this Means: An Alchemist has been mass producing plant fertilizer for the local farming community in a storehouse in the middle of town. An accident results in an explosion that levels most of the town, kills over a thousand, and injures over a hundred. Those near the blast take 20d6 - 1d6 per 100 ft from the alchemist's storehouse.

SVIFTMONT 27: CUSTODY DISPUTE TURNS VIOLENT

Location: Border of the Principality of Belcadiz, Principalities of Glantri, K.W.

Description: Kymiri, a Belcadiz Elf, has divorced her human husband. Unfortunately the wealthy merchant got custody of their child. They have tried to keep things civil to this point as they meet on the border of the Principality of Belcadiz once a month so she can spend time with her Son. Unfortunately Gregor Milosovich argues with her today and declares she will no longer be allowed to see their son ever because his mother says it's for the best. Kymiri pulls a crossbow from her horse and shoots at Gregor as he rides for

the safety of Nyra. Kymiri pursues on horseback firing her crossbow at him.

What this Means: A woman of elf blood goes on a rampage after her human ex-husband and mother-in-law mother cut off access to the child.

SVIFTMONT 28: GOAT MOLESTOR

Location: Favaro, Republic of Darokin. KW

Description: This evening Jerlaine Hagre emerges from his farmhouse at the sound of a distressed goat to find a naked man violating one of his goats. Farmer Hagre is unable to recognize the individual who escapes into the darkness with Farmer Hagre in pursuit.

(See Ei. 2)

What This Means: Farmer Hagre will report the incident to local authorities in the Morning.

EIRMONT 1: ORANGUTAN RECOGNIZED AS PERSON

Location: Favaro, Republic of Darokin. KW

Description: Furel Haas, a Magistrate declared an Orange Haired Ape that was being kept in a cage by a tavern owner as entertainment for patrons declares the creature a Person after evaluating its intelligence and communicating with it in a sign language used by thieves.

What This Means: After a Magistrate recognizes an overly intelligent Orangutan as a person, others present declare animals are not equal to humans.

EIRMONT 2: THE HUNT IS ON FOR LIVESTOCK WORRIER

Location: Favaro, Republic of Darokin. KW

Description: A notice offering a reward of fifty silver pieces for the capture of an unidentified naked person seen molesting livestock at Hagre Farm on the evening of the twenty fifth of Kladmont is posted on the notices wall of Favaro's Guild Hall.

(See Sv. 28)

What This Means: A wretched individual is at large molesting livestock in the farming district around Favaro. The locals would have this livestock Worrier arrested.

PC Involvement: The PCs might attempt to catch the wretched fellow for the reward.

EIRMONT 3: TRALADARAN REBELS MASSACRE MARKETPLACE

Location: Mirros, Kingdom of Karameikos. KW

Description: Cloaked figures begin tossing gemstones across a crowded Markert Place. The Gemstones explode in fireballs setting the market ablaze and killing the trapped populace.

(See Ei. 10)

What This Means: Traladaran Rebels slaughter thirty nine people in a market square with fireball gems and disappear into the panicked crowd.

EIRMONT 4: I CLAIM THIS ISLAND...

Location: Rugalov, Kingdom of Karameikos, KW

Description: A quake rocks the Rugalov Keep causing the hastily abandoned Keep to finally collapse into rubble. Off the coast an island finally pushes to the surface - built by magic volcano thanks to wish permanent gates from the plane of Earth and Fire.

(See Va. 13, Fl. 5, Fl. 19, Ka. 28)

What This Means: Today Bargle's experiment has reached the surface.

EIRMONT 5: GLACIER FORMS OVER NIGHT CRUSHING LAKESIDE HOMES

Location: Threshold, Kingdom of Karameikos. KW

Description: Temperatures drop to freezing on Lake Windrush as the populace cower indoors trying to stay warm. By noon a Glacier of Ice has built up at the edge of Lake Windrush crushing a number of homes in the fishing village by the lake.

What This Means: The Town of Threshold suffers a terrible calamity as cold winds blowing off Lake Windrush form a crushing glacier of ice over the edge of the town. Cold weather has been descending the entire continent of Brun for a while now. This kind of weather hasn't been seen in a century.

EIRMONT 6: CLEAVER KILLER TERRORIZES CITY

Location: Kelvin, Kingdom of Karameikos. KW

Description: A madman with a cleaver with a heavy bundle lashed to his back is seen cutting down a man and hacking him to pieces before fleeing into the darkness.

