

FELMONT 2, AC 1014: Back to Civilization

Location: Raven Scarp, Thyatian Hinterlands. KW

Description: The Karameikan Polar Expedition finally reaches the Thyatian city of Raven Scarp. The leader of the expedition begins looking for a ship willing to take them back to Karameikos. (See Kl 20, Kl 23; Fe 4, Fy 4.)

What This Means: The expedition is almost over. The Karameikans are looking forward to arriving home after so long.

FELMONT 3, AC 1014: Davinos' Complaint

Location: Mirros, Karameikos. KW

Description: In Mirros, Davinos (a Traladaran man of Kelvin) gains an audience with King Stefan and proposes that there be lesser taxes for a few Traladaran merchant families who were criminally hurt during the Thyatians' takeover of Traladara 40 years ago.

Davinos is later slain in the streets of Mirros by Karameikans of Thyatian descent and tensions mount between the Thyatians and Traladarans of Mirros. A civil war almost breaks out as the Traladarans begin to believe that the Thyatians are once again trying to enslave them. (See Fe 18.)

What This Means: Davinos' Complaint is an adventure detailed in GAZ 1: The Grand Duchy of Karameikos, p.17. A minor change for those who would play it out with their PCs is that Lord Yuschiev and his men also happen to be on the scene when Davinos is murdered. Instead of Emilio the Great then hiring the PCs to find out who is behind it, Yuschiev would himself ask them to help him find out the ring leader as he does not want to see a civil war start between his people and the Thyatians. Even though he dislikes Thyatians, he knows such a war would only kill his people and make them worse off than before. So Yuschiev, his men-at-arms, and perhaps the PCs he also hires (since they knew the murder was going to take place and must have some useful information) track down and pin it on the Veiled Society of Mirros.

Another reason Yuschiev is involved is to introduce the character of the novel "Dark Knight of Karameikos" into the setting of a Karameikan campaign. This event helps the Traladaran Lord gain the attention of the King who will reward him with the title of Baron next year (AC 1015). Perhaps one of his men in the adventure is Grygory (the main hero of the novel), who will be knighted once Yuschiev becomes a Baron. The novel "Dark Knight of Karameikos" takes place in the year AC 1018 as it mentions it's the 12th year on the throne for the King of Karameikos. The tension created by this adventure also helps explain the tension between the two Karameikan cultures that is very apparent in that novel. Basically, this just helps make the Mystara novel "official."

FELMONT 4, AC 1014: Heading Home

Location: Raven Scarp, Thyatian Hinterlands. KW

Description: With the expedition members now safely aboard the ship called Waterspout, they sail for Karameikos.

Much to their dismay, their newest member marks the ship with his scent to indicate that it's his territory. The crew is forced to get used to the smell of the tabi. Taxla apologizes and promises not to "spray" his scent around. (See Kl 23, Fe 2; Fy 4, Fy 9.)

FELMONT 5, AC 1014: Village Torched

Location: Emirate of Makistan, Ylaruam. KW

Description: A village on the outskirts of the Emirate of Makistan is raided, all its occupants killed, and then burned to the ground. Investigation shows magic to have been used in the destruction of the village. The Magian Fire-Worshippers are suspected. (See Am 5.)

What This Means: The raid was staged by Mokamet-Qadi, a gnollish wokan. Last year, Thyatian agents approached his nomadic tribe (formerly a menace in the Emirate of Nithia) with offers of weapons and training if they would agree to harass the Ylari. Since this was what they were already doing, they agreed. Additionally, Mokamet-Qadi has recently acquired a Nithian spellbook, from whence came the magic he used to torch the village.

FELMONT 6, AC 1014: Huleans Face More Troubles

Location: 25 miles east of Mahasabad, Sind. KW

Description: A patrol of Huleans is ambushed and decimated near the town of Mahasabad. (See Fl 21, Kl 5; Ei 7.)

What This Means: The Freedom Warriors are gaining more courage thanks to the leadership being brought to them by the Prophet. Anand, although never personally interested in politics or war, has turned out to be quite the tactician and has been planning daring raids on the Huleans.

Whenever they can, the Freedom Warriors give their spoils back to the people of the land. This has been turning them into great national heroes. The Freedom Warriors do not want to start a full scale war, as thousands would suffer and die for nothing. Instead, they contend themselves with guerilla-warfare style hit and runs. They intend to humiliate the Huleans and hurt only them, not the innocent people of Sind.

When word gets around that the Prophet of Gareth is one of their leaders, the legends of Sitara spread even further throughout Sind. Some begin to claim that she must be an Immortal incarnation of Himayeti the Defender.

FELMONT 7, AC 1014: Revolts in the Territories

Location: Heldannic Territories. KW

Description: Throughout the Heldann Territories, many villages of Heldanners revolt against their cruel masters, the Heldannic Knights.

None of the minor revolts or rebellions last very long, and many of the peasants are executed for treason and heresy afterwards. (See Th 17, Ya 14; Fy 26, Ei 23.)

What This Means: The people of the Heldann Freeholds see that without their spells to back them up, now is the best chance to overthrow the Knights. Unfortunately, the commoners are badly organized, trained, and equipped, while the knights still have their discipline, weapons, and military training. Result: The Knights squash the majority of the rebellions, and only a few cause any real trouble to them.

Still, this is only the beginning as most peasants are still too afraid to try and strike at their masters. With time, more will join in the rebellion, and then the Knights will have a large problem to deal with.

FELMONT 9, AC 1014: Hunters Return

Location: Othmar, Kingdom of Eusdria. SC

Description: The adventurers and knights sent out to hunt Huptai shamans have returned to Eusdria. Only about half the groups seem to have survived. They report having slain over two dozen shamans. (See Ya 7, Kl 3.)

What This Means: The King of Eusdria hopes that they have managed to defeat enough of the shamans. Unfortunately, the only thing he can do now is wait and see if the amber lotuses will continue to prosper or wither away.

FELMONT 12, AC 1014: Kobolds Flee Soderfjord

Location: Hardanger Mountains near border of Rockhome, Soderfjord Jarldoms. KW

Description: After several weeks of chasing the kobold horde, Ragnar and his men manage to chase Psa'gh's horde out of Soderfjord and into the mountains of Rockhome. Ragnar declares the war a victory and the kobolds no longer a threat to Soderfjord. They begin heading home. (See Kl 25, Kl 28; Fe 17, Fe 24.)

What This Means: Kobolds have never been good at direct combat with humans, preferring to rely on traps and stealth. Since the humans knew where the Falun Caverns were, Psa'gh realized that their chances of victory in the caverns were slim. He has now fled into the dwarven mountains of Rockhome in the hopes of setting up a new lair.

Just to make sure they do not come back, Ragnar leaves a few patrols to watch the border for any returning kobolds.

FELMONT 15, AC 1014: Glantri Boycotts World Games

Location: Glantri City, Glantri. KW

Description: The Council of Princes of Glantri announces that Glantrians will not submit to staying simply in one foreign quarters in Ylaruam or wear ridiculous outfits because they are mages elsewhere in Ylaruam. Since their diplomat was unable to come to better arrangements with the Sultan of Ylaruam, Glantri declares that they will boycott the World Games in Ylaruam. (See Kl 15, Kl 26; Fy 15, Fy 22, Fy 28.)

