

### **SVIFTMONT 3, AC 1014: Jaggar Wises Up**

**Location:** Glantri City, Glantri. KW

**Description:** Prince Jaggar von Drachenfels ends his affair with Dolores Hillsbury and the two seem forever opposed in Council meetings.

**What This Means:** Two years ago, Prince Malachie brought Jaggar some scales of a dragon and wanted to learn which type of dragon they were. Jaggar has been intrigued because, despite being the master Dracologist, he has never seen that type of scale/dragon before. After a few more talks with Malachie and sending his spies out to discover where the Prince of Morlay-Malinbois found these scales, Jaggar has eventually discovered that Dolores has something to do with them. (Malachie did not tell him directly as he finds it would be more believable if Jaggar finds out for himself.) After examining everything he has done since taking up with Dolores, including supporting Kol and his kobolds over the elves of Erewan, Jaggar becomes dismayed at the fool he had been. He has vowed to destroy Dolores for the chaos she has caused in Glantri, and for the evil he has unknowingly done in her name. But he knows better than to try and confront her directly. As all Princes/mages do in Glantri, he begins to use his influence and political power to destroy her on the political level since a direct confrontation between Princes is not allowed without sufficient cause (personal hatred does not count, nor does not being human, in Glantri).

Also, he has more pressing matters of planning the defense of his nation against Ethengar's invasion, which could come at any time. This is a battle he has been waiting for a long time and he wants to make sure everything is perfect.

### **SVIFTMONT 4, AC 1014: Thar and Psa'gh Lick Their Wounds**

**Location:** Makkres Mountains, Vestland. KW

**Description:** Back in the Makkres Mountains, Thar, Psa'gh, and the survivors of their hordes return to Thar's lair and gather what they can in terms of supplies and new recruits. The rag-tag horde then leaves the area and moves south, toward Rockhome. (See Am 5.)

**What This Means:** Thar and Psa'gh have been soundly beaten by the humans, and they know it. They view that Thar's lair in the Makkres is undefendable with the small number of humanoids they have with them, so they want to move as far away from the humans as they can. The logical choice was toward Rockhome; a large area of the dwarven nation, particularly near three volcanoes, is rather barren of dwarven settlements. The two goblinoid leaders view this as the best place for them to once more gather their forces.

### **SVIFTMONT 6, AC 1014: Kin Make Their Move**

**Location:** Emirates of Ylaruam. KW

**Description:** The Kin faction publicly declares that the turmoil currently happening in Ylaruam is all because of the Preceptors, their Sultan, and their political method of dealing with foreigners. They make proud speeches about how the true Ylari way and way of Al-Kalim is the warrior way, not the way of weakness of the so-called "civilized" people of the rest of the world. They preach out that the brave warriors should help restore the Kin faction to lead Ylaruam, to return the Ylari to the glorious warriors they should be.

The sides are therefore made in the Ylari civil war; the Alasiyani (Preceptors) against the Abbashani (Kin). The other Emirates help neither side officially as the tribes within are more or less evenly split between the two, or just don't want to participate. (See Am 12, Am 20; Sv 19, Ei 1.)

**What This Means:** This is the official declaration of war against the sultan by the Kin faction. Although it was tribe against tribe at first, now there are definite sides, and thanks to the news spread around the nation of what has happened in Ylaruam City during the World Games (admittedly mostly exaggerated by the Kin), the Kin faction is receiving enough support to stage their coup.

### **SVIFTMONT 8, AC 1014: Karameikos Makes an Official Announcement**

**Location:** Mirros, Karameikos. KW

**Description:** King Stefan once again makes good use of the resources of the Karameikan School of Magecraft by teleporting copies of an official declaration in which he confirms the existence of the Hollow World as per "Claransa's Travels to the Center of the World", and also reveals the survival of Alphatia in the Hollow World as one of those levitating land masses known as the floating continents. Those copies are sent to rulers, libraries, magicians' guild leaders and public figures in Aengmor, Darokin, Ethengar, the Five Shires, Glantri, the Heldannic Territories, Ierendi, the

major towns of Karameikos, Leeha, Minaea, Minrothad, the many nations of the New Alphatian Confederate Empire, Ne'er-do-well, Ochalea, Ostland, the Pearl Islands, Rockhome, Serraine (courtesy of Master Terari), Soderfjord, Thyatis and its colonies on the Isle of Dawn and Aegos, Vestland, Wendar, and Ylaruam.

Stefan also announces that another expedition will be sent to the Hollow World next year. (See Fy 11, Fy 19; Sv 8, Sv 9.)

#### **SVIFTMONT 8, AC 1014: The NACE Makes an Official Announcement**

**Location:** Ionace, NACE. KW

**Description:** The Council also makes an official declaration in which it confirms the truth of the Karameikan statement, reaffirming the existence of the Hollow World, and the survival of Alphatia ruled by Her Imperial Majesty Eriadna; it also reaffirms that the New Alphatian Confederate Empire is part of Alphatia and is ruled by the Council in Empress Eriadna's name.