What This Means: Alfric Oderbry, insane, and driven to hunt the killers of a young girl whose body he found beside the road is now on a killing spree with a meat cleaver. He intends to hunt them all down. He vanishes into the undercity - a network of tunnels beneath the market of Kelvin.

EIRMONT 7: UNDER-CITY RAIDED

Location: Kelvin, Kingdom of Karameikos. KW

Description: Guardsmen learn that the Cleaver Killer is using a secret network of tunnels beneath the city marketplace to elude them.

What This Means: City Guardsmen pursuing The Cleaver Killer learn of a secret under-city beneath the market where foreign labourers live and work in slave conditions.

EIRMONT 8: LIGHTNING STRIKES TOWER

Location: Mirros, Kingdom of Karameikos. KW

Description: Lightning is seen striking the Tower with the burning Eye at the heart of the City of Mirros. Guardsmen are sent to investigate

What This Means: It is no coincidence that the tower is struck by lightning. It was built with

Lightning Rods and heavy copper straps to ground lightning so the building wont burn down.

EIRMONT 9: PLAGUE REACHES YLARUAM

Location: Ylaruam, Emirates of Ylaruam. KW

Description: A merchant drops dead in the Market place in the town of Warqua.

What This Means: A terrible plague that has been almost wiped out in the Northern Reaches is now spreading in the Emirates of Ylarum. (Children and elderly must make a Constitution check at -1 penalty or die).

EIRMONT 10: TRALADARAN REBELS ATTACK PALACE

Location: Mirros, Kingdom of Karameikos. KW

Description: A hundred cloaked figures in the vicinity of the Hill begin attacking the Kings Castle with fireball gems and crossbows. The walls are eventually breached though at great loss of life on both sides.

(See Ei. 3)

What This Means: The Palace of King Stephan Karameikos comes under attack by a hundred Traladaran rebels - many of whom are using Fireball Gems in a concerted suicide attack. The battle lasts an hour and a half with many killed.

EIRMONT 11: SEA CLIFFS CRUMBLE

Location: Sulescu, Kingdom of Karameikos. KW

Description: The great cliff on which Sulescu Manor Sits begins to crumble taking the Manor house into the sea.

What This Means: There is a network of mines and tunnels beneath the cliffs of Sulescu. Unfortunately the laws of subsidence finally caught up with them. Fortunately Lord Sulescu is able to escape the Disaster.

EIRMONT 12: CATASTROPHE STRIKES

Location: Kerendas, Empire of Thyatis. KW

Description: A woman, walking her hound on a leash late at night, is attacked by a mob of stray cats. The attack is frenzied and brutal leaving the Dog and the woman with injuries.

What This Means: Stray cats in Kerendas have gone particularly feral since the entropic ray struck Mystara. Encounters should be regared as Dire Cats.

EIRMONT 13: HAIL OF DEATH

Location: Warqua, Emirates of Ylaruam. KW

Description: The Town of Warqua near Rockhome is pumpled by huge hail stones. Timber Buildings are destroyed while Brick and stone buildings only damaged.

What This Means: Anyone caught outside is attacked every round by chunks of ice inflicting 2d6 damage each.

EIRMONT 14: WHO STEALS A ROAD?

Location: Kerendas, Empire of Thyatis. KW

Description: Travellers leaving Kerendas for Biazzan find that a mile of the Paved Road is missing.

What This Means: Someone stole a mile of stone paved road linking Kerendas to the outlying town of Biazzan. They are selling the road to a merchant in Karameikos looking for stone pavers to pave a section of the Westron road. They used a Wish spell to relocate the stones instantaneously to Karameikos.

EIRMONT 15: MUMMY IN THE ATTIC

Location: Machetos, Empire of Thyatis. KW

Description: A child finds a Sarcophagus in his Gran's Attic. There is also a Mask and A Dog Headed Jar.

What This Means: There is also a Canopic Jar containing the Soul of the Mummy (releasing it will allow the Mummy to Roam Freely) and a Death Mask allowing the Wearer to control the mummy as an automaton. Her husband was a Looter of Nithian Artefacts.

EIRMONT 16: MASS GRAVE DISCOVERED

Location: Thyatis, Empire of Thyatis. KW

Description: Government officials investigating an Asylum for the insane discover a bricked up tunnel filled with twenty thousand corpses.