What This Means: Synn has once again used her influence on the Council to isolate Glantri from the rest of the world. Playing on the fact that wizards must ridicule themselves in colorful robes while in Ylaruam, she has managed to convince them that going to Ylaruam would only embarrass them and make a mockery out of Glantri. Glantri therefore backs out of the game, and the rest of the world begins to see them as stuck-up and arrogant once more, just as Synn wants it to turn out.

Synn, however, sends her own agents to the World Games (as non-Glantrians) as she hopes they will make contacts in the rest of the world that can become useful to her later on.

FELMONT 16, AC 1014: Knights Visit Lothar

Location: Lothar, Nithia, Straight of Lothar. HW

Description: A group of six Heldannic Knights arrive by foot at the town of Lothar. They appear to have been in the wilderness for some time now, as most of their equipment is in real bad shape.

The Knights soon meet with Uart-neter Semsu. The lord of Lothar accepts the Knights into his city provided they obey the rules of Nithia. Sir Friedrich von Dreiburg is the leader of the party of Knights. (See Fe 28, Fy 8.)

What This Means: These Heldannic Knights are survivors of a crashed Warbird from back in Vatermont of AC 1012 (See PWA3). Their skyship was shot down into the Sea of Yr by the Alphetians, and most survivors were taken prisoner by the Alphetians. This small group managed to both survive the crash and avoid capture. They have been living in the wilderness along the Western Sea of Yr ever since.

A few days ago, one of them spotted the city of Lothar, and when he determined it was not hostile against the Heldannic Knights, he returned to get the others.

Although at the moment, the Heldannic Knights only want to recuperate and rest, it is only a matter of time before Sir Friedrich tries to add Lothar to the Heldannic Territories.

FELMONT 17, AC 1014: Kobolds Flee Again

Location: Makkres Mountains, Rockhome. KW

Description: Psa'gh and his horde encounter a tribe of giants who control this section of the mountains of Rockhome. The kobolds are quickly forced to flee the area before being decimated. Psa'gh decides to head northeast and hopefully enter Soderfjord undetected. (See Kl 28, Fe 12; Fe 24, Fy 6.)

FELMONT 17, AC 1014: Great Migration Poised

Location: Khurish Massif, Sind. KW

Description: Hool is ready to make his move south. His army, now 6000 strong, is poised to run south towards the Atruaghin Plateau. He plans to drive his way along the Sind/Darokin border, then make his way to the plateau of the Atruaghin Clans. (See Kl 2, Kl 22; Am 1.)

What This Means: He actually stands a better chance than he thinks, given the troubles the Freedom Fighters are causing in the Nagpuri region.

FELMONT 18, AC 1014: Veiled Society Caught

Location: Mirros, Karameikos. KW

Description: The violence in Karameikos ebbs when Lord Yuschiev, a Traladaran landed-lord, and his men discover and prove that Davinos' murder was orchestrated by Traladarans of the Veiled Society hoping to stir up anti-Thyatian feelings, and not by Thyatian Karameikans.

Even with the end of violence, the tension that has risen between the Karameikans of Thyatian and Traladaran descent unfortunately remains.

King Stefan is very grateful to Yuschiev and his men for helping stop a possible civil war before it started. (See Fe 3.)

What This Means: This is just the wrap up of the adventure of Davinos' Complaint, which started Felmont 3.

Also, more than likely any PCs involved (having been hired by Yuschiev) in this adventure will receive the title of Court Lord from King Stefan as a reward.

FELMONT 24, AC 1014: Thar's Invitation

Location: Makkres Mountains, near Rockhome/Vestland border. KW

Description: Psa'gh and his wandering horde encounter a group of orcs of Thar's tribe, who invite the kobolds to join with the great King. Although not wanting to submit to an orc, Psa'gh believes he can work something out with the great orc leader he has heard so much of from the orc's rule in the Broken Lands. The horde of kobolds and gnolls makes its way toward the Makkres Mountains in Vestland. (See Fl 27, Ya 28; Fy 6, Fy 8.)

What This Means: Psa'gh and Thar have already made a truce not to attack each other last year, but now it seems as if the two just might indeed join together, and that would make their forces rather hard to defeat.

FELMONT 28, AC 1014: Failure to Convert

Location: Lothar, Nithia, Straight of Lothar. HW

Description: For a few days now, the Heldannic Knights in Lothar have been preaching about the glory of Vanya and the Knights, trying to convert the Nithians to their way of life. Not a single Nithian seems to care one bit about their way of life, preferring their own.

A few of the Antalians present, however, listen carefully to what is being said. (See Fe 16; Fy 8, Fy 17.)

What This Means: The Spell of Preservation is keeping the Nithians to their original way of life, hence they ignore the Knights' directions to change philosophies. The Antalians, more concerned with glory than the Nithians, are easier targets, but still will not convert fully.

Sir Friedrick and the Knights begin planning another method of taking over the city of Lothar.

FYRMONT 2, AC 1014: Earthquake!

Location: Darokin, Glantri, and Ethengar. KW

Description: Earthquakes shake northern Darokin and southern Glantri, as well as western Ethengar. (See Ya 20; Fy 5, Am 2.)

What This Means: The Wanderers and the worshippers of Atzanteotl have accomplished their goal: raise Aengmor to the surface (although the Wanderers are unaware that the worshippers of Atzanteotl wanted the same result). The effect of the sunlight of the surface is to destroy the soul crystals of the shamans of Rafiel, therefore weakening their control over the city of Aengmor.

Another ramification is to the humanoids of the Broken Lands. The shadow elven military immediately gets to work at purging them from the area. Many flee to the Great Crater and join Kol's forces, while other head to the Makkres Mountains where Thar is rumored to be forming a new kingdom (or so say his messengers). Some stay behind to join a couple of brave humanoid leaders who plan on driving the shadow elves out of their lands. Unfortunately for those planning on eliminating the shadow elves, they are badly trained, equipped, and led, and suffer almost total destruction clashing with the shadow elves. Still, despite their best efforts, the shadow elves cannot possibly hope to clear the entire Broken Lands. They settle for keeping a good 50 miles radius around their city as clear as possible.

FYRMONT 2, AC 1014: Earthquake Scares Orcs

Location: Orclands, Darokin. KW

Description: Earthquakes in northeastern Darokin cause panic among the orcs of Grukk and C'Kag. Humans are suspected of causing the tremors, and Hutai-Khan prepares a retaliatory strike, against the counsel of General Tlatepetl. (See Kl 5; Fy 5, Fy 20.)

What This Means: Hutai-Khan is quick to strike at this perceived threat. Tlatepetl would rather investigate further before committing himself. He sends his agents out to look into the matter and report back to him.

FYRMONT 2, AC 1014: Dragonstrike

Location: Ethengar. KW

Description: In southern Ethengar, a small clan is destroyed by the sudden and violent attack of a red dragon. The family was just recovering from the massive earthquake, when the dragon came from the south and torched them, then dined on the remains. (See Fy 17, Am 3.)

