

*One Full Year of Mystara*

# **MYSTARA ALMANAC**

**& BOOK of FACTS**



**Book Two:  
Events  
Volume X, AC 1019**

*Compiled as a Handy Handbook*

One Full Year of Mystara

# Mystaran Almanac & Book of Facts

Book Two: Events

Volume X, AC 1019

Compiled as a Handy Handbook

First Printing

Published by **Joshuan Gallidox**  
Hin Adventurer and Entrepreneur  
within the City of Mirros  
in the Kingdom of Karamaikos  
in the Year After Crowning 1019

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

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

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

The few times that stats are present, describing NPCs, the AD&D 2<sup>nd</sup> Edition game stats were used, except in the Famous Folk section where we used both 2<sup>nd</sup> and 3<sup>rd</sup> Edition rules (with clear marks to identify one from the other and avoid confusion). The main reason for this is the fact that potential new players will be used to the AD&D system, and the more of them that join Mystara, the better! Also, Mystara was completely converted to AD&D with their final projects, including *Joshuan's Almanac* as well as the Karameikos, Glantri, and Savage Coast box sets (all copyright property of TSR). Should TSR revive Mystara, it will probably be in 3<sup>rd</sup> Edition format.

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

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

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Special thanks to	Everyone who helped us with ideas more or less anonymously
	All contributors to the previous almanacs
	And anyone whose ideas we shamelessly pillaged but forgot to thank

So, if you have any ideas or comments concerning this almanac or events for AC 1020, please, feel free to contact us. For AC 1020, expect more regions to be covered in the almanac, as well as whole new sections.

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

*The Mystaran Almanac Team*

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To the Reader

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# Introduction

## Preface

### Dear Reader

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

Allow me to introduce myself to those who did not read previous almanacs. I am Belzamith Fingertackles, an illusionist of Highforge in the wonderful Kingdom of Karameikos. Oh yes, before I forget: I'm also a gnome. I have several fascinating hobbies including poetry, tinkering, solving mysteries, and political sciences. I am one of the few souls who truly enjoys discovering things that were previously hidden and searching for the truth behind what is always presented to us. I for one believe that there is much going on in this world that we should know about, but the powers behind the scenes keep hidden.

Those who own previous almanacs will notice that this year's edition is significantly smaller—we have tried to reduce the size of the almanac you are holding in your hands, as we received comments from our readers that the almanac was plain too big. We also tried to make it easier and more agreeable, by using a more readable font. The *Mystaran Almanac* has been divided again into three volumes for easier reading: Book I is the Atlas, Book II is the Events, and Book III is the Adventures.

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

Now, of course you must all be wondering what changes have been made to this year's *Mystaran Almanac*, that we brag about it. Well, we still have our famous on-site correspondents and letters to describe places and events. I firmly believe that such presentations make the descriptions all the more lively and interesting, giving the reader a better perspective on things, as well as insight on the people who present them to you. I continuously encourage our writers to dig more behind the scenes; unfortunately, sometimes digging behind the scenes can be very dangerous—some of our correspondents have actually disappeared, and I don't buy the theory that they had unfortunate accidents—and we cannot safely get all the information as to what is really going on. Despite this, the *Mystaran Almanac* is definitely the most precise and accurate account of last year's history that will ever be written.

Thus, we do our best to provide you with events from all around the world—which means not only the nations of the Old World, but as we obtain them, the more distant continents, the underworld and the undersea, the interior world and even the moons and planets, or other planes and dimensions! Unfortunately, gathering news from such unlikely places is not simple, and despite our best efforts we sorely lack information for the furthest reaches of the world, like western Brun (Hule and beyond) or Skothar—much less those more exotic places I was dreaming of aloud! Fortunately, our correspondents within the various Thyatian expeditions and the Heldannic forces bring news from the most distant lands. Hopefully we can find more willing correspondents from among the explorers, conquerors, settlers and traders to the outskirts of the known world.

Finally, we received mountains of letters and comments from you the reader, and have done our very best to fix all the mistakes you have pointed out, or add details that were left out, and so on. Again, thanks everyone for your comments, and yet more thanks to those who, after getting their hands on an almanac, decided to volunteer as reporters and correspondents to bring us more news from every known corner of Mystara! We are always eager to reproduce fresh takes on well-known countries, or to hear about new ones!

Therefore, it is with great pleasure that I present to you the new and improved *Mystaran Almanac*, AC 1019 edition. It would also be my pleasure to hear from you, gentle readers, on your opinions of our presentation and content.