The Council also states that the region claimed by the NACE that leads to the north pole, from Alpha to Faraway via Qeodhar, including the waters between those places, are restricted to the sole use of the Confederation. Nations or individuals that wish to use that route to the Hollow World must first petition the Council, or find another route. (See Fy 11, Fy 19, Sv 8; Sv 9.)

**What This Means:** This declaration and that from Karameikos were written in common during the last weeks, and the destinations of the teleported copies carefully chosen. Karameikos has already been assured that it has permission to sail through Alphatian territory to reach the Hollow World. The fact that the path to the northern pole is under Alphatian control is more a wish than a fact: The confederate navy cannot patrol the seas enough to prevent isolated ships from going through (it already has difficulties preventing Minaean pirate raids), although whole fleets will never be allowed to pass; in fact, Baron Norlan will profit from it by allowing illegal ships to sail to the north in return for a small bribe.

Minrothad sees this as a further ground for reopening the pit of Aegos, since the Alphatians will need a way to trade between the two worlds, and, unless they find another route, the pit can become very profitable.

On the other hand, this is bad news for Thyatis, since it puts an end to their dreams of conquest of the Hollow World. The pit of Aegos has lost most of its interest, since it is now clear that it couldn't be used to send enough Thyatian legions; it would only benefit Alphatia.

The Heldannic Knights already knew of the situation in the Hollow World, and have realized it is lost to the Alphatians. They have long tried to keep its existence a secret, but now it is no more that important to them. They laugh at the declaration of the NACE stating that the easiest route to the north pole is restricted, since they are sure they can force their way through if they wish - at least once they will have dealt with this insurrection at home. Moreover, they know of other routes, and prefer to use the southern pole by using their base at Green Bay.

The shadow elves have too many internal problems to deal with to fully realize the importance of this declaration; when they realize it, however, will they understand that their underground route to the Schattenalfen caverns may be even more valuable than they first thought.

#### **SVIFTMONT 9, AC 1014: Norlan Is Furious**

**Location:** Ionace, NACE. KW

**Description:** An infuriated Baron Norlan, who has just learned of the existence of the Hollow World and Alphatia, is teleported by his pet mage to the Parliament on Ionace. He yells in the corridors of the building, requesting explanations from his peers. He eventually meets Queen Gratia of Surshield, who yells at him in return. When Norlan agrees to calm down and hear her explanations, she tells him that the Council already knew it all when the Confederation was created, and that every ruler adhering to the NACE was informed of it during his first meeting at the Council. It is his fault if he never learned it, since he never attended a single Council session or even sent a representative. (See Fy 11, Fy 19, Sv 8.)

**What This Means:** Norlan still believes the Council voluntarily hid the information from him because they dislike him and want his fall. He decides to send a representant to the Council just in case, but assumes the better way to learn what the Council wants to keep away from him is by sending agents from his Special Force to do some spying. Also, it won't be long before he understands where Mariella went; now that he knows that Alphatia still exists somewhere, she has once again become important to him.

#### **SVIFTMONT 10, AC 1014: Torolai discover Dogrel**

**Location:** Dogrel, northwest of Kogolor lands. HW

**Description:** Scouts of the Torolai discover the town of Dogrel (unimaginatively named after himself), located in the valley along the Great Mud River. They return to report to Zorok, their chieftain. (See Sv 14, Sv 20.)

**What This Means:** King Dogrel of the Alpathia Neatharum started his own community last year without any of the Imperial laws forbidding slavery of the Neathar. With the discovery of a silver mine in the nearby mountains, Dogrel ordered his loyal men to capture even more slaves and have them dig up the rich resource.

Zorok, chieftain of the nearby Torolai tribe, noticed the disappearance of his people and sent his best scouts out to see what was going on.

#### **SVIFTMONT 12, AC 1014: Shadow Elves Try For Peace Again**

**Location:** Rafielton, Nation of Aengmor. KW

**Description:** Princess Tanadaleyo of Rafielton again invites the former elves of Alfheim over to discuss peace and help save the forest. She states that the attempted assassination was not at all sanctioned by her, and that they are still looking for the individual shadow elf who fired the first arrow so he can receive proper punishment. She claims that elf must have been one of the discontent of her nation who are paranoid of the surface elves, just as the Alfheim Avengers who have been constantly raiding them the past year or so are paranoid of shadow elves. Tanadaleyo wishes to prove that only a minority, on BOTH sides, wishes for war, while most want to live together in peace.

Unfortunately, after the last incident, the former elves of Alfheim are rather insecure about returning to the land of their enemies. A few of the more adventurous ones do go back, but they are always on the edge, expecting a trap, and discussions go very slowly. (See Ya 19, Am 22; Ka 8, Ka 22.)