What This Means: The earthquakes in the Orclands led to the awakening of a red dragon, named Khordarg (see module O2- Blade of Vengeance). She was prematurely awakened from her slumber (she was in the middle of her 4th cycle of the Ceremony of Sublimation- see Dragon #171), and is very angry, on top of being just plain hungry. For the next several weeks, she will be a menace in southern Ethengar, and northern Darokin and Aengmor.

FYRMONT 4, AC 1014: Waterspout Resupplies at Minrothad

Location: City of Minrothad, Minrothad. KW

Description: The Waterspout docks at Minrothad to resupply after the long journey through the Sea of Dread. (See Fe 2, Fe 4; Fy 9, Fy 11.)

FYRMONT 5, AC 1014: Truth Revealed

Location: Rafielton, Aengmor. KW

Description: Adventurers and merchants coming out of the Broken Lands report the source of the trembling of a few days ago: A city has risen out of the depths of the Broken Lands. These reports are later confirmed by the shadow elves.

Princess Tanadaleyo of Rafielton announces to diplomats of the DDC that the shadow elves have risen their sacred city of Aengmor to the surface of the Broken Lands from where it sank to several centuries ago. She states that the ruler of the city will be General Garafaele Galeifel, ruling in the name of King Telemon of the City of Stars. (See Ya 20, Fy 2; Am 2, Am 14.)

What This Means: Many nations of the world begin to worry about this constant move and take-over by the shadow elves. The Western Defense League agrees that their main concern now is more the shadow elves than the Empire of Thyatis, as the shadow elves have both taken over the Broken Lands and used evidently powerful magic to raise a city from the depths of Mystara to the surface, a city which could easily be used as a base to invade anywhere else around. Although no one declares war on the shadow elves or accuses them of hostilities, everyone decides to wait and see what these elves will do with their new surface city, all the while preparing their defenses.

The decision isn't made easily as two forces lobby for action against the shadow elves, notably the former elves of Alfheim (thanks to the Alfheim Avengers) and the dwarves of Rockhome, yelling out to everyone that they are about to invade all of Mystara as they predicted before.

The dwarves are surprised that their only allies in this seem to be elves. Will Kagyar's wonders never cease?!?!

FYRMONT 5, AC 1014: Orcs Find Oenkmarr

Location: Orclands, Darokin. KW

Description: Xoteczuma, a woken in the service of Tlatepetl, returns today with news that the earthquake was caused by the shadow elves, and that Oenkmarr (which the shadow elves call Aengmor) has been returned to the surface. Tlatepetl informs his allies, and ponders over the meaning of this event. (See Kl 5, Fy 2; Fy 20, Am 3.)

What This Means: Tlatepetl is intrigued. He has often dreamed of returning to take Oenkmarr, since the Shadow Elves kicked him out in AC 1012; now that they raised it to the surface, his job will be even easier. He informed the other humanoid leaders mainly to forestall Huttai-Khan's planned attack against the humans - Tlatepetl doesn't want the Orclands to come under too much scrutiny until he is ready.

FYRMONT 6, AC 1014: Kobolds on the Move

Location: Northern Reaches. KW

Description: Psa'gh's horde of kobolds reaches the Soderfjord - Rockhome - Vestland border. They continue on into Vestland.

Meanwhile, the scouts left behind by Ragnar send a messenger back to the King to inform him what the kobolds have been up to. They have been following the kobolds for the past few days since they entered Soderfjord and followed the Rockhome border for the past week or so. (See Fe 17, Fe 24; Fy 8, Fy 10, Fy 20, Fy 21.)

What This Means: Although he declared the war won to try and regain his face with the Jarls, Ragnar still believes that the kobolds will come back. He did not crush them, and merely forced them to flee. Ragnar intends to keep a close eye on them for as long as he can. He orders his scouts to follow the kobolds into the nation of Vestland.

FYRMONT 8, AC 1014: Lothar Discovered

Location: Lothar, Nithia, Straight of Lothar. HW

Description: A small Milenian military patrol, returning from a raid into Jennite territory and from spying on the civil war back in Nithia, discovers the town of Lothar. They immediately head back to Milenia to inform their leaders, with units of Nithians in pursuit. Friedrich and his Knights join the units sent after the Milenians. (See Fe 16, Fe 28; Fy 17.)

What This Means: If anyone of the Milenian unit makes it back to Milenia, the location of Lothar will no longer be a secret to them. With Nithia in a civil war, Lothar does not have the men to defend itself from a full scale attack. Uart-neter Semsu will stop at nothing to make sure none of the Milenians survive.

Friedrich sees this as an opportunity to show that the Heldannic Knights are heroes and increase their political pull within Lothar.

FYRMONT 8, AC 1014: Orcs Attack Rhoona

Location: Rhoona, Vestland. KW

Description: With a large portion of Vestland's army in the Makkres Mountains looking for Thar's lair, Thar leads his forces (now augmented by new tribes) in an attack on the town of Rhoona. (See Fe 24, Fy 6; Fy 10, Fy 20, Fy 21.)

FYRMONT 9, AC 1014: Karameikan Expedition Back in Mirros

Location: Mirros, Karameikos. KW

Description: The Waterspout arrives back in Karameikos and docks in the port of Mirros. The surviving members of the crew and expedition team rejoin their families and celebrate their return after 3 long years. (See Fe 4, Fy 4; Fy 11, Fy 19.)

What This Means: The Karameikan Expedition is the first "real" proof that there is indeed a Hollow World as detailed in Claransa's Travels. This is proof which the leaders of the world can no longer ignore, forcing them to take into account the existence of the Hollow World.

The members of the expedition are surprised to learn that Specularum is now known as Mirros.

FYRMONT 10, AC 1014: Rhoona Falls

Location: Rhoona, Vestland. KW

Description: The town of Rhoona falls to the invading orcs. Duke Stephan of Rhoona (from X3: Curse of Xanathon) is killed by the goblinoids. The orcs plunder all they can and leave before word even reaches the forces in the Makkres Mountains. (See Fe 24, Fy 8; Fy 20, Fy 21.)

FYRMONT 11, AC 1014: Expedition Meets King

Location: Mirros, Karameikos. KW

Description: King Stefan receives the Karameikan Polar Expedition in a private meeting at his palace. They confirm the existence of a whole world below, the Hollow World, and its many wonders. They speak of empires thought by all historians to have long ago disappeared on the outer world, of the red sun, of the strange way of working of magic, and of their most incredible discovery: the survival of Alpathia and Empress Eriadna.

Terari insists on informing their allies of the NACE beforehand, because of the obvious repercussion this could have on them. He proposes to teleport to the Karameikan embassy on Ionace and ask the ambassador to organize a meeting of the Council. Stefan agrees.

Terari is also intrigued by Taxla and talks often with the tabi, inviting him to the School of Magecraft. (See Fy 19, Sv 8.)

What This Means: The Karameikan expedition not only confirms the existence of the Hollow World, but also brings news from Alpathia, which didn't exist in the Hollow World when Claransa adventured there. Stefan will now have to decide what he will do with this world-shaking information.

FYRMONT 12, AC 1014: Friendly Encounters

Location: Skies above Empire of Thyatis. KW

Description: The Adoria, an Imperial Skyship of Thyatis, encounters the flying city of Serraine over Thyatian Mainland. The Adoria's captain informs them that Thyatis will now be protecting its skies above the Empire.