What This Means: The Asylum was taken over by a psychopath who killed his doctor and took charge indulging every passion in slaughtering the fellow inmates and concealing them in a mass grave – twenty thousand victims over decades. Unfortunately the madman escapes.

EIRMONT 17: MAD POET WANTED

Location: Kerendas, Empire of Thyatis. KW

Description: Tarfin Osgud, Mayor of Armstead, sends a messenger to Selenica requesting soldiers to help hunt for an arsonist.

What This Means: The Arsonist is a mad Poet who has burned down a few homes - leaving a poem nailed to the door.

EIRMONT 18: SNAKES INN

Location: Thyatis, Empire of Thyatis. KW
Description: The owner of an Inn posts a notice that he is looking to hire some adventurous types to clear the inn of an infestation of Snakes.
What This Means: Forty Pythons are loose in a large Inn in the heart of the City.

EIRMONT 19: SPIES-R-EVERYWHERE

Location: Thyatis, Empire of Thyatis. KW
Description: An Imperial Spy flees the Capital with a Chest filled with Imperial Secrets.
What This Means: A Spy flees Thyatis with documents signed by the Emperor authorizing spying on the kingdoms to the west - Many of whom are allied to the Empire. He makes the contents of the documents available to the public - both within the Empire and in the lands beyond.

EIRMONT 20: PRINCESS ASSASSINATED BY PRINCE

Location: Thyatis, Empire of Thyatis. KW
Description: A Soldier of the Empire confesses that the Emperor Eusbius's first wife was killed after she divorced the young Prince and married the son of a wealthy merchant from Ylaruam.
What This Means: Apparently he murdered the Princess and her new husband on instructions from the bureaucracy.

EIRMONT 21: TREASURE HUNT

Location: Thyatis, Empire of Thyatis. KW
Description: A wealthy Merchant takes his own life leaving a public notice in several taverns that he buried a fortune across the city. Cryptic Clues include 'under the door', 'beneath the eye', and 'over the hill'.
What This Means: He has hidden his gold and silver in locations across the city leaving cryptic clues to its location. Its a Treasure hunt.

EIRMONT 22: SWAMP SINKS INTO HOLE

Location: Blight Swamp, Kingdom of Karameikos. KW
Description: A series of Sinkholes a hundred feet across form in the middle of blight swamp easily swallowing trees that are a hundred feet tall. The Swamp begins draining into them.
What This Means: Sections of a Swamp begin to sink into sinkholes.

EIRMONT 23: TIDAL SURGE HITS HARBOURTOWN

Location: Harbourtown, Traders Isle. KW
Description: A wave of water washes over the docks flooding storehouses and ruining drygoods before draining back out to sea.
What This Means: A Small Tidal Wave just hit Harbourtown. It was a group of water elementals acting together.

EIRMONT 24: WALL OF FOG SMOTHERS TOWN

Location: Threshold, Kingdom of Karameikos. KW
Description: Fog rolls across Lake Windrush and blankets Threshold.
What This Means: Its just more odd weather.

EIRMONT 24: DOVES OF PEACE ATTACKED

Location: Mirros, Kingdom of Karameikos. KW
Description: Doves released by the Patriarch are attacked by crows. Some consier this an ill omen.
What This Means: Traladaran rebels trained crows to attack white doves and released them during the ceremony.

EIRMONT 25: LAKE OF STONE

Location: Sind, KW
Description: Travellers, lost in the badlands of Sind, discover a lake surrounded by previous victims who have turned to stone.
What This Means: Water from the Lake of Stone causes any living thing drinking it to turn to stone and die from the lake or from a container.

WATER FROM THE LAKE OF STONE

Effect: Save vs. Turn to Stone. **Failure:** Death by Petrification

EIRMONT 26: CAVERNS DISCOVERED

Location: Nithia River, Rockhome. KW
Description: Explorers discover a subterranean Cavern where the backwards flowing River Nithia drains into a great hole in the Atlan Tepes Mountains.
What This Means: Parts of the network of Caverns discovered that are so huge they have their own weather - clouds and fog. This is an opportunity to spend Months below the earth exploring a huge network of caves and giant caverns.

EIRMONT 27: DIRE RACOONS ATTACK IN GREENSTON

Location: Greenston, Rockhome. KW

Description: Durbin the Smith is headed home from the Tavern when he is surrounded by a group of large fury critters that attack.