**What This Means:** Princess Tanadaleyo's statement is more or less true. Although she has no love for the former elves of Alfheim and couldn't care less what they do, she does need them. First, they have the magic necessary to save the Canolbarth forest, which she and her people have come to see as theirs, especially since they are the ones who caused its present state of near-destruction.

Even more important now, she needs them for the influence they can have on the shadow elves of Rafielton. She has noticed the steady entrance of worshippers of Atzanteotl into her nation from the city of Aengmor and believes it to be rather dangerous. Her own spies report that the Atzanteotl elves are preparing a rebellion against the shamans of Rafiel, although they have no idea how they are planning to do it. Although Tanadaleyo herself dislikes the shamans and wants to get rid of them, she would rather keep the power for herself rather than simply replacing the control of the shamans of Rafiel with the control of the shamans of Atzanteotl. That is why she would like her people to see the way of the elves of Alfheim as there was no religious control in their nation. Admittedly, the priests/Tree Keepers of Ilsundal were respected, but they did not have the political power shamans have in the shadow elf lands (more accurately, they did have the power, just rarely used it beyond advising the Clan Leaders, but the shadow elves don't know that). She would therefore rather see her elves become more like the surface elves than those of the city of Aengmor.

#### **SVIFTMONT 14, AC 1014: Zorok's Scouts Return**

**Location:** Torolai lands, Neathar Lands. HW

**Description:** Chief Zorok hears about his people been held as slaves by Alpathians. He declares that the Torolai will once more war on the Alpathians and sends messengers out to the other tribal chieftains to inform them what is going on. (See Sv 10; Sv 20, Sv 28.)

**What This Means:** Zorok has never liked the Alpathians and believes that the Empire merely declared peace so it could continue with its hidden agenda. He has always believed that they were too imperialistic and ambitious, and now he has been proven right.

Zorok intends to rid Neathar of the Alpathians once and for all, starting with the new town of Dogrel. If he were to learn that Dogrel was acting on his own, he would probably not believe it.

#### **SVIFTMONT 19, AC 1014: Defense League Wants to Help**

**Location:** Ylaruam City, Emirates of Ylaruam. KW

**Description:** The ambassadors of the Western Defense League in Ylaruam inform the Sultan that they are willing to send him, the rightful ruler of Ylaruam, troops to help stop the rebellion. Sultan Mohammed Al-Kalim refuses their aid as to bring in more infidels to help him will only make matters worse in the eyes of his people. (See Am 20, Sv 6; Ei 1, Ka 15.)

#### **SVIFTMONT 20, AC 1014: Neathar Leave Haldemar**

**Location:** Haldemar, Alphatian Neatharum, Alphatia. HW

**Description:** Many of the Neathar living in and around Haldemar slowly start to leave the area. (See Sv 10, Sv 14; Sv 28, Ei 14.)

**What This Means:** Zorok has been spreading the news about the enslavement of the other Neathar back in Dogrel, and the Neathar are losing their trust in the Alphatians. They are leaving Haldemar now while they still have a chance.

Dogrel notices the mass departures, but cannot do anything without arousing the suspicions of Empress Eriadna.

#### **SVIFTMONT 25, AC 1014: A Plague on Isla del Cayo**

**Location:** Isla del Cayo, Baronia de Gargo<sup>TM</sup>a. SC

**Description:** A dreaded disease breaks loose on la Isla del Cayo, killing the isolated Afflicted which live there. When word spreads throughout the Baronies, most people begin to shun and fear the afflicted even more, believing that they are carriers of this deadly plague. Rumors also begin to circulate that maybe this is another side-effect of the Legacies; since they have only been around for a few years now (or at least widespread for a few years), no one really knows what the long term effects are.

**What This Means:** This is just a disease which happened to affect the Afflicted living on the island, and nothing more. It's a sad case where people's fears are turning things much worse than what they really are.

#### **SVIFTMONT 28, AC 1014: Dogrel Raided**

**Location:** Town of Dogrel, Northwest of Kogolor lands. HW

**Description:** Zorok and the Torolai, along with a few other nearby minor Neathar tribes, lead a raid against the town of Dogrel, freeing several of the slaves forced to work in the mines. (See Sv 14, Sv 20; Ei 14, Ei 16.)

**What This Means:** King Dogrel sends more troops over to Dogrel, but cannot send too many without drawing Imperial attention to his actions. The Neathar will continue to harass this outpost for the next several weeks.

#### **EIRMONT 1, AC 1014: Sandstorm**

**Location:** Emirates of Ylaruam. KW

**Description:** A significant portion of both the Kin and Preceptor factions' armies are wiped out on the battlefield by a sandstorm. (See Sv 6, Sv 9; Ka 15, Ka 19.)

**What This Means:** This is just bad luck for both sides of the war. The sandstorm is completely natural, and just happened to strike on the battlefield of the two groups. Although the number of casualties are roughly equal on both sides, the Preceptors have just lost their best leaders in the storm.