Once the meeting is over with, the gnomes are only too happy to leave the Thyatian skies.

What This Means: Serraine has never intended to invade Thyatis (or anyone else for that matter), but the Empire has merely let them know that the Empire now also has skyships, believing that this will ensure they do not attack. Also, the captain has taken the advantage of getting a good look at the city and its defenses, as the Empire of Thyatis has wanted to get its hands on the flying city for some time now... once they have enough skyships to attack the city, that is.

FYRMONT 12, AC 1014: Truce Declared

Location: Slagovich, City-State of Slagovich. SC

Description: After many months of battle, the City-States of Hojah, Slagovich, and Zvornik sign a peace treaty and end hostilities. (See Ya 24, Kl 7.)

What This Means: Things are more or less back to normal. The only major change from all the fighting was the increase in land for the City-State of Zvornik, which now controls all the way south to the ruins of Budvǝ.

Slagovich looks uneasily toward the military movements of its new ally.

FYRMONT 13, AC 1014: Thurgg Arrives Home

Location: Black Mountains. SC

Description: In the foothills of the Black Mountains, near Lake Halli, Thurgg finally arrives back to his home tribe, the Dark Fangs. The orc fighting-monk of Gareth begins to teach his people the ways of the new Immortal. (See Va 23, Va 25.)

What This Means: Thurgg will have a lot of trouble trying to teach fellow orcs about peace and working together. Many challenge him to fights to the death for speaking such non-sense, but thanks to the training he has had with Anand Brishnapur, Thurgg is able to defeat all his opponents. And he lets all of them live, something unheard of in the orc tribes before. Many orcs watch Thurgg (who fights with his bare hands and feet and still wins!) closely to see what he intends to do and say.

FYRMONT 14, AC 1014: Plea For Help

Location: Soderfjord, Soderfjord Jarldoms. KW

Description: King Harald Gudmundson sends a plea for help to King Ragnar of Soderfjord asking for his help against the goblinoids in his lands. He states that Thar's horde is on the move, and a new force of kobolds has entered his lands from the south.

Ragnar declares that he will help Vestland, and sends forth his men who are eager to once more defeat humanoid after their last victory just over a month ago. Troops march out immediately upon the Overland Trade Route toward Vestland. (See Fl 27, Fy 8, Fy 10; Fy 20, Fy 21.)

What This Means: Although there is no political reason to help Vestland besides being good neighbors, Ragnar is still "drunk" with the glory he received for defeating the kobolds in the Hardangers. Another victory will improve his standings all the more. Also, he wants to catch up to Psa'gh and stop him once and for all so the troublesome kobolds never return to Soderfjord.

FYRMONT 15, AC 1014: World Games Begin

Location: City of Ylaruam, Emirates of Ylaruam. KW

Description: From the 15th to the 28th of Fyrmont, the World Games take place in the city of Ylaruam. As before, athletes from various nations (and independently, including a few Glantrians who come without the blessing of their nation) compete against each other to see who is the best at what they do.

The games go rather well except for two things: First, during the opening ceremonies, a fight breaks out in the crowds between the Ylari and foreign visitors over their blasphemies and disrespect toward the Way of Al-Kalim. The other difference is the lack of aquatic competitions this year as the Ylari officials refuse to allow the use of their precious oasis to swim in: water is too important in the desert for such foolishness.

Also, many athletes have trouble competing in the intense heat of Ylaruam, so many clerics are present to help those that collapse before any permanent harm (or even death) can come to anyone. Create water spells come in very handy during these two weeks. (See KI 15, Fe 15; Fy 22, Fy 28.)

What This Means: There is no hidden meaning here. Both the Empire of Thyatis and Ierendi make claims to have the World Games in their nations next year. The Western Defense League, who created and sponsored the games, however, prefers to have the games in each of their nations before going to any other nation. Shireton, the capital of the Five Shires, is therefore given the honors of hosting the games next year.

Another event is that many of the Ylari get to see first hand what foreigners are like; they witness all their infidel behaviors, and total lack of civility. Most are appalled by the “civilized” customs they have brought, from lewd behavior and prostitution, to theft and gambling; things that are considered religious taboos by the Ylari. This seems to enhance the bad reputation of foreigners in the minds of most Ylari.

FYRMONT 17, AC 1014: Milenians Massacred.

Location: Halfway between Milenian Empire and Lothar. HW

Description: With the help of the Heldannic Knights’ tactics, the Nithians manage to trap, and eventually slaughter the Milenians. No prisoners are taken. (See Fe 28, Fy 8.)

What This Means: It would appear that Lothar will remain safe from Milenia for a while longer.

FYRMONT 17, AC 1014: Reign of Terror Ends

Location: Orclands, Darokin. KW

Description: Khordarg returns to her lair today, seemingly sated from her weeks of attacks. She has done much raiding in human and elven territories, but surprisingly has left the orcs of Orclands alone, for which they are grateful. (See Fy 2; Am 3, Am 6.)

What This Means: Khordarg has been sated, and has returned to her lair to complete the Ceremony of Sublimation. She will deal with the orcs in due time.

FYRMONT 19, AC 1014: NACE Council Meets on Hollow World

Location: Ionace, NACE. KW

Description: The Council of the NACE meets today to hear the important news brought by Terari, acting as the Karameikan ambassador. The Council members are not surprised to have confirmation of the existence of the Hollow World and Alphatia, since they already knew it for quite some time. Since King Stefan wishes to make this public knowledge, however, they must settle on an official reaction for the Confederation.

Since they don’t want to put pressure on their Karameikan ally and since they now feel secure enough, both military and politically, they decide to back up the Karameikan position. (See Fy 11; Sv 8, Sv 9.)

FYRMONT 20, AC 1014: Raid on Fort Hobart

Location: Orclands, Darokin. KW

Description: Humanoid forces, under the command of King Alebane, set forth for a massive raid on Fort Hobart. (See Fy 2, Fy 5; Am 3, Am 6.)

What This Means: Alebane has suffered a number of crushing defeats lately, and he is beginning to grow weary. This has allowed his magical ring, a Huptzeen (see GAZ 10: Orcs of Thar, under Alebane for ring’s personality problems, and Monstrous Compendium, Mystara Appendix for stats) to influence his actions. The Huptzeen has finally managed to convince the ogre to stage this raid on Fort Hobart before winter sets in.

FYRMONT 20, AC 1014: Siege At Landersfjord

Location: Landersfjord, Vestland. KW

Description: Thar's horde makes its move upon the town of Landersfjord. This time, the northern men are ready for them and the goblinoids are forced to lay siege to the well defended town. (See Fy 10, Fy 14; Fy 21, Fy 25.)

FYRMONT 21, AC 1014: Landersfjord Defeated

Location: Landersfjord, Vestland. KW

Description: A break is made in the wooden palisade of Landersfjord, and the goblinoids rush into the streets to start a huge battle. After several hours, the two forces seem to have come to a stand still when reinforcements arrive. Psa'gh and his kobolds enter the town and help crush the human defenders. (See Fy 14, Fy 20; Fy 25, Am 1.)