*Belzamith Fingertackles, Co-Editor of the Mystaran Almanac*

*Mirros, Karameikos*

*Ambrymont, AC 1019*

## To the Reader

I'm Dorrik Stonecleaver, one of the two editors of the *Mystaran Almanac*. I'm a dwarf from Highforge, and used to be a caravan guard for several decades. I retired over a decade ago and wandered the world for a while.

I've always believed that one should get to the point, and therefore try to keep the gnome's babbling to a minimum. I don't like big texts and wasting breath, so I give the information that you really need. Numbers, dates, places. They give you what you want or need to know, quickly. I've therefore made sure to include exact dates, locations, populations, taxes, currency, and all the other small details meticulous people expect to find. That information is as concise as possible, and I hope accurate, for quick reference.

Once again, I would have loved to include descriptions of the military forces and their tactics as well, but most governments took a dim view at seeing such information published and though we gathered a lot of data we knew some of it was inaccurate. I still hope such information, and others I'd like to include as well, will one day find its place in the almanac—it almost did this year, but we haven't finished sorting the truth from misleading information that was fed to us. I was finally able to convince the gnome to reduce the almanac's bulk, by cutting the repetitious babble from the previous almanacs, so things are back to a more reasonable length this year.

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

*Dorrik Stonecleaver, Co-Editor of the Mystaran Almanac*

*Mirros, Karameikos*

*Nuwmont, AC 1019*

## Almanac Format

First of all, who should read this material. That's simple. Anyone who has interest in the world of Mystara. Of course, some need a more specific answer than this. As such, all the Atlas sections (of the Old World, Norwold, etc.) found in Book I can be read by both players and DMs of Mystara. The information given is general, usually common knowledge, and more than often slightly—or not so slightly—biased by the correspondents' point of view. Of course, this means that the information is not always 100% accurate, so players be warned: individual DMs might not accept the descriptions of any given place, changing it to suit their needs and campaign. And they're within their rights! After all, who said that the correspondent wasn't a complete fraud? It already happened (and we're sorry for that). DMs may also want to limit the PCs' knowledge to just one area of Mystara (after all, why should someone from the Old World know anything about the Savage Coast?). The other sections of Book I are left to the DM's judgment as to whether or not his or her players know this information.

The timeline section, located in Book II, dealing with events for the year of AC 1019, is for the DM's eyes only. It reveals certain secrets that players are just not meant to know unless they discover them the hard way. Of course, this only makes it easier for DMs to change any timeline event to match events that are occurring in their own world of Mystara. Likewise, the adventures in Book III are destined for the DM only, as reading them would spoil the surprise to a PC whose DM wishes to send on an adventure found, or based upon, one in that book.

The format used throughout the *Mystaran Almanac* is similar to the various previous almanacs in this line. The events are sorted per month, and grouped by week. Each event has a date, a title, an explicit location, and a description. When applicable, an event can reference up to four other related events (two prior and two posterior). It can also contain additional notes, explaining for example how it relates to a more global plot, and other such behind-the-scenes minutiae to delight a gnome. Finally, it says how mighty heroes (many of our correspondents fancy themselves such) may have learned of those events and influenced their course.

Sometimes, a correspondent has sent us a more thorough description of an event or series of event, or an in-depth analysis, or another such reportage that we feature as a topic of interest. They are the pendant to nation depictions of the atlas, and thus also reflect the view and bias of their authors.

Pictures and maps also illustrate the events, when appropriate.

*Dorrik Stonecleaver*

# Nuwmont

## Nuwmont 1, AC 1019

### Earthquake Shakes Glantri.

**Location:** Principalities of Glantri. OW

**Description:** A major earthquake strikes southern Glantri, sending tremors as far north as Nouvelle Averoine and as far south as Fort Lakeside in Darokin, with aftershocks lasting throughout the day. The most affected areas are Verazzano, South Monsterland, and Erewan (although the Erewan elves were somewhat prepared by the predictions of their clan oracles, Norelia and Bethys Erewan). Earth elementalists at the Great School of Magic divine that the earthquake was focused in the former Principality of Caurenze, very near the ruins of its capital Sirecchia. (See *Nu. 4, Va. 27*.)

**What This Means:** This earthquake is all that the world will know of the death of Innocenti di Malapietra, Viscount of Sirecchia and former Prince of Caurenze, by *Frau* Hildegard von Drachenfels, matriarch of House Ritterburg of Aalban and Innocenti's rival for the High Mastery of the Secret Craft of Earth Elementalism.

A few days ago, *Frau* Hildegard left the Prime Plane with her specially trained elite guard to travel in secret within the Elemental Plane of Earth. On this day, after the Day of Dread, under cover of darkness and in the dead of the Glantrian winter, *Frau* Hildegard and her troops left the elemental plane to emerge in the ruins of *Palazzo di Sirecchia* in search of their target.