#### **EIRMONT 5, AC 1014: Dwarves in Aegos**

**Location:** Stronghold, Fortress Island, Minrothad. KW

**Description:** Guild leader Oran Meditor, seeing great trade opportunities to come in Aegos, solicits help from the dwarves of Fortress Island to help in the redigging of the pit. Some dwarves accept the challenge.

**What This Means:** Human engineers have been unable to reopen the pit, their work hampered by the occasional earthquakes that occur irregularly in the region. Oran Meditor reasoned that dwarves would be better at this task, because evidences have been discovered that the Alphatians had used dwarven workers (this is true, but only partially, since gnomes from Serraine also participated in the works alongside dwarves from Denwarf-Hurgon).

#### **EIRMONT 7, AC 1014: Dissent Among the Warriors**

**Location:** Sind. KW

**Description:** Tension begins to grow among the Freedom Warriors. Many of the units not directly under Anand or Sitara's command start to ignore her suggestions or plans. This begins to cause losses in various strikes that should have been easy victories. (See Kl 5, Fe 6.)

**What This Means:** The underground movement of Sind had been started by the Rishiyas. They have been wanting to get rid of the Prophet of Gareth for some time now, but since she has been helping their movement so well, they decided to leave things alone for a while. In fact, this has helped them out tremendously, as Sitara and Anand have done amazing feats for the rebel movement. But now the common people are beginning to associate the Freedom Warriors with Gareth, and this is beginning to scare the Rishiyas once more. The occasional rumor that Sitara is the mortal incarnation of Himayeti has struck an even bigger nerve to the priests of the traditional cleric caste. They are beginning to fear that the Immortals will take offense at such blasphemy and curse them to fail at freeing their nation if they allow it to continue.

But the Prophet is too much of a hero now, so they cannot simply eliminate her. The Rishiyas are taking an indirect route by ignoring her plans and suggestions, hoping that the people notice the Freedom Warriors make mistakes and blame it on their “leader”, the Prophet of Gareth.

None of them seem to think of the possible result of losing Sind to Hule by destroying their own resistance movement themselves with such internal conflicts.

#### **EIRMONT 9, AC 1014: Saved by Orcs**

**Location:** Sandros Valley, Black Mountains. SC

**Description:** Stephan Karvich, the exiled regent of Nova Svoga, and his group are attacked by hobgoblins in the Sandros Valley. The outnumbered humans are about to be slaughtered by the goblinoids when they receive unexpected help by a group of orcs.

Once the hobgoblins are defeated, the men of Nova Svoga prepare to defend Anya from the orcs, but they are taken by surprise when one of them speaks Thyatian Common. He introduces himself as Thurgg, leader of the Dark Fangs, and welcomes them to their village but a few days away. After a bit of unease, Stephan Karvich accepts the offer and they start marching to their village. (See Ei 15.)

**What This Means:** Stephan Karvich and his group have been hiding within the valleys of the Black Mountains since the summer of AC 1012. With him, he has Anya, the nine-year-old heir to the throne and only remaining member of the margrave’s family. He intends to keep her alive and safe from the orcs no matter what as she is their only legitimate claim on the lands of Nova Svoga.

#### **EIRMONT 9, AC 1014: Dead Place Discovered**

**Location:** Emirate of Nithia, Emirates of Ylaruam. KW

**Description:** The Glantrian agents of Synn discover the obsidian dome that covers the portals of the Dead Place. They kill their guides to prevent them from telling anyone else that they have found it, then begin to dig up the huge obsidian bowl so they can examine it further.

The leader of the group teleports back to Glantri to inform Dolores (Synn) of their discovery and to gather more servants to help in the digging (probably goblinoids). (See Am 3, Am 13; Ka 17.)

**What This Means:** Synn has now found a place of great magic and is rather interested in seeing what she can learn from it. It will be some time before her agents can dig up the depression, as they fear using magic too close to such a magical place, which could have disastrous consequences.

#### **EIRMONT 12, AC 1014: Dunadale Contacts the NACE**

**Location:** Province of Dunadale, Isle of Dawn. KW

**Description:** The Thyatian Province of Dunadale, whose citizens are mostly of Alpathian descent, declares it will open up diplomatic ties with the New Alpathian Confederate Empire, like Helskir did the previous month. (See Am 21, Am 22.)

**What This Means:** The Thyatian governor of the province did this to please his citizens, as he was fearing an uprising. He hopes this won’t upset Emperor Eusebius.

#### **EIRMONT 14, AC 1014: Haldemar Attacked**

**Location:** Haldemar, Alpathian Neatharum, Alpathia. HW

**Description:** A large band of dinosaur riding Neathar attack the town of Haldemar, destroying the houses and causing as much damage as they can. One group is sent to destroy as many of the docked skyships as they can.