What This Means: The two mighty humanoid leaders have finally come together, and two human towns (Rhoona and Landersfjord) have suffered a crushing defeat. The goblinoids then proceed to plunder the farmsteads all around the town, gathering all the food, gold, and weapons they can carry.

FYRMONT 22, AC 1014: Synn's Agents Learn of Ancient Magics

Location: City of Ylaruam, Emirates of Ylaruam. KW

Description: Agents working for Synn at the World Games hear rumors about a cursed place of great magical power called the Dead Place (see GAZ 2: Ylaruam, p. 63). They discover that this sacred battleground is apparently located somewhere in the Emirate of Nithia. They decide that once the World Games are over, they will eventually begin looking for this place to see if they can find any powerful magic for themselves and Synn. (See Fe 15, Fy 15; Am 3, Am 13.)

What This Means: This is exactly what it appears to be: the search for magic and power.

FYRMONT 25, AC 1014: Clash Against Orcs

Location: Landersfjord, Vestland. KW

Description: The armies of Vestland finally catch up to the humanoid forces near the newly created ruins of Landersfjord. The goblinoids, under the brilliant leadership of both Thar and Psa'gh, manage to outflank the first wave of humans and cause them to flee back to the north. Meanwhile, the goblinoids themselves pull back, retreating toward the Soderfjord border where they intend to try and lose all pursuit. (See Fy 20, Fy 21; Am 1, Am 5.)

What This Means: Both Thar and Psa'gh know that they cannot defeat the humans head to head with the poor equipment they have for their horde. They are now trying to find better terrain so the fighting will favor them. Since the forces sent into the Makkres Mountains have now returned, the way back to those mountains have been blocked. The goblinoid leaders therefore favor moving southwards, perhaps into the mountains of Rockhome, rather than trying to force their way back into the Makkres.

FYRMONT 26, AC 1014: Ne'er-do-well Reaffirms its Independence

Location: Ne'er-do-well, Alatian Islands. KW

Description: King Koryn the Harpist sends messengers to Ionace, informing the Council that Ne'er-do-well is an independent nation but friendly with the world, and that ships from all over the Confederacy are welcome to make use of the ports just as any other mercantile nation may. (See Ya 23; Am 21, Am 22.)

What This Means: Ne'er-do-well intends to remain independent from both Thyatis and the NACE, while trading with both - and preying upon both nations' ships too. Commander Broderick has better to do with his troops than invading the isles.

FYRMONT 26, AC 1014: Trouble in the North

Location: Ethengar. KW

Description: Hulagu Khan of the Uighurs leads his clan out of the Ethengar steppes and into the Heldann Territories to start the invasion ordered by the Great Khan. After a brief skirmish with patrols of the Heldannic Knights, Hulagu returns to Ethengar and the Golden Khan sends a message to Wulf von Klagendorf stating his apologies over a mix-up he will correct immediately. (See Fe 7; Am 4, Am 8.)

What This Means: Oktai Khan and his Glantrian agents sent a false message to Hulagu Khan, who has well known desires to invade the Heldann Territories. The message claimed that the Great Khan decided to invade Heldann because the sacred white stallion has been roaming in those lands and that was a divine sign to conquer them. Not caring about anything except attacking the Heldanners, Hulagu did not even bother to verify the authenticity of the message and started the invasion. Before he could get too far, however, real envoys of the Golden Khan managed to stop him and convince him to return to Ethengar. The fake messengers are captured and they are discovered to be Taijit warriors.

Moglai Khan, now having had the last straw of Oktai's plots, has decided he will eliminate this rival once and for all. He sets in motion a plan to reveal Oktai Khan's secret alliance with the Glantrians so he can gain the support of his people to destroy the rival Khan.

Those with GAZ 12: The Golden Khan of Ethengar, can find the information on the various Khans and tribes, as well as the above plot in the sub-plot Trouble in the North (p. 61), of the adventure In The Service of the Golden Khan. It could now be a good time to play out that adventure with the PCs.

The whole incident is a plot devised by the Glantrians to keep the Ethengarians at war with the Heldann Territories so that Glantri would be safe.

FYRMONT 28, AC 1014: World Games End

Location: City of Ylaruam, Emirates of Ylaruam. KW

Description: The World Games end with huge parades and celebrations. The Council that makes the rules for the World Games go into debate, planning the Games for next year. (See Fe 15, Fy 15.)

What This Means: The councils of merchants and diplomats that work on the World Games begin discussing the future of the World Games. Although the Games are very exciting and worthwhile, the nations of the known world can no longer afford to continuously send their athletes every year. Proposals are made that after the Shireton Games in AC 1015, the Games should be held only every second or even third year.

The winners of the World Games are left to the DM's discretion.

AMBYRMONT 1, AC 1014: Disaster at Bangore

Location: Bangore, Mumlyket of Jalawar, Sind. KW

Description: Hool's forces, after a long and dangerous trek to the Atruaghin Plateau, decide to send a raid against the village of Bangore. To their surprise, a large portion of the Mumlyket of Jalawar is there. They are routed, and retreat back to the plateau, only to meet with forces from Shajarkand as well. Hool's expedition is nearly devastated, and sent into total retreat. (See Kl 22, Fe 17.)

What This Means: Hool had thought the Sindhi off guard, as it had been a while since they had been heard from, so he allowed the raid on Bangore. Much to his dismay, the Sindhi were prepared, and struck him a mighty blow. It will be months before Hool and Nizam can bring their forces back together to continue the Great Migration to Atruaghin territory.

AMBYRMONT 1, AC 1014: Humans Counter-attack

Location: Landersfjord, Vestland. KW

Description: The forces of Ragnar attack the orcs of Thar and the kobolds of Psa'gh, catching them by surprise as they had believed that the humans of Soderfjord would not have sent large forces into Vestland. The battle becomes a stalemate as the effects of the surprise are just not enough to overcome the huge number of goblinoids involved. (See Fy 21, Fy 25; Am 5.)

AMBYRMONT 2, AC 1014: New Way of Rafiel

Location: City of Aengmor, Broken Lands. KW

Description: General Garafaele Galeifel and the royal wizard Kanafasti announce that the Way of Rafiel will be changed within the city of Aengmor. The most important changes relate to the abandonment of deformed children and the forceful exile of the Wanderers; these practices will no longer be performed within the city of Aengmor as they are no longer needed to ensure the survival of the race that has now reclaimed the right to live on the surfaced world.

This presents various rumors in the streets of Aengmor and although there is no open confrontations, it is obvious that not everyone agrees with the new rules. (See Fy 2, Fy 5; Am 14, Am 22.)

What This Means: Kanafasti would have loved to wait a bit longer before declaring such a ruling, but he is to become a Wanderer himself in a matter of days. Using the friendship and trust of Garafaele that he has earned by teaching the General magic (see GAZ 13: The Shadow Elves), they declare the new rule as law within Aengmor.

The shamans of the City of Stars make an official complaint to King Telemon about the blasphemy of the Radiant General, but Telemon says that he wants to wait and see what will happen. Porphyriel, the head shaman, truly does not care if those on the surface leave, as they have been causing her trouble for a while now. But she must put up a show of concern to prevent others in the City of Stars to decide that it's alright and leave as well.