Innocenti di Malapietra was a formidable wizard and a powerful earth elemental, even before he became murderously insane. But he was no match against *Frau* Hildegard and her carefully planned assault. *Frau* Hildegard and her Aalbanese military wizards wielded an arsenal of spells and weapons, magical and mundane, targeted specifically against Innocenti. *Frau* Hildegard herself had her own magical abilities bolstered by several powerful magical items. Lastly, their forces were reinforced by stone golems, living rock statues, medusae, basilisks, elementals, and other creatures from the Plane of Earth, some trained, some conjured, but all tightly under Hildegard's control. Even the specters of the Malapietra family that haunt Innocenti at the palace ruins were efficiently dealt with by an in-house necromancer specialist.

Ultimately, as Hildegard prepared her most powerful summoning to unleash a horde from the Plane of Earth, Innocenti's own magic backfired and petrified him. The only effect of Hildegard's summoned horde—which took the form of thousands of huge crawling caterpillars—was shattering Innocenti's stony body and scattering the infinitesimal pieces across the Glantrian countryside.

*Frau* Hildegard succeeded in killing Innocenti, but her mission was not yet over.

**What the PCs Can Do:** Unless the PCs have spent the last decade or so training as military wizards under the strict supervision of *Frau* Hildegard, they probably would not have

even heard about this secret mission, much less be able to take part in it. In the unlikelihood that the PCs were at the ruins of *Palazzo di Sirecchia* at the same time, surviving the harsh Glantrian winter, the undead that haunt Caurenze, and Innocenti's own insane attacks against all intruders, they would be effectively neutralized by *Frau* Hildegard's men, if not the powerful magic and creatures in the attack.

### A New Device.

**Location:** Town of Um-Shedu, Province of Sur, Kingdom of Nimmur, Orc's Head Peninsula. SC

**Description:** A council of priests of Idu (Ixion) is held in the town of Um-Shedu after the celebration of the New Year's Sun. The debate concerns the possibility of rebuilding a *Star Device* in the temple of Um-Shedu. After several hours of balancing the risks against the benefits, the council reaches the conclusion that a *Star Device* should be installed in the free city of Um-Shedu to help protect the city and make it a safer base of operations for the retaking of all Nimmur.

From atop the *ziggurat*, the high priest announces this decision to the assembled enduk warriors, who cheer at the news. Immediately, the priests of Idu begin the complex process of building a new device and imbuing it with the power of Idu. (See *Sr. 1, Ei. 28*.)

**What This Means:** For years now the enduks and their ee'ar allies, with the help of some manscorpions who turned back to the worship of Idu, have been in control of the Nimmurian city of Um-Shedu, which they captured from the manscorpions. The enduks have set up defenses to protect the city, and flooded the caves to deny the manscorpions access from underground passages, allowing them to hold the city despite repeated attacks by the Nimmurians. Their intelligence has revealed that King Anupalassar has been preparing a major assault upon the city in order to take it back from the enduks. Also, despite the enduks' best efforts, the manscorpions have been steadily working to reopen the tunnels and give their troops access to the occupied city.

Faced with a determined, more numerous enemy, the entrenched enduk priests have decided to take a chance, as the alternative was to lose this foothold and possibly any chance of ever regaining the lost homeland. As time permits, they will take great precautions to prevent the possibility of the *Star Device* ever falling into the pincers of the manscorpions, but the risk cannot be completely avoided, and also there exists a remote possibility that seeing a working device operating may tip them to restoring the incomplete one in Er. The public announcement is also a sign of the support of Idu, which significantly boosts the morale of the enduks and reformed manscorpions.

**What the PCs Can Do:** If they are manscorpions on either side, they can volunteer or be volunteered to infiltrate, spy and sabotage. Enduks may be assigned to guard the priests and their device against Nimmurian attempts, or help with its construction by acquiring rare components.

## First Strike Is a Charm.

**Location:** Twenty miles north of the ruined Village of Doleria, Dominion of Polakatsikes, Heldannic Empire, Meghala Kimata Plains. DV

**Description:** The newly regenerated Heldannic cavalry inflicts a great toll on a Mivosian caravan coming from Parthenaeum to sustain the Mivosian troops stationed in the towns north of Polakatsikes. The Mivosian escort of 50 men, seeing no hope of surviving the charge of 150 horsemen, flees north toward Syropolis, leaving behind the caravan wagons. The Heldannic Knights seize the wagon and head south to secure their loot. (See Nu. 2, Nu. 7.)