After much destruction from this unexpected attack from the inside, the Alphasians manage to chase the Neathar away. (See Sv 20, Sv 28; Ei 16)

#### **EIRMONT 15, AC 1014: Allies Are Made**

**Location:** Dark Fang village, Black Mountains. SC

**Description:** After staying with the orcs for a few days, Stephan Karvich has come to trust Thurgg as an ally. He still mistrusts the other orcs, but Thurgg tells them they are still in the process of change and says to give them time.. they are not used to helping others, especially not humans.

Thurgg teaches the regent and the young Anya about the philosophies of Gareth, hoping to spread his wisdom to the humans of the City-States. (See Ei 9.)

**What This Means:** When Stephan Karvich will be ready to reclaim Nova Svoga from the Huleans, it seems he will have orcs to help him. This could be a great surprise against the forces of Hule, since they believe that all the orcs in the area work for them.

#### **EIRMONT 16, AC 1014: Empress Demands to Know What Happened**

**Location:** New City, Jafilia, Alphasia. HW

**Description:** In an audience with Empress Eriadna, King Dogrel must explain what happened down in Haldemar and why the Neathar attacked. Dogrel claims to have no knowledge of what is going on.

Eriadna sends down several ambassadors to find and talk with the chieftains, as she did a couple of years ago. (See Sv 28, Ei 16.)

**What This Means:** The Empire is now taking a closer look at what is happening to the Neathar, limiting Dogrel's choice of actions. Dogrel begins to panic, and starts planing an escape route in case something goes wrong.

#### **EIRMONT 23, AC 1014: Revolt in Hockstein**

**Location:** Hockstein, Heldannic Territories. KW

**Description:** The commoners of the Heldann Freeholds start a massive riot/rebellion in the city of Hockstein. Unlike other revolts, this one is well led, planned, and funded (by the gold stolen several months ago). Geoffrey of Grunturm has been in the city for a while, making the plans and providing magical support to the revolt. (See Ya 14, Fe 7; Ei 28, Ka 20.)

**What This Means:** There is no hidden meaning here. The people of the Heldannic Territories are once again trying to free their land of the rulership of the Heldannic Knights. This time, the revolt has been well planned, and the Knights are lacking in their magical (clerical) support they normally have, giving the rebels the best chance they have had in decades.

#### **EIRMONT 28, AC 1014: Hockstein Captured**

**Location:** Hockstein, Heldannic Territories. KW

**Description:** After a few days of fighting with the garrisons of Knights present in Hockstein, the peasants manage to take over the city while the Knights barricade themselves in the central keep. By this stage, most of the commoners of the city have joined sides with the rebellion seeing that there is actually the chance that they might win.

Geoffrey immediately sets men to watch the city walls, now heavily fortified thanks to the rulership of the Knights for the past several decades. He prepares plans for surviving the siege that is sure to follow by the reinforcements sent by Freiburg. (See Fe 7, Ei 23; Ka 2, Ka 20.)

#### **KALDMONT 2, AC 1014: Reinforcements Arrive**

**Location:** Hockstein, Heldannic Territories. KW

**Description:** As predicted, forces from Freiburg and Grauenberg arrive to help the Knights in Hockstein, but are kept outside by the peasants who are driven to ridding their lands of the Knights. A long siege starts. (See Ei 23, Ei 25; Ka 20.)

#### **KALDMONT 4, AC 1014: Daring Raid at Corisa**

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

**Description:** Captain Targos of the merry pirates, sails into the harbor of Corisa passing as a merchant vessel.

During the night, with the help of a few new mages - Alphatian crewmen who have since joined the merry pirates - Targos and his men sneak onto three other ships, stealing their cargo and valuable.

Their ship, the Manticore, sails out of the harbor afterwards, before anyone realizes what has happened.

#### **KALDMONT 8, AC 1014: No Official Sect of Rafael**

**Location:** Rafaelton, Aengmor. KW

**Description:** After the rising tensions between various factions of elves within Rafaelton, Princess Tanadaleyo declares that there will be no official religion of Rafael in Rafaelton. Elves may choose themselves which one they want to follow. The statement is backed by General Garafaele of Aengmor.

The City of Stars declares such acts as rebellious and warns that necessary actions will be taken to restore the religion of Rafael before too much blasphemy transpires. (See Am 22, Sv 12; Ka 22.)

**What This Means:** Tanadaleyo is trying to reduce the tensions without declaring either Way of Rafael the right one. She would rather abolish the Way of Rafael altogether, so choosing one or the other will just make it all the harder for her to get rid of it later.

Unfortunately, this answer satisfies none of the groups, especially with the cult of Atzanteotl hiding in the shadows, pulling strings, and just causing trouble while drawing little or no attention to themselves.

#### **KALDMONT 11, AC 1014: Shrine to Gareth**

**Location:** Akorros, Darokin. KW

**Description:** In the city of Akorros, a shrine built in the honor of the Immortal Gareth is completed today. (See Va 25, Th 7.)