The whole idea itself sprang up from none other than Xatapechtli. Using his friendship with Kanafasti, he managed to convince the mage that it would be a good thing to do for the shadow elves and especially the Wanderers. Kanafasti has no idea that he is also helping spread the plans of Atzanteotl.

AMBYRMONT 3, AC 1014: The Road to Nithia

Location: City of Ylaruam, Emirates of Ylaruam. KW

Description: Synn's agents hire a guide and porters to bring them to the fabled Dead Place in the Emirate of Nithia. (See Fe 15, Fy 22; Am 13, Ei 9.)

AMBYRMONT 3, AC 1014: Unexpected Visitor

Location: C'Kag, Orclands, Darokin. KW

Description: General Tlatepetl, in his fortress of C'Kag, receives an unexpected visit today from Khordarg. The red dragon is mildly surprised to see Tlatepetl is now running things, rather than the trolls. After some discussion, she offers him the same deal she offered them - serve her, or burn. He opts for the former course of action. (See Fy 2, Fy 17; Am 6.)

What This Means: General Tlatepetl has just met the true mastermind behind the troll's dominance in Orcland. Khordarg had been guiding them to take over the Orclands for years, but Tlatepetl and his allies managed to destroy trollish opposition last year, while Khordarg slept. She doesn't really care who works for her, so she lets Tlatepetl remain. If anything, she is pleased at the change of command, for she foresees a day when her (competent) new servants can form a force to march on the ruins of Jhyrrad, in Rockhome, where one of her dire foes, a red dragon named Ambur, lives (see Dragon #171). Tlatepetl, also, sees possibilities in this relationship.

AMBYRMONT 4, AC 1014: Treachery Revealed

Location: Ethengar. KW

Description: While escaping from the camp of Oktai Khan (whose assassins attempted to kill them), agents of Moglai Khan intercept a messenger bound for the orc keep of Dast. He carries a message for Moghul-Khan, promising the yellow orc great wealth if he will send his humanoid forces to attack the Yakka Clan. They quickly return to the Golden Court with evidence of Oktai's treachery.

Moglai also manages to catch Oktai Khan's messengers to his Glantrian allies (Prince Jherek, at least who he thinks is his ally; the Prince simply uses him as a pawn) asking for help in return for all the information and secrets Oktai has revealed to the Glantrian over the years.

With that, Moglai Khan moves the Keshak (Ethengarian equivalent of Royal Army) and the Murkit warriors after the traitorous Khan. Oktai's tribe, the Taijit, defend their Khan. (See Fy 26; Am 8, Am 9.)

What This Means: This continues the Golden Khan's plot to eliminate his rival among the Khans (Oktai).

AMBYRMONT 5, AC 1014: Unrest in Ylaruam

Location: Village near Sulba, Emirates of Ylaruam. KW

Description: A village not far from Sulba is raided today, and nearly burned to the ground. Troops from Sulba don't arrive in time to save any of the inhabitants. Among the dead are the bodies of four Thyatian soldiers, apparently slain in the fighting. Word is immediately sent to the Sultan of a possible subversive Thyatian presence. (See Fe 5.)

What This Means: Mokamet-Qadi has been roaming and making a nuisance of himself these past months. With the aid of the Thyatians, he has managed to skillfully ravage a number of villages, slaying everyone not fit to serve as a slave (who are then sent off to Thyatian slave markets). He finally decided that he didn't need the humans any longer, and had them killed.

The major consequence of this is to put the Kin faction even further up in arms over the presence of dangerous foreigners in Ylaruam.

AMBYRMONT 5, AC 1014: Thar and Psa'gh Defeated

Location: Landersfjord, Vestland. KW

Description: The armies of Thar and Psa'gh are crushed by the human forces of Soderfjord and Vestland after a huge battle in a deep valley within the hills around the town of Landersfjord. The fates of Thar and Psa'gh remain unknown to the human victors. (See Fy 25, Am 1; Sv 4.)

What This Means: The humanoid forces of the Northern Reaches have just been dealt a crippling blow. After this, they should no longer be much of a threat to the norsemen. After several days of skirmishing and minor battles with Ragnar and the men of Soderfjord, the goblinoids were unfortunate to back off into a valley which was suddenly blocked off at the other end by the forces of Vestland. The goblinoids were crushed in between without any place to escape in large numbers.

Ragnar returns victorious to his people, having regained most, but not all, of his prestige of being a great warrior and King.

AMBYRMONT 6, AC 1014: Alebane Returns Home

Location: Xorg, Orclands, Darokin. KW

Description: Alebane turns back towards the orc keep of Xorg, not even halfway to Ft. Hobart. Darokin troops have been whittling away his forces for the past few days, and he has not been able to do much in exchange. Rather than face the entire Second Army of Darokin with his pitiful band, he turns tail and settles in for a long winter. (See Fy 20, Am 3.)

What This Means: Alebane's strong will has won out over the Huptzeen - this time. He realizes what a foolish move he nearly made, but he is getting weaker. Darokin is coming increasingly to the realization that the Orclands may be a problem.

AMBYRMONT 8, AC 1014: Oktai Khan Meets his Fate

Location: Ethengar. KW

Description: Oktai's tribe, the Taijit, defended their Khan at first, but when they learn that he was a traitor, conspiring with both Glantri and goblinoids, they desert him. Oktai Khan is eventually captured, and beheaded by the Golden Khan. (See Fy 26, Am 4; Am 9.)

What This Means: The Golden Khan has just eliminated one of his rivals among the Khans (Oktai). This helps him regain more control and prestige, which has been slowly slipping away the past few years.

AMBYRMONT 9, AC 1014: War Declared

Location: Ethengar. KW

Description: Moglai Khan declares that the Glantrians have caused much trouble between them and the now submissive Heldannic Knights (or so he keeps telling his warriors), hoping to get them to waste time fighting between them. They nearly succeeded because of the traitor, Oktai Khan. But now the Ethengar warriors are aware of the treachery, and they shall have their revenge. Moglai Khan promises that Glantri's time is nearing its end as it shall be the first to fall to the glorious Ethengar Empire that shall be formed. (See Am 4, Am 8.)

What This Means: By declaring that the Ethengar hordes will ride again to war, against their hated enemy Glantri at that, Moglai is taking care of the morale problems brought up by the truce made with the Heldannic Knights. Now, instead of fighting each other or complaining about Moglai's rule, they are preparing themselves for another war. Moglai begins the planning of the battle he expects to start next year.

The Glantrian spies in Ethengar manage to learn of the plan and warn the Council of Princes about the upcoming invasion. It seems that their plan has backfired dramatically and now they'll have to pay the price for their meddling.

This is the follow up and conclusion to the above mentioned adventure presented in the Ethengar GAZ.

AMBYRMONT 9, AC 1014: Sultan Overworked

Location: City of Ylaruam, Emirates of Ylaruam. KW

Description: The Sultan of Ylaruam is flooded with complaints from many discontent Ylari who are upset and complaining about the ways that the infidel foreigners have been treating them and behave the past couple of weeks during the World Games.