**What This Means:** The Mivosians have retreated 20 miles north of the ruined village of Doleria, in which the Heldannic Knights have built a fortified watchtower to survey the surrounding lands and scan the Mivosian supply lines. Today they hit hard and stole the whole supply caravan using a newly formed regiment that was training there. The force responsible for this strike is mainly composed of Meghalan warriors, for whom hit-and-run tactics are common, and petty trainer officers of the Heldannic Knights. This is a heavy loss for the Mivosians who face growing discontent in their newly conquered lands while still having to feed their troops.

**What the PCs Can Do:** They can be part of the attack if they are with the knights or attempt to retreat and save as much as possible from the caravan if they are Mivosians.

## Where To Begin?

**Location:** Southern shore of Crystal Lake, Kingdom of Foresthorne, Floating Continent of Alphatia, Alphatian Empire. HW

**Description:** Lady Ardana and her companions aboard the *Island* have waited in a small clearing in northern Foresthorne until the Day of Dread was over. The group has not yet decided where they should head now in their quest for a new home. After some heated discussion the young aristocrat Kossan remarks that he has inherited a tower from an aunt, which is located somewhere in the Ugly Forest. Ardana does not really like the Kingdom of Blackheart, and therefore she has never acquired a tower of her own in that sinister realm. For a start such a secluded tower would be ideal though. The *Island* sets sail for Blackheart. (See Nu. 7, Nu. 9.)

**What This Means:** The *Island* is a typical Alphatian *windrider*, which is equipped with the power to *levitate* but has to rely on wind and sails to move. Therefore she could not be sailed in the void. Although the visionaries have not decided whether they will create a new island or capture an existing one in the void, Lady Ardana has already decided that she will need a ship which is at least partially capable of crossing the void. A secret base, which offers more space than the limited *Island* to live in, will be useful to discuss the matter more thoroughly and to do the research and work necessary to achieve their ambitious aim.

**What the PCs Can Do:** PCs who are part of Lady Ardana's retinue will become important by acquiring objects, material, ideas and information to support the vision. Otherwise, PCs may become aware of the group's activities. It is also possible that Ardana might hire the PCs for a special job without telling them the background.

## Nuwmont 2, AC 1019

### Hail Them without End!

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

**Description:** At dawn, a caravan of twenty wagons, escorted by Meghalan warriors and Heldannic Knights, enters the city of Polakatsikes. The crowd acclaims the troops, while the content of the wagons is inventoried. (See Nu. 1; Nu. 7, Nu. 27.)

**What This Means:** Governor Wolfgang Stommel ordered his troops in Doleria and Treminius, the ruined villages north of Polakatsikes, to survey the movements of the Mivosians around Syropolis and Tyrnae. They seized an opportunity to cut the Mivosian supply lines yesterday and brought back the loot.

**What the PCs Can Do:** Acclaim... or be acclaimed.

## Nuwmont 3, AC 1019

### Escape from the Civil War.

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

**Description:** Wilhelm Folgen, two ships—the Red Maid and the Invincible—and nearly one thousand men, children and women, depart Heldannic lands under control of Heinrich Straßenburger. (See Va. 2, Th. 4.)

**What This Means:** A former follower of Wulf Von Klagendorf, Wilhelm nevertheless refused to side with Anna Von Hendriks, and a few months ago, claiming to have received an omen from Vanya Herself, decided to leave the Heldannic territories for Davania. Wilhelm found some colonial papers forty years old, belonging to his family. According to those papers, a small group of Heldannic Knights founded a colony in a remote land of northwestern Davania in AC 977. The colony was abandoned in AC 979, but some knights, and particularly Wilhelm's grandfather, stayed behind. The last knights were defeated by humanoids in AC 990, but some of them, like Wilhelm's father, managed to escape. Wilhelm has been hearing stories about the forgotten Davanian colony since he was a young boy, told by his father. After his father's death in the Wrath of the Immortals War, Wilhelm prayed Vanya to let him return to Davania. Now he has really received an omen from Her. Many knights who were formerly followers of Wulf Von Klagendorf follow him with their families, more out of fear of persecution than out of real faith in the Wilhelm's vision.

**What the PCs Can Do:** The PCs could be among the knights who sail with Wilhelm for the southern continent, or they could be knights or adventurers sent by Straßenburger to stop him, or to spy on him (or more precisely to keep an eye on the followers of the late *oberherr*).