**What This Means:** The shrine is a small church; nothing fancy enough to be called a temple. Still, the high priest Arturo Olivera has managed to attract enough followers in the city to fill it during the ceremonies. It seems the people of Darokin can accept the philosophy of Gareth; mortals are not the playthings of the Immortals above.

Many also simply come to see what this Immortal who has a priestess who seems to be single-handedly running the underground movement in Sind (or so claim the rumors that leak back to Darokin) can do.

#### **KALDMONT 15, AC 1014: Pirates Raid Cinnabryl**

**Location:** Gulf of Hule. SC

**Description:** During the second exportation of cinnabryl from Slagovich this year, the small fleet carrying the cinnabryl is ambushed by a larger group of pirates. The Knights of Halav in the fleet are slain to a man, and all the cinnabryl is taken.

**What This Means:** The main supplier of cinnabryl to the Savage Coast is Slagovich, and their shipment has just been stolen. Expect the price of cinnabryl to increase noticeably throughout the land, placing it out of reach for many of the poorer families.

The Inheritors also view this act as one of the most treacherous anyone could ever do. They begin to gather information and to discover who could possibly be behind such a deed. A reward is offered to anyone who can prove who the thieves are.

#### **KALDMONT 15, AC 1014: Ylaruam Besieged**

**Location:** City of Ylaruam, Emirates of Ylaruam. KW

**Description:** After weeks of fighting throughout the Alasiyan Desert, the Kin faction finally makes its move on the City of Ylaruam. The capital of the Preceptors is surrounded and all trade supplies are blocked off, including access to the oases just outside of town. (See Sv 19, Ei 1; Ka 19, Ka 21.)

**What This Means:** The Kin faction has had the advantage ever since the sandstorm. Although both sides lost an almost equal number of men, the Preceptors lost their best leaders and warriors, while the Kin only lost ordinary warriors. Since then, the Kin have been out-maneuvering the Preceptors on the battlefield and slowly winning the war in the desert.

#### **KALDMONT 17, AC 1014: Synn Plots Again**

**Location:** Fenswick, Glantri and Broken Lands. KW

**Description:** Having started to feel the loss of power she once had in Glantri, Synn decides to try and cause trouble elsewhere in the Known World. She sends a powerful lich called Deimos to work on harassing Darokin to the south. Using her connections, Synn sends several humanoid forces with Deimos to the Broken Lands. She also sends one of her shadow elf agents to act as Deimos' general of the goblinoids.

Once in the Broken Lands, the lich uses his magic to create a tower to act as his headquarters while his humanoids roam the area, gathering all the humanoids still alive and hiding on the shadow elves. These goblinoids, still afraid of the shadow elves, are eager to join what appears to be a powerful horde in the making. Deimos calls his base Sable Tower.

Synn herself occasionally visits the Dead Place in Ylaruam to see if her agents there have discovered anything new. Also, to make sure no one can link her to Dolores Hillsbury, she takes on another human form, this time with long blond hair (instead of the dark hair of Dolores), when she visits her followers in other nations. (See Am 13, Ei 9.)

**What This Means:** As mentioned, with the loss of Jaggar, Synn is losing her political pull as Dolores Hillsbury in Glantri. Since she just has to cause chaos, she has decided to send some of her forces elsewhere to inflict chaos in other lands. Darokin has now become one of her targets.

The shadow elves sent with Deimos will help keep the shadow elves of the city of Aengmor away from the tower, hiding the humanoid forces there from the elves. The civil war brewing in Aengmor also helps. These shadow elf agents were originally spies on Glantri, but came to love the power, magic, and cutthroat politics of the human nation and decided to stay in Glantri rather than return to the City of Stars. Dolores Hillsbury learned of them and hired most of them to work for her. The spies, having been trained by Xatapechtli, were already evil since they are assassins without any compassion for their enemies. They got along rather well with Synn.

Anyone who recognizes the names will know that Deimos and the above plot comes from the arcade game "D&D: Tower of Doom." The adventure of the arcade games are rather good and can easily be made into a standard rpg-module type game and even a complete campaign plot. It is my belief that the events of the arcade game take place in the year AC 1015, while those of the follow up game "D&D: Shadow over Mystara" take place in the year AC 1017. The actual details of the plot will be given in the AC 1015 version of the Mystaran Almanacs.

#### **KALDMONT 19, AC 1014: Kin Are Victorious**

**Location:** City of Ylaruam, Emirates of Ylaruam. KW

**Description:** The Kin faction breaks into Ylaruam and manages to take over the city. Sultan Mohammed Al-Kalim is captured by the Kin faction, as well as several members of the Council of Preceptors.

The Kin declare that the Council of Preceptors will now be replaced with the Council of the Kin, and that the new Sultan of Ylaruam will be Hassan Al-Kalim, a true blood descendant of Suleiman Al-Kalim (for more information on the two factions and Al-Kalim's "bloodline," see GAZ 2: Ylaruam, p.4). (See Ei 1, Ka 15; Ka 21.)