Then, word starts spreading on the streets that the Sultan is no longer fit to rule. And many begin to agree with it, not wanting to see foreigners in their land again and believing that the Sultan's attitude at making peace with the infidels is wrong. (See KI 15, KI 26, Fy 15; Am 12, Am 20.)

What This Means: This is the work of the Kin faction, seeing the best chance they have ever had at gaining control of the throne of Ylaruam. It seems that the Ylari, although peaceful and respectful, were just not ready to handle so many foreigners and cultures all at once.

AMBYRMONT 12, AC 1014: Sultan's Response

Location: City of Ylaruam, Emirates of Ylaruam. KW

Description: The more vocal of those upset with Sultan Mohammed Al-Kalim are arrested and trialed for treason, with some executed that same day.

Many of the relatives of those executed become even more upset at the Sultan, and vow to avenge their dead. (See KI 26, Fy 15, Am 9; Am 20, Sv 6.)

AMBYRMONT 13, AC 1014: Synn's Agents Arrive at Nithia

Location: Emirate of Nithia, Emirates of Ylaruam. KW

Description: Synn's agents in Ylaruam arrive in the Emirate of Nithia and begin searching the area that is supposed to contain the Dead Place. Unfortunately for them, it is currently covered in sand and will be rather hard to find. (see Fy 22, Am 3; Ei 9, Ka 17.)

AMBYRMONT 14, AC 1014: Shadow Elven Crisis of Faith

Location: City of Aengmor, Broken Lands

Description: Tensions begin to mount in the city of Aengmor as the shadow elves begin to polarize in opinion on whether or not to support the new Way of Rafiel or return to the old one.

General Garafaele puts his foot down and does not allow any fighting to occur, giving harsh discipline to elves of either opinion who start being too violent or forceful about their thoughts.

Also, officials from the City of Stars begin demanding that Garafaele return to the proper worship of Rafiel before actions are taken to relieve him of his duties. (See Fy 2, Am 2; Am 22.)

What This Means: The cult of Atzanteotl is stirring up the trouble. They hope that they can get the elves of Rafiel to fight each other until they are sick altogether of Rafiel, no matter which way you worship him. That's when it will be easy for Atzanteotl to move in and gather even more worshippers.

AMBYRMONT 18, AC 1014: Rampaging Spiders

Location: West Portage, Isle of Dawn, Empire of Thyatis. KW

Description: A few survivors of a massacred Thyatian colony on the Thothian Plateau (Great Escarpment) on the Isle of Dawn make it back to West Portage. They claim their village was attacked and destroyed by huge spiders.

The Thyatian military refuses to involve itself as the Thothian Plateau and its inhabitants are the responsibility of Thothia as detailed in the Isle of Dawn Treaty (Klarmont 13, AC 1012; PWA3). Needless to say, the Thyatians colonists are not to pleased with their own people and former government. Still, adventurers go in on their own to see what happened. When word reaches Thothia a few days later, the Pharaoh sends in military patrols to see what is going on.

What This Means: The colony was attacked and wiped out by the residents of the plateau: aranea. The aranea used to worship Arachne Prime, and had an evil culture based on the beliefs of this Immortal of Entropy. However, Arachne Prime was defeated by adventurers a couple of decades ago and the aranea have since been on their own. Despite losing several of their number to a war with phanaton and other forest creatures, the culture of evil aranea survived, and they have decided that they have taken enough trespassing on their territory of the Great Escarpment. (The aranea, phanaton, and Arachne Prime are all detailed in the D&D adventure module M5 Talons of Night, and probably took place during the years AC 990-1000). Regardless, there is a culture of evil aranea on the Great Escarpment, and they are now attacking the “invading” Thyatian colonists.

A note to DMs: The aranea of the Known World are not like those on the Savage Coast. First of all, they are more evil (mainly because of their religion) instead of neutral. Secondly, and most importantly, they do not seem to have the ability to shape-change as their Savage Coast relatives can.

AMBYRMONT 20, AC 1014: Blood Feuds Erupt

Location: Emirates of Ylaruam. KW

Description: Two tribes of nomads in Ylari clash over their opinions about foreigners and the Sultan, and the battle turns deadly and bloody. Within days, many other tribes take up arms, and it seems that Ylaruam has fallen into an unofficial civil war (since no one has yet tried to overthrow the Sultan; they’re fighting over difference in opinions).

Besides fighting themselves, many also target the foreigners still in Ylaruam, blaming them for all the trouble that is now happening in their nation. (See Am 9, Am 12; Sv 6.)

What This Means: This is exactly the effect the Kin faction has been trying to get. It is also a dangerous time for any foreigners still in Ylaruam, especially mages and elves.

Another minor influence in the events are the Thyatian spies. Seeing trouble on the way, Thyatis would love nothing better than to have Ylaruam fall into a civil war, keeping their warriors busy and preventing them from raiding the Thyatian mainland. They start doing what they can to promote the fighting without drawing any attention that Thyatis is even involved.

AMBYRMONT 21, AC 1014: Helskir Contacts the NACE

Location: Ionace, NACE. KW

Description: Messengers from King Eruul Zaar and Queen Asteriela Torion of Helskir ask for an audience between the Alphatian Council and their King and Queen. A meeting is called for the following day. (See Ya 23, Fy 26; Am 22, Ei 12.)

AMBYRMONT 22, AC 1014: Helskir Meets the Council

Location: Ionace, NACE. KW

Description: King Eruul Zaar and Queen Asteriela Torion teleport to the Parliament on Ionace, where they meet with the kings of the Alphatian Confederacy. Queen Asteriela first informs the Council that she knows about the survival of Alphatia and Empress Eriadna within the Hollow World - the crew of the Flying Fish told her so four years ago - , so they can discuss freely about the future of the region. She tells that now that Zandor has been deposed, the situation may only better - but unfortunately Helskir has agreed to become part of the Thyatian Empire before the event happened, and cannot leave it for the NACE without provoking her brother’s wrath and destabilizing the relative stability on the Isle of Dawn. However, Helskir has kept its status of Kingdom and as such can establish diplomatic ties with the Confederacy. This would provide a means of communication between the two empires, and maybe preventing tensions or even wars. The Council agrees to open up diplomatic ties with Helskir. (See Fy 26, Am 21; Ei 12.)

AMBYRMONT 22, AC 1014: Unrest in Aengmor

Location: Rafielton, Aengmor. KW

Description: The tension in the City of Aengmor soon spreads to Rafielton. Before long, the shadow elves of the Canolbarth Forest are also into the debate. (Am 2, Am 14; Sv 12.)

What This Means: This is just a logical progression of the religious upheaval throughout the realms of the shadow elves. Of course, it doesn’t help that the cult of Atzanteotl is also helping to spread the tension and disorder.

THE RISING OF AENGMOR

[Editor's note: This eyewitness account was submitted by Julius Fyodorov, an old friend of Dorrik from Threshold. Julius is an accomplished archeologist, having obtained a degree at the University of Biazzan in the Empire of Thyatis. This is Julius's first time writing a correspondence for anyone, as it will become clear by his occasional ramblings and changing of subjects. Still, despite Dorrik's suggestion of editing most of it out, I have decided to leave most of it as is, as it helps show the reader Julius's perspective of things.]