## Lost at Lake.

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

**Descriptions:** An unusually large number of ships seem to have gone missing recently while traveling between Akorros and Akesoli across Lake Amsorak. Ships lost on Lake Amsorak are frequently considered to be victims of the “Itheldown Curse,” but lately the losses have surged considerably. Due to the reputation of Itheldown Island, investigations into what is going on will be very reluctant, though. (*See Th. 5, Th. 14.*)

**What This Means:** Clearly something is going on in Lake Amsorak, but it's unclear what it might be. Though sailors typically think that a voyage is doomed if the twisted towers of Itheldown Castle are even seen on the horizon, this also means that the sailors usually steer well clear of the cursed island, which might suggest that something else could be at work here.

**What the PCs Can Do:** Intrepid adventurers might want to go and explore Itheldown Island, though it would be ill-advised, since they would be taking on more than they can probably handle, as Itheldown Island is indeed a terrible place. It won't be difficult keeping them away if they would be over their heads should they reach the island, however, as nobody will take them to there. Even if the PCs get their own ship, they won't be able to find sailors willing to go with them, though some might be persuaded if the PCs intend only to patrol Lake Amsorak while giving the island a wide berth. The DM could set up several random sea encounters for such adventurers and even let the PCs find a few clues to what is actually going on here.

## Grygory Leaves Mirros.

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

**Description:** After sunset Sir Grygory, a Traladaran knight in the service of the Traladaran Baron Yuschiev, secretly sneaks out of Mirros along with several men-at-arms, disguised as merchants and other common folk traveling the roads of Karamaikos. (*See Nu. 4, Nu. 5.*)

**What This Means:** This is the beginning of Grygory's mission to the Barony of Rugalov in the Mystaran novel *Dark Knight of Karamaikos*. Grygory is on his way to stop raiders who have been destroying villages in Yuschiev's barony near the border to Thyatis. Originally another knight of Baron Yuschiev's, Sir Leonid, had been sent to deal with the matter, but the return of the Amulet of the Marches he was wearing means that he and his men have been killed, and thus the quest falls to Grygory.

Because of the current tension between Traladarans and Thyatians in Karamaikos, Yuschiev and Grygory don't want the Thyatians to know what they are doing.

**What the PCs Can Do:** The events of the novel are obviously fixed, so the PCs shouldn't be involved unless they are actually low-level Traladaran warriors serving as men-at-arms to Baron Yuschiev or Sir Grygory. On the other hand, the PCs might also be Thyatians in the service of Queen Olivia or someone like her, sent to spy and report on the activities of any Traladarans.

## Nuwmont 4, AC 1019

### Lurking about Krakatos...

**Location:** Town of Krakatos, Kingdom of Karamaikos. OW

**Description:** At dawn a group of about thirty cloaked strangers passes by the town of Krakatos, though they don't speak to anyone. Only one of them exchanges a few quick words with the guard on duty. After that, they quickly pass east over the bridge and disappear along the Eastron Road. (*See Nu. 3; Nu. 5, Nu. 8.*)

**What This Means:** This group is Sir Grygory and the people Baron Yuschiev has sent with him to stop the raids in the Barony of Rugalov, as described in the novel *Dark Knight of Karamaikos*. Grygory has been pushing his men because he wants to leave Mirros and move beyond Krakatos and the bridge as quickly as possible, and with few people awake so early, not many will notice them at all. However, once they are across the bridge, Grygory will actually take them into the edge of the forest so as to throw off anyone trying to follow them.

**What the PCs Can Do:** Whether the PCs are with Grygory or not, there really isn't much to do here, except perhaps to report Grygory's activities to the Thyatians. Then again, Grygory has sent riders both behind and ahead, so the PCs must use stealth if they are spying on him.

### A Meeting of Minds.

**Location:** City of Oceansend, Kingdom of Oceansend, Tranquil Coast. NW

**Description:** A discrete meeting takes place between the Thyatian envoy in the City, Diometian Clibaredes, and representatives of Anna von Hendriks, including Hermann Adalard, former *Landmeister* of Oceansend. It is put out that this is just the finalizing of certain details and recognition of zones of control and borders, and reassurance that the imperial troops will not try to march into Heldland if the Heldannic Knights move forces south. After it's over, the Thyatians announce that they have agreed to respect the boundaries of Heldland, but also to use their forces to protect it from the ambitions of others, should they attack. (*See Nu. 27, Va. 5.*)

**What This Means:** Far more than meets the eye was agreed to in this event. It appears that the Thyatians have agreed to guard Heldland for von Hendriks, but they have really committed themselves far more to her cause, in a secret agreement. Eusebius is in for a copper, in for a platinum in this event, having cut a deal with von Hendriks over Oceansend last year. But if her faction loses, the Heldannic Knights will certainly try to retake the city. He also wants to revive the alliance Thyatis had with the Heldannic Knights during the Great War, after years of enmity and even warfare with them. But, again, this is only possible if a friendly faction emerges victorious from the power struggle inside the order.