**What This Means:** The Kin have just taken over Ylaruam. Although most of the Council of Preceptors has been captured, some have escaped, as have the other Preceptors not on the council.

#### **KALDMONT 20, AC 1014: Knights Retreat**

**Location:** Hockstein, Heldannic Territories. KW

**Description:** Winter finally arrives in the Heldannic Territories, and the Knights are forced to retreat from besieging the city of Hockstein. (See Ei 25, Ka 2.)

**What This Means:** A part of the rebel's plan was to wait until winter to make their move, as the snow and cold would force besieging enemies to leave or freeze to death. With the departure of the Knights outside the city, the rebels now have the whole winter to rest and recuperate, as well as prepare for the next onslaught come spring.

#### **KALDMONT 21, AC 1014: Sultan Executed**



**Location:** City of Ylaruam, Emirates of Ylaruam. KW

**Description:** After a “trial”, Mohammed Al-Kalim and the Council of Preceptors are executed for treason against the nation of Ylaruam, having let the foreigners roam freely on sacred and holy ground and corrupt the citizens of Ylaruam.

Foreigners in Ylaruam are also ordered to leave the country on pain of death, and all laws of murder and assault shall no longer apply when inflicted upon an infidel. The Council of the Kin close the borders of Ylaruam to foreign trade.

Ylaruam also withdraws from the Western Defense League. (See Ka 15, Ka 19.)

**What This Means:** The position of Hassan is now very secure.

The few remaining Preceptors flee to various nomad tribes still loyal to their beliefs. They intend to stay in hiding until the time is right to reclaim their rightful rulership of Ylaruam. Anyone harboring a Preceptor is considered to be an outlaw under the new Sultan, so the tribes are very careful about this.

As for the foreigners in Ylaruam, it is now acceptable for any Ylari to kill them. The new Sultan has ordered them to leave, and has not given them any time of grace for them to do so. The only ones who will get out without any trouble are the ambassadors in Ylaruam who will be escorted under guard back to the borders.

### **KALDMONT 22, AC 1014: Elves at War**

**Location:** Rafielton, Aengmor. KW

**Description:** With the propaganda spread by the worshippers of Atzanteotl in Rafielton, many of the elves begin to see Princess Tanadaleyo as a heretic who is turning her back completely on the Way of Rafiel. Tensions rise higher, people accuse each other of being traitors, and then a blow is struck. Soon, the city of Rafielton is at war; shadow elves are fighting shadow elves.

The City of Stars declares war on the rebellious kingdoms of Rafielton and Aengmor, and shadow elf armies begin their march to retake the surface lands from the traitors. (See Sv 12, Ka 8.)

**What This Means:** The cult of Atzanteotl has started a civil war, and they don’t even have to fight (although they are more than likely to get caught in the crossfire). Within a few days, the fighting quickly spreads throughout the Canolbarth Forest as “resistance” groups scatter and hide everywhere, taking up hit and run tactics on “traitors.”

Although the original battle was small enough to be contained by the Rafielton military, the cult of Atzanteotl started running around the city, yelling that the military was on one side or another, making them believe that others were being unfairly treated. Before anyone could sort out the truth behind what has happened, it was already too late; fighting broke out throughout the town, and militia groups had taken off into the forest to fight their war.

The actions taken by the City of Stars has more to do with the influence of the shamans of Rafiel than the desires of King Telemon. The King himself cares nothing about the shamans or their way, but he knows that to openly defy them in the City of Stars, where they still have direct control, would be suicidal. Porphyriel doesn’t care about the renegade elves and is glad to be rid of them, but there’s still the matter of principle behind the revolt, so she uses her influence to force a punishment on the blasphemers.

### **KALDMONT 28, AC 1014: Day of Dread**

**Location:** Worldwide

**Description:** On the 28<sup>th</sup>, Glantri time, the Day of Dread takes place once again. No one has yet been able to solve this problem and eliminate the curse or magical effect that seems to cause the day without magic.

The effects take place an hour earlier for every 15 degrees west of Glantri City, and an hour later for every 15 degrees east of Glantri City. (15 degrees at Glantri’s latitude is roughly 800 miles.)

## A NEW SULTAN ON THE THRONE

[Ed. Notes: citations are from the Nameh, the Holy Book of Al-Kalim.]

O infidels, hear so “that you may know and understand” that all citizens of the Emirates of Ylaruam, from the lowly street-sweeper to the most holy Champion of the Eternal Truth, shall no longer tolerate your presence within our holy lands. The corruption of the uncivilized, with their greed and lecherousness, bodes ill for the True Believers as “wealth does not avail before the Terminator of Earthly Delights.”

During the World Games, the infidel was welcomed with open arms as “the grateful host is indeed blessed by the Immortal Ones.” We accepted with open hearts and minds the infidel, knowing that we could show him the error of his ways, bring him to the Eternal Truth and give him an understanding of life. It is said that Al-Kalim foretold that “the stranger must be succored in times of need” as they sure are in now.