I've first seen the Joshuan Almanac last Nuwmont in Kelvin, where I was working on the ruins of the ancient city of Lavv (may Halav protect us all!), and those predictions in the end immediately attracted my notice, especially the one about something arising from "deep below". At first I thought: "Hey! We'll have to dig no more, Lavv will finally raise to the surface", but unfortunately it wasn't so. A few months later my old friend Boldar, a dwarf from Highforge, comes to my home in Treshold and tells me that his uncle Dorrik will be the publisher of the new Almanac and that he thinks that prophecy refers to the city of Aengmor and that they want me to write something about it for the next edition of the Almanac.

At first I thought they wanted me to write about the long history of Aengmor and I accepted with pleasure to help my old friend, so imagine my astonishment when I later realized that they wanted me to go there, in Aengmor I mean, and report on what was happening. OK, I've done a few adventures when I was young, but it was a looong time ago. Anyway I draw out my old adventuring gear and headed north-west to "conquer" the inexpugnable city of Aengmor.

Boldar informed me that diviners claimed the city would rise sometime in Fyrmont, but how could I get there, if even an army of dwarves didn't manage to enter the underground city? "No problem", said the new publishers in Mirros, "wait for friends in Corunglain". I waited there, studying the old buildings of ancient "Corun's Glen". Suddenly, one foggy morning, a bunch of noisy gnomes "kidnapped" me from my bed and took me to their city: Serraine. It was the ugliest journey of my life: even today I feel sick recalling that damned journey on that Cloudclipper. Hopefully Halav protected me.

In Serraine, after spending a couple of hours at immigration control, a gnome called Baublebob welcomed me and brought me to the Imperial Hostelry where there was a room reserved for me. Baublebob also told me that he was an old friend of Belzamith, that he knew about my mission and that I was supposed to fly with him in his Tomcat for an aerial observation of the raising city of Aengmor. I was terrified, but I could not refuse, so I started praying to Halav. A few hours later I learned that I wasn't the only reporter here, there were also correspondents from the Glantrian Free Press and the Ierendi Adventures Quarterly. It seems that the Mystaran Almanac is not the only one to use sages, psychics, and diviners to learn what will happen before it does.

On Fyrmont 2, a beautiful cloudless day, the city of Serraine was cruising high above the Broken Lands when at sunset someone noticed an extraordinary volcanic activity in the area known as South Gnollistan, just along the Streel river. Me and Baublebob quickly boarded his flying machine and took off, I had with me also the magnificent gnomish farseeing contraption.

We swiftly descended among burning ashes and squirts of molten lava down to a few hundred yards above ground level in the small canyon between the Sun's Anvil plateau and the mountains to the west, and the sight was both astonishing and terrible: the land was shaking and rumbling. Bubbling water from the Streel river was flooding the nearby rocks before turning into steam. All around screaming gnolls and orcs were trying to flee the falling ashes. Suddenly large cracks opened in the ground and lava started flowing outside burning everything it found in its course: gnolls, orcs, and their villages (or should I say lairs?).

Then a large city emerged in a cloud of smoke. It looked as if the city was floating on lava as Floating Ar does on air (and Serraine too, of course). Some sort of dark bluish magical dome covered the city, protecting it from the ashes and rocks that were falling everywhere else, destroying all they landed upon. Then the magical dome started to fall apart, and the mystical blue energies fell down into the lake of lava beneath the floating city, and had an amazing effect: the lava quickly cooled and solidified, turning the lake into solid ground, anchoring the formerly floating city into place once and for all. So the prophecies were true and Aengmor was now under sunlight after so many centuries.

I started peering at the ancient city with my gnomish contraption: there were many creatures, probably shadow elves, running in the small and tangled streets, most of them were trying to protect their eyes from sunlight, others were crying, a few others were preparing for battle with shining swords in their hands. I had just noticed a strange elf with a purple mark on his face looking desperately at something that he kept in his hand, when the gnome advised me of an incoming threat: several flying beasts (skinwings) mounted by shadow elves were taking off from Aengmor.

Baublebob started maneuvering to get out of range, but unfortunately something (an arrow? a spell? molten lava?) hit our Tomcat and we were forced to a so-called “crash landing”. Thanks to Halav we landed... ehm crashed almost unhurted a few miles south.

The sun was already set, so we decided to spend the night there. I took first watch, while Baublebob started meddling with what was left of his flying machine hoping to build something useful out of it. It was there, on that moonless night, that I met Eleandor, a female shadow elf with long silver hair and a big purplish mark on her forehead. She looked frightened, as if she was fleeing from someone or something. I know a bit of elvish, so I tried to speak to her, but her elvish was quite different from the one spoken by the Callarii. Still, they were a bit similar, and I managed to learn that she was looking for a particular cavern that would allow her to get back to the City of Stars deep beneath the ground. We took shelter in a nearby cave, after driving away a few fearful and panicked orcs. We decided to help Eleandor, for reasons I still don't know why; probably because I felt ashamed of leaving someone looking so helpless and frail alone in an area infested with goblinoids running around in fear.

The trip to the cave to the City of Stars took two days, during which I tried to learn something more about Eleandor and the city of Aengmor. The following is what I learned: Eleandor isn't a common shadow elf, but a member of a particular race recognizable from the purplish mark on her forehead and worshipped by common shadow elves as a messenger of their Immortal, something similar to what happens in the Thothian society. That crystalline dust was part of a bigger amulet, a sort of symbol of power, that she certainly broke during her hazardous escape from the city of Aengmor.

I managed to learn also what she was fleeing, and these aren't really good news for us. The followers of an evil Immortal, probably Atzanteotl but I'm not sure, took control of the city and managed to raise it again to the surface, thus weakening, but I don't know how, the marked-ones like Eleandor. From what she told me it looks as if most of the dwellers of the city of Aengmor are evil, warlike and ready to wage war on the humanoids first and the bordering human nations then. [Ed. Note: Upon questioning Julius again, he is forced to admit that his interpretation of what was said could be wrong. Indeed other investigations show various factions and beliefs within the city. Therefore, the above statement on the attitude and plans of the shadow elves is merely hearsay, and quite possibly an incorrectly translated hearsay as well.] She said that the whole city cooperated to raise the city to the surface, though she and her fellows tried to stop the others until it was too late.

When Aengmor was finally raised, she was forced to leave because she feared for her soul; I didn't understand this very well, but I think it means that she feared that the evil elves in Aengmor have some sort of necromantic power and use it on the bodies of dead people.

We finally arrived safely at the cavern two days later, then left her to proceed on her way to the City of Stars. As a final comment I must say that, if this stuff is as true as it sounds, we should start worrying now about this new threat to humankind. If you thought that Bargle and the Master were the most dangerous thing you could meet in your life, you'll have probably to reconsider all, because these shadow elves from Aengmor (the city) look really nasty as told in the old Alfheim legends. I don't know if the elves in Rafielton are so evil too, but I fear it and hope that the marked elves will help us. [The Editors of this Almanac would like to once more remind the reader that these are solely the opinions of the correspondent, and not necessarily those of the Almanac. The shadow elves are a concern, but one should learn more about them before judging them based on old, superstitious legends. Ed.]

May Halav guide us... we need his help.

J.F.