What This Means: Dire Raccoons are stalking people walking the streets. They attack in Packs of six or more looking for food. This is another consequence of the Entropic Ray that hit Mystara.

EIRMONT 28: FIRE BURNS THROUGH WAREHOUSES IN NORRVIK

Location: Norrvik, Vestland, K.W.

Description: A Fire blazes out of control through the Port of Norrvik destroying six warehouses.

What This Means: The warehouses were filled with three hundred thousand tons of drygoods. Its the Work of an Arsonist.

KALDMONT 1: EXPECT RIOTS

Location: Glantri City, Principalities of Glantri, K.W.

Description: The Princess of Linden speaks with her fellow Princes. They discuss the problem of the Drought and the resulting Water and Food Shortages.

What This Means: Long droughts and shorter rains are predicted to result in water and food riots in the years ahead.

KALDMONT 2: BLOOD OF CHILDREN EXTENDS LIFE

Location: Ostbruck, Principalities of Glantri, K.W.

Description: Boris of Taterhill drained the child of its blood. All the other experiments had proven him right. Now he could sell his immortality syrum to any Prince.

What This Means: An alchemist in Glantri discovers that a blood transfusion from child to parent extends parent's lifespan and improves health. Begins abducting and harvesting from donor children for wealthy clients.

KALDMONT 3: RED SCIMITARS ABDUCT HUNDREDS OF GIRLS

Location: Biazzan, Empire of Thyatis, K.W.

Description: Fifty soldiers enter Biazzan and round up young women and girls before departing toward Fort Nicos.

What This Means: These are Red Scimitars disguised as Thyatian soldiers. They abduct two hundred and seventy six young girls from Biazzan and taken them a few miles north before climbing up through the Mountains. The Girls will be sold into marriage or enslaved.

KALDMONT 4: UFO CRASHES IN ISOLATED VILLAGE

Location: Dast, Republic of Darokin K.W.

Description: A burning metal sphere falls from the sky and lands in the humanoid community of Dast. When the Door opens the villagers discover a Troll in Black Leather Armour wearing a heavy Iron Helmet.

What This Means: The sphere is a transport pod carrying the intergalactic war criminal General Thom. He is a Wizard skilled in the design and enchantment of flying craft.

KALDMONT 5: QUEST FOR NATIVE ARTEFACTS GOES WRONG

Location: Isle of Dread, Thangioth Archipelago, K.W.

Description: Franz of Athenos is forced to swim for land when his sailing boat catches fire.

What This Means: The son of a wealthy merchant family goes missing in the Thangioth Archipelago while searching for a primitive tribe. The tribe indulge in all those taboos the rest of the world consider unacceptable.

KALDMONT 6: DROUGHT HITS

Location: Land of Purple Grass, Ethengar Khanates. KW

Description: The Gostal Goblins begin migrating toward the Streel River for better Grass and water. (See Am. 9, Ka. 7, Ka. 26)

What This Means: The Ethengar Khanates are hit hard by drought. Rains in the Wendarian Ranges and across the Ethengar Khanates did not eventuate and now waterflows out of the Mountains are greatly reduced. As a consequence the land of Purple Grass, home to the Gostal Goblins, is no longer able to sustain them. They need grass and water and the only good source of water is the Streel.

KALDMONT 7: NO SECOND CROP

Location: Principality of Bergdhoven, Principalities of Glantri. KW

Description: The drought has cut waterflow out of the Wendarian Ranges and even the Vesuvian can be waded across now that it has stopped flowing. Farmers were unable to sow a second crop without rains.

(See Am. 9, Ka. 6, Ka. 26)

What This Means: There will likely be famine through this winter in Glantri.

KALDMONT 8: TEMPLE TREASURE VAULT B LOOTED

Location: Hattias, Empire of Thyatis, KW

Description: Investigators finally enter vault B after almost a year determining the wealth of the other five vaults. Vault B's outer chamber has been looted, numerous artefacts replaced with gold coated fakes and a tunnel is discovered leading into the sewer tunnels beneath the rest of the city of Hattias. The Inner Sanctum of Vault B is still sealed – its contents unknown.

(See Th. 10)

What This Means: Several million gold pieces have been removed from the outer chamber of treasure vault B by Thieves – their operation cut

short because Auditors finally ordered vault B assessed for taxes.