Right now Anna von Hendriks is not friendly with Thyatis, however. She made a deal with the empire last year, one necessary for her faction to have a chance of winning the war, but the cost (Oceansend) was high, and she is not happy about paying it. But if the empire provides willing help without



exacting additional concessions, she—and Vanya—might consider a renewal of the alliance possible.

The Thyatians actually offered quite a lot of help: the Antalian Guard, several imperial battle fleets, and some aerial forces. The knights surprised them by turning this down, requesting only a *thematic exercitus* and a *tudlum* unit, preferably mobilized from Hattias, instead. The Antalian Guard, they explained, was unacceptable because of the high number of Heldanners within its ranks, who left the region because of their dislike of the order's rule. Diometian Clibaredes renewed the offer, replacing the Antalian Guard with a *tagmata* division, saying it would be of decisive help in ending the war quickly with minimal losses. Hermann Adalard said that if the Thyatians insisted on sending such forces, they would be forced to reluctantly refuse the offer of help. Clibaredes said that the empire should at least dispatch two or three battle fleets to insure control of the seas, possibly with help from Ostland, but the knights also refused. Clibaredes sighed, saying they were only making winning more difficult and bloody than it had to be, but their wishes would be accommodated. Thyatis will mobilize a *thematic exercitus* and a *tudlum* unit from Hattias, rounding out their numbers with Hattian volunteers, and dispatch it to the Heldannic Territories, under the command of General Vanhard Heinrici. Heinrici is a famed Thyatian leader who built his reputation in defensive fighting against the Alphasians, a follower of Vanya, a member of the Order of the Grey Lady—a rival to the Heldannic Order.

Adalard had several good reasons for turning down Thyatis's more generous offer. First, he does not entirely trust the empire, especially since their first offer included a unit that is not generally favorable to the order's rule in Heldann. He fears that the empire might use the war as an excuse to annex the Heldannic territories, with the dispatch of a powerful expeditionary army under the color of paternal kinship as the means of doing so. That is the reason he insisted on keeping the imperial fleet out of Heldannic waters. But even if the Thyatians remain true to their word and act as allies rather than taking "parental" control, he knows that Anna does not want the Heldannic Order to be part of a Thyatian-dominated alliance, and does not want the war resolved primarily due to Thyatian force. This would make the Heldannic Knights a junior partner, terminating their own role as one of Mystara's rising powers. Finally, it would cripple Anna's own authority within the order if she owed her victory primarily to the help of outside forces, rather than troops loyal to her, and her own skill guided by Vanya. Insuring that the unit Thyatis sends is from Hattias consisting of reservists, and can be plausibly represented as volunteers rallying to her rather than an imperial expeditionary force, will be to her benefit.

Eusebius is more than a little annoyed when he is informed of what the knights wanted, as he has tried to avoid mobilizing reserve units since the end of the Crown War. But the possibility of renewing the alliance with the Heldannic Knights is so important to him that he sets aside his irritation, and orders the unit dispatched. He does insure that even though most of its ranks will be filled with Hattians who revere Vanya and idolize the knights, he will have eyes and ears loyal to him in the unit as well, especially in key leadership positions.

**What the PCs Can Do:** This is one way for PCs to get involved in the Heldannic civil war. They might be hired by the imperialists as special forces to link up with Anna's forces and perform missions that will help her win the war.

## The Death of Innocenti di Malapietra... Again.

**Location:** Former Principality of Caurenze, Principalities of Glantri. OW

**Description:** The laborers and clerics at the construction site of the Abbey of the Bleeding Rose are attacked by a single man, leading a trio of huge earth elementals. The intruder, besides being a wizard wielding power over earth and stone, appears disheveled, disturbed, and demented, thus easily swayed by the powerful charm magics of the clerics of Valerias. But an unforeseen effect of this mental subdual of the wizard is his loss of control over the elementals who turn on him and bludgeon him mercilessly.

The man's few remains cannot be resurrected by the clerics, so the corpse—and the incident—is buried for the time being. (See Nu. 1, Va. 27.)

**What This Means:** The Abbey of the Bleeding Rose is to be a modest sanctuary of the Thyatian Temple of Valerias, dedicated to the martyrs that sacrificed their lives for their faith at the Alexander Day Massacre in AC 1017. The building of a religious structure (other than the Temples of Rad of the official philosophy of the principalities) within Glantrian borders is unprecedented—and a matter quite easily jeopardized, as proven by this event.