Yet the infidels betrayed their host and entered the household with deceit and lies. They came because of greed and pride, desiring to acquire ill-gotten gains and steal from the True Believers all in the name of peace and the World Games. The words of Al-Kalim, as they are written in the Nameh for all to read, warn us to “not deceive one another, O my children, lest your enemy the wolf devour you with the deceitful words of his mouth, for his teeth are like a thousand swords and his mouth is like the dark abyss from which there is no return.” Clearly, the infidels are indeed the wolf, for they have brought greed, lecherousness, and unholiness to our Sacred Land all under the false pretense of friendship.

The dishonorable Mohammed Al-Kalim, a blood descendant of the Bringer of Truth himself, was the first to feel “the sting of the viper” from the infidels. His mind was weak, and his devotion lacking, for he brought the evil into our land. Such a man who has fallen from grace, like “an arm infected with a grave disease, must be removed lest it spread into the whole body. It will be a painful act, but one that only the brave can accomplish without fear as he knows it must be done.”

With such blessing from the words of Al-Kalim himself did the Kin faction strive to remove the tainted Sultan from his undeserved throne. Under the leadership of Hassan the True, descendant of Al-Kalim, the brave Kin warriors rose to fight off the corrupted whose faith “is as empty as the bottom of a dry well.” Like a sandstorm that springs out of the empty desert, so to did an army appear where there was none. Truly Al-Kalim had foreseen such a fate and blessed the Kin to grant them such a courageous army in but a fortnight.

Mohammed feared the Kin, and refused to step down, as any man who cared about the True Believers and his own faith would have done. Instead, he urged those who had been corrupted as him to raise their own scimitars and defend their new way of life, however misguided it may be. Sadly, as is the case when the desert swallows a caravan, those weak of mind were also overtaken by his words. Many flocked to him, as his title of Sultan and the blood of Al-Kalim in his veins were convincing, unable to see the Eternal Truth in the words of the Kin. Yet they failed to understand that it is only the blood of Al-Kalim in his veins and the he is not Al-Kalim. He is mortal and just as vulnerable to error as any man, dog, or donkey. The blood of Al-Kalim helps him, just as training with a scimitar helps a true warrior, but it does not guarantee victory.

The two armies clashed in the desert, as “a great storm created by the clash of the efreet and djinn.” Many shall be mourned for they sacrificed their lives to the great Truth. The armies of the Sultan were formidable, their scimitars cutting a path through the Believers as sand covers the long forgotten ruins. Still, the Kin continued to fight bravely, assured that they were right and destined for victory. “We must be the candles that burn so that others might have light,” Hassan quoted to his tired warriors.

And, o infidel, let it be known that he was right. The furious wrath of Al-Kalim overswept the battle field in a large sandstorm, causing even the bravest soldier in the Sultan’s army to fear his chosen path. The leaders of the Sultan’s forces disappeared beneath the sand “as a sinking ship into the waters of the sea.” The storm clearly indicated that “there is no power but in the Immortals,” and that the Immortals were on the side of the Kin.

That was the first sign of Al-Kalim as to who was the True Believer and who was the infidel. Many soon flocked to the Kin, clearly seeing with their new eyes where the blessed stood and where corruption was spreading. That is when the Kin cut a path to the capital of Ylaruam, unable to be stopped by the best the cursed Sultan had to offer, as “the sword of truth smites the unbeliever and the cruel man. Its path is like lightning, and its aim does not err.”

The battle of the capital was long and bloody, but the army of Kin, still true its their faith, was “strong and true, invincible in its might.” It took but four days and four nights to overthrow their defenses and capture the center of all corruption, the Sultan himself.

The leaders of the Kin disbanded the Preceptors, traitorous as they were, to place only True Believers on the Council. It is before this council, called the Kin Council in honor of those who were strong in faith, that Mohammed Al-Kalim’s trial

was decided. His acts of transgression against the true will of Al-Kalim deserved nothing less than a dishonorable execution. So was his fate decreed.

The courageous Hassan 'the True' Al-Kalim was named the new Sultan. With the power and authority which were rightfully his, the new Sultan began the process of healing our wounded souls and restoring the Eternal Truth to its respectful place in our scarred society. As it was destined, the infidels were to be punished for their heinous crimes against the One True Faith. Sultan Hassan Al-Kalim banished the infidels from the Holy Lands, declaring that no longer will they be welcome guests in our homes, no longer will they enjoy our protection, no longer will they receive our gifts of water and gold. The True Believers were granted permission to punish any infidel they found as they saw fit as surely "Al-Kalim will guide them in their judgement if their hearts are well placed."

O evil infidels, let this message be your warning to never return to the sacred lands. We have given you your chance, and you repaid us with mockery and the near destruction of our honorable ways. Any such persons trespassing will be viewed as terrorists who commit acts as vile as tainting our water and will be killed such as a dog deserves, without glory or honor.

Faisel ibn Yasir