KALDMONT 9: SANDSTORM RAVAGES YLARUAM

Location: Ylaruam, Emirates of Ylaruam, K.W.

Description: A Terrible dust storm rolls in over Ylaruam forcing the residents to seek shelter for several hours.

What This Means: A sandstorm ravages the city of Ylaruam over several hours killing some of its populace.

KALDMONT 10: VILLAGE CATCHES FIRE

Location: Fort Cruth, Republic of Darokin, K.W.

Description: The Community outside the walls of Fort Cruth is set afire by burning embers in the air. Crops and homes burn as the villagers wake to their community ablaze.

What This Means: Burning embers and flammable gas spew from cracks and holes around a hill setting fire to the village built outside the walls of Fort Cruth and adjacent crops. There is a volcanic vent beneath the region. It is spewing hot embers into the surrounding countryside.

KALDMONT 11: ARCHEOLOGISTS DISCOVER VAMPIRE'S TOMB

Location: Corrunglain, Republic of Darokin, K.W.

Description: Arago of Glantri, a tomb robber turned archaeologist, is hunting for what is thought to be the tomb of a Vampire in the Great Crypt beneath Corrunglain when he finds a tomb with no identifying name. He decides to open it to verify the identity of the individual within.

What This Means: The Archeologist finds a tomb filled with remains and jewellery to the value of fifty thousand gold pieces.

KALDMONT 12: BUNNIES!

Location: Corrunglain, Republic of Darokin, K.W.

Description: Arago of Glantri, having cleaned out a Tomb in the Great Crypt of Corrunglain is escaping south from Corrunglain with his ill gotten gains when he is set on by a pack of large ferral bunnies. They overwhelm him and take all his stuff. The pack leader cuts Arago's Throat heaving him for dead.

What This Means: A thief named Unwin was recently transformed into a white bunny. He makes use of his situation by leading the oddly

intelligent dire rabbits he encountered in the woods in a rebellion against people.

KALDMONT 13: EXPLORERS DISCOVER A HOLE

Location: Gameth, Northern Heldannic Territories, K.W.

Description: Explorers charting the Northern Helldanic Territories for Occupation – a Peninsula south east of Landfall - discover a deep hole some two hundred and fifty feet across. The soil at its edge appears burned.

What This Means: The permafrost has begun to warm up and isn't holding in the flammable gasses that lie below the surface. They now blow deep shafts through the permafrost as the gas escapes.

KALDMONT 14: PAGE FROM A HOLY BOOK SELLS AT AUCTION

Location: Darokin, Republic of Darokin, K.W.

Description: The merchant guild of Darokin conducts an auction. Amongst the items sold is a Page from a centuries old holy book written in pure gold.

What This Means: A page from a centuries old religious text sells at an Auction in Darokin for thirty eight gold pieces. The source of the page is unknown as are the identities of the buyers and sellers.

KALDMONT 15: AN AUDIENCE WITH KING STEPHAN

Location: Mirros, Kingdom of Karameikos, K.W.

Description: The Wizard, Kaimos of Blackpoint, is granted an audience with King Stephan. He has his servants set up a mirror and uses it to show ten wonderous places around Mystara that he visited while exploring the world.

What This Means: The Wizard was a childhood friend of Stephan Karameikos. He promised Stephan he would return one day to share with him the wonders he had seen.

KALDMONT 16: TEMPLE OF THE RED GOD

Location: Selenica, Republic of Darokin, K.W.

Description: Esra, an Inn keeper is expanding his cellars when he breaks through into a chamber with high ceilings held up by red painted pillars and walls with strange artwork; and at the far end an unknown, red painted Immortal sits on a Throne.

What This Means: This is a three thousand four hundred year old temple with a statue of a red painted Nithian immortal seated on a throne.

THE BONE SCROLLS OF OMBHEC

[Translated from the bone scrolls found in the Temple of the Red God by Sagat]

'Ombhec the Red, he who raised a spring from the earth that it should inundate the great Valley of the Seven with its blue waters, did order the construction of a city in his name in the fifth year of his reign at its western edge that his faithful might please him.'

– Fourth Codex

'In the nine hundredth and ninety-ninth year the Red God grew angry with his children's betrayal of the covenant and smote down the wealthy...'

– Fifth Codex

'...and the faithful of the Red God went west to Yl taking his voice...and there found the river beneath...'