Even the non-native workers and clerics at the site had identified their attacker as the infamous Innocenti di Malapietra, the insane Viscount of Sirecchia and former Prince of Caurenze, who was a powerful earth elemental. More importantly, they realized that the death of a Glantrian noble at the abbey site (regardless of who was responsible) would have put the entire project and their very lives at risk with the Glantrian authorities.

The truth of the matter is that the man was simply a decoy, a common criminal disguised to appear as the mad Innocenti di Malapietra, *geased* to attack the settlement of clerics, and arranged to be killed by "out-of-control" elementals.

The mastermind of the charade was *Frau* Hildegard von Drachenfels, the new High Mistress of Earth Elementalism after she murdered the past High Master, Innocenti. Her objective in faking Innocenti's death was to conceal his real death, knowing (correctly) that the much-despised clerics in Glantri would also attempt to conceal this fake one.

**What the PCs Can Do:** A simple siege situation is presented here. Most likely, PCs will have to defend the clerics and guards of the incomplete abbey, against earth elementals and possibly other earth magic. After the battle, the scenario may shift into an investigative one; what discoveries will the PCs attempt to reveal or conceal about this death of Innocenti di Malapietra?

## Nuwmont 5, AC 1019

### Ogres in the Woods.

**Location:** Forests west of Town of Krakatos, Kingdom of Karameikos. OW

**Description:** Sir Grygory's company finds itself under attack from several boulder-throwing ogres. Initially taken off-guard, Grygory and his men-at-arms eventually manage to drive back the ogres. However, during the fight the company is scattered and as the group with Grygory kills the last ogre, they hear the sound of metal weapons. They discover to their horror that several of their own men have turned against them and violently attack anything in sight. They manage to overcome them but are forced to kill their former friends and lose several loyal men as well, and Grygory is forced to kill his own squire!

Grygory sends a group of wounded back to Mirros with the bodies of several of their fallen friends. The rest, only ten men including himself, return to Eastron Road and move toward Rugalov Village. (See Nu. 3, Nu. 4; Nu. 8, Nu. 9.)

**What This Means:** The events of the *Dark Knight of Karameikos* novel continue. One of the remaining men is a monk: Brother Mikhail, a childhood friend now dedicated to the Monks of St. Kruskiev in Mirros. He tells Grygory that a group of their men turned against them because of some foul magic that ensnared their souls. This event makes Grygory's mission to villages of the Barony of Rugalov almost impossible.

**What the PCs Can Do:** If the PCs are here, they are probably among the wounded Grygory sends back to Mirros, or else he sends them to guard the wounded. Among the people still with Grygory are only three men-at-arms not essential to the story, so unless the PCs are 1<sup>st</sup> level fighters of Traladaran heritage, they won't be among Grygory's remaining men.

## Nuwmont 6, AC 1019

### A Bard's Tale in the Making.

**Location:** Village of Guangtieu, Celestial Territories, *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** Daffyd ap Llewellyn ap Carver, a bard of indeterminate continental origin, arrives in the tiny southern village of Guangtieu, smuggled in by a Minrothaddan elven corsair along with a shipment of weapons. Guided by an Ochalean merchant he befriended years ago in Ierendi he begins a secret tour of the island dominion.

**What This Means:** The bard's purpose in Ochalea is unknown, though it is secretive.

**What the PCs Can Do:** The PCs may be hired by Daffyd to accompany him on his secret inspection of Ochalea. The bard will not tell them of his true intentions, rather whatever he perceives to be the most likely story they will believe: he wants to learn about Ochalea for his poetry, or to get acquainted with the island's culture and arts, or is looking for a lost epic poem or bardic artifact. During their errands, the PCs may piece together Daffyd's hidden agenda.

## Nuwmont 7, AC 1019

### A New Hope.

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

**Description:** The Heldannic Knights celebrate the completion of the reinforced fortification of the town. Everyone in Polakatsikes dances and feasts. (See Nu. 1, Nu. 2; Nu. 27, Va. 2.)

**What This Means:** Governor Wolfgang Stimmel ordered this day of celebration to boost his troops' morale even more. The loot they captured from the Mivosians turned out to be mainly food from Parthenaeum. The arrival of the reinforcements from Vanya's Rest [see Ei. 22, AC 1018. Ed.] has considerably strengthened the position of the knights, which has made raids such as this one possible. Yet their future here depends greatly on how they treat the local Polakatsikans. This celebration is a gesture of goodwill toward the natives, but also an attempt to rally the former Mivosian conscripts in the long term. The colony has lost many men and women, so, for the sake of the future, Wolfgang would like to invite the former Mivosian conscripts to remain in Polakatsikes, granting them land to live on, under the just watch of the Heldannic Knights of course. This feast doesn't cost him a dime since the food was stolen from the Mivosians. This is a political gesture of the cunning governor.