– Seventh Codex

KALDMONT 17: TINY LITTLE PLANET DISCOVERED

Location: Dengar, Rockhome, K.W.

Description: Jarmo the Astronomer notices a small planet just peaking out from the far side of the Sun.

What This Means: The planet is at a fixed position just ahead of Mystara by four months barely visible from Mystara. It is three hundred and thirty miles in diameter

KALDMONT 18: ANCIENT SPELLBOOK TRANSLATED

Location: Darokin, Republic of Darokin, K.W.

Description: Father Damos, a priest, working with a historian who specializes in dead languages translate a 1,300 year old tome discovering it to be a magician's spellbook.

What This Means: The book contains twenty seven spells pulled together from older sources. This is an opportunity to throw in some old unique spells along with some ambitious wizards to fight over a low level spellbook.

KALDMONT 19: WILD MONKEYS!

Location: Port Tenobar, Republic of Darokin, KW

Description: A horde of Wild Monkeys attack people in the local marketplace as they overrun

the town of Port Temobar stealing food and even attacking people in numbers.

What This Means: Wild monkeys begin invading the town in prolific numbers attacking and even killing people in predatory packs. Urban encounters should include daily monkey attacks. They have fled nearby forests of the Atruaghin Clanholds in search of better pickings.

KALDMONT 20: TEN THOUSAND DEAD

Location: Smaggeft, Rockhome, KW

Description: The plague outbreak that appeared in Norrvik back in Vaternont has spread amongst the populace in the city of Norrvik until panic allowed it to spread into the countryside. Now ten thousand are dead across the Northern Reaches and it is thought it will claim a million by Vaternont next year if it continues to spread. In possession of a cure to this plague, Rockhome has dispatched three thousand dwarf clerics with wagon loads of sulphur and intend to eliminate the head lice problem that is spreading the Plague. (See Va. 15)

What This Means: Vestland has done its very best to contain this plague unfortunately it was not enough. Carriers have spread it to surrounding towns and villages and beyond into the Islands of Ostland and south into the Soderfjord Jarldoms, and even Rockhome who were able to quickly come up with a solution.

KALDMONT 21: A KILLER IS MURDERING HOMELESS PEOPLE

Location: Thyatis, Empire of Thyatis, KW

Description: The body of a freed slave is discovered murdered in an alley where he had been sleeping rough.

What This Means: A killer is on the loose. His prey is any poor sleeping in the streets and alleys of the city.

KALDMONT 22: BONE ARMOUR DISCOVERED

Location: Aalban River, Principalities of Glantri, KW

Description: Keris Avaan digs into the burial mound he has discovered in the dried up Aalban River. He finds a Suit of Bone Armour.

What This Means: The Tomb is three Thousand nine hundred years old. The Bone Armour of So-Teks-Eu allows the wearer to command the fallen dead of the battlefield to rise and fight for the armour wearer. It provides no actual protection.

KALDMONT 23: THE RED INN

Location: Taterhill, Principalities of Glantri, KW

Description: Del Marak checked the guests one by one until he was satisfied they had all succumbed to the drug. He pulled the first door open and went inside. This one was a noble.

What This Means: The Innkeeper of the Red Inn has been drugging and violating guests though they have no memory of the events afterward.

KALDMONT 24: WIZARD MAKES DISCOVERY

Location: Ravenscarp, Empire of Thyatis, KW

Description: Karosan the Black made notes in his journal as to how the apes were behaving this morning.

What This Means: Karosan the Black, a wizard, has been observing a large group of apes. He discovered that extermination of the alpha male population results in a permanent change to less aggressive behaviour. He decides to replicate this amongst humanoids.

KALDMONT 25: BAD FLU IN LINDEN

Location: Linden Principalities of Glantri. KW

Description: An elderly Cook has a bit of a nasty cough this morning but continues to prepare meals for the Keep. By the evening meal he has collapsed in the kitchen with a fever.

(See Ka. 6, Ka. 7)

What This Means: Thanks to a lack of fruit preserves this winter a killer flu appears in Glantri. The Elderly and Children are more vulnerable.

THE FLU

Effect: Fever. Constitution Check to Survive. Elderly and Children -2 Penalty. **Failure:** Death.

KALDMONT 26: THE HECATOMB IS DISCOVERED

Location: Great Salt Basin, Ylaruam. KW

Description: Sagat the Necromancer has discovered finally discovered the Hecatomb – a massive graveyard of a million mummified dead. After the edges of the mass grave are discerned Sagat returns to his tent to make use of the Altar of Earthen Hands (see New Artefacts) raising a million mummified men, women, and children from the dead and compelling them to march south on the Empire of Thyatis.

What This Means: A Necromancer has stumbled across a fourteen hundred year old mass graveyard dating to BC 478 and a million mummies are headed for the Thyatian Empire. Unfortunately the direction the mummies are headed takes them through the town of Hedjazi which will be wiped of the map. They will be at the foot of the Atlan Tepes in a month and in two months they will cross the imperial territories and reach Hillfork – a week from the imperial capital.

KALDMONT 27: NEW YEARS EVE ROBBERY

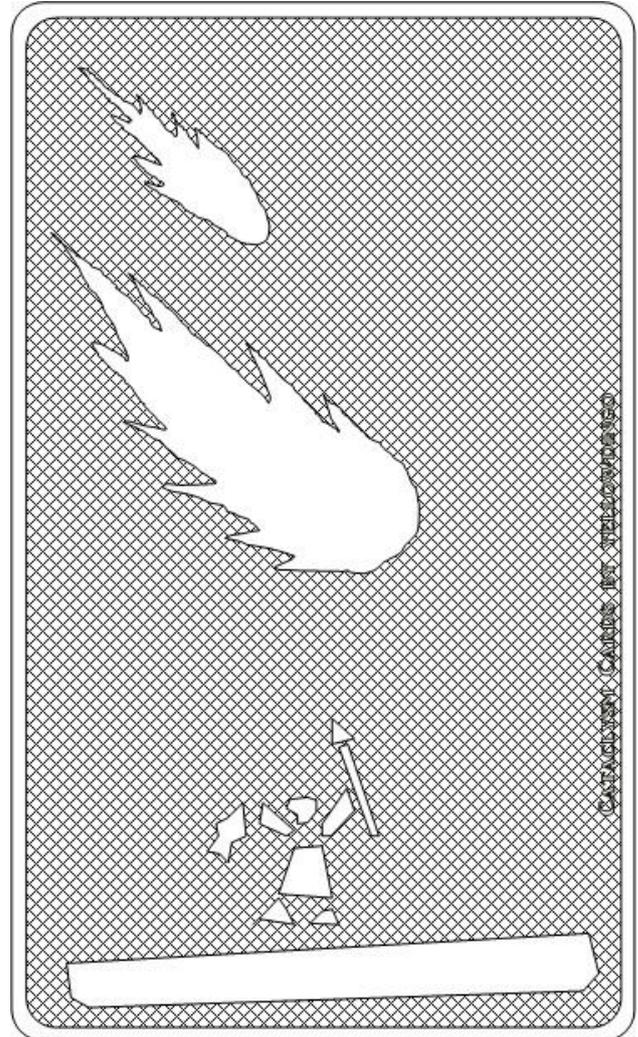
Location: Ylaruam, Emirates of Ylaruam. KW
Description: Frills, a Thief, emerges from the large jar of Teleportation he had sold to the Wizard some months earlier. He finds a vast collection of scrolls protected by Cage Doors with nothing more difficult as a lock in need of a picking. Now all he needed to do was stand still until midnight - when magic failed.
What This Means: A Thief penetrates a Magic Shop making off with a number of Magic Scrolls of Communication.

KALDMONT 28: ISLAND STOPS GROWING

Location: Rugalov, Kingdom of Karameikos, KW
Description: The Island off the coast of the Kingdom of Karameikos stops growing. (See Va. 13, Fl. 5, Ei. 4)
What This Means: The Gate spells, wished permanent has failed with the Day of Dread meaning the gates creating the island from the planes of earth and fire has closed forever. The volcano spewing Pumice Stone that built Bargle’s Island is no longer pushing up pumice.

PREDICTIONS

WE ARE DOOMED!



The Seer of the Street of Dreams has drawn a cataclysm card determining the fate of the World. Expect to perish in the early New Year. Anyone looking to escape the coming disaster should speak with their local Priest.

CLASSIFIEDS

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Our Bean Pies are made with real beans imported from the Black Peak Mountains where they are grown by Druids, and baked fresh Daily at our Bakery.

"I always eat Pieman's Pies." -Merchant Risolde

"I eat Pieman's Bean Pies." - Captain Hamor of the City Watch

Only two copper pieces.