**What the PCs Can Do:** Enjoy the feast and take a day off war.

### The Haunted Tower.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alphatia, Alphatian Empire. HW

**Description:** The *Island* has finally made her way to the tower of Aunt Zynillith; Kossan had never been here before, so it took a while to locate it. The next problem is to enter it, but a group of experienced spellcasters is difficult to stop. Once inside the tower, everyone has a nagging feeling that something is wrong and that they are being observed by somebody—or something. The feeling passes for most of the nobles, but somebody who cannot ignore it is the young son of Lady Ardana, Wakzun. He is the only one who is not a noble, as he has not shown the faintest talent for magic until now. Wakzun decides to remain alert for potential danger while residing in the tower. In the meantime Lady Ardana orders her team to choose rooms to live in, and to look for possible traps and threats, as well as anything useful. (See Nu. 1; Nu. 9, Nu. 10.)

**What This Means:** A deserted tower in the middle of the Ugly Woods is a potentially dangerous place. Nobody can tell what the former owner set up in her tower. Nobody can exclude the possibility of a danger creeping in from outside, either. On the other hand, many useful items, material components and so on, should still be there for the taking.

**What the PCs Can Do:** For PCs in the group, there is a nice possibility for a good old-fashioned dungeon-crawl (or, more exactly, wizard-tower-crawl) adventure.

## Clan Oracles of Ellerovyn Divine Kol's Secrets.

**Location:** Principality of Erewan, Principalities of Glantri. OW

**Description:** On a rare occasion, Princess Carlolina Erewan visits the two clan oracles of Ellerovyn, Lady Norelia and Lady Bethys Erewan, and consults them concerning a curious mystery: the true lineage of her enemy Prince Kol XIV of New Kolland.

Greatly intrigued, the two oracles set to work, each with their distinct methods of divination and magical investigations. It takes until the next full moon for the two clan oracles to uncover Kol's secret and reveal it to Carlolina. (*See Va. 18, Fy. 27.*)

**What This Means:** Despite the fact that the clan oracles are completely loyal to the Princess of Erewan—not only are they her aunts, but also members of the Secret Craft of Cryptomancy, of which Carlolina is high mistress—Carlolina hardly ever seeks their counsel, until her newfound ally, the elven hero Tel'Eron, had persuaded her to pursue a spicy tidbit of information.

From his campaigns in the Canolbarth Forest, since the time of the Alfheim elves to the rise of the shadow elves of Aengmor, Tel'Eron has gathered much intelligence about the humanoid enemies from the Broken Lands, including certain rumors that Prince Kol is actually a deformed shadow elf—or at least, has some shadowelf ancestry—to account for his exceptional magical ability. Should this be true, Carlolina knows, it can be used as leverage in dealing with the kobold prince and his belligerent humanoids.

**What the PCs Can Do:** Not all the methods of the clan oracles are arcane or esoteric. Lady Norelia in particular has a broad network of researchers and scholar, though few of them directly answer to her. Agents of the clan oracle may tap the PCs to uncover some information on Prince Kol, but the humanoids of New Kolland will not appreciate anyone snooping about.

## Nuwmont 8, AC 1019

### Grygory Reaches Rugalov Village.

**Location:** Village of Rugalov, Kingdom of Karameikos. OW

**Description:** Sir Grygory and his few remaining men arrive in the village of Rugalov after a snowy day. All but Grygory and Mikhail settle into the Green Fish Inn. Meanwhile, Grygory and Mikhail go in search of some mercenaries to aid their cause. They find that there are currently a lot of mercenaries in the village. In a place called the Fish and Shark Inn and Brasserie, they meet a mercenary leader named Byrat who tells them his men have no work. Grygory considers hiring them, but as he does a brawl breaks out and several people, including Grygory and Mikhail are arrested by garrison troops and taken to Rugalov Keep for questioning. (*See Nu. 4, Nu. 5; Nu. 9, Nu. 11.*)

**What This Means:** This is yet more trouble for Sir Grygory from the *Dark Knight of Karameikos* novel. He desperately needs help but ends up caught in a brawl. He will get out of this situation easily since he is, after all, a knight of Karameikos, but not without revealing to the Thyatian commander of Rugalov Keep what he is doing here. Mercenaries came to the region due to the troubles that plagued the County of Vyalia since it was expanded by the cession of Karameikan land to Thyatis—many of those troubles were fomented by Yuschiev's men—but as they failed to engulf the whole region into chaos the mercenaries were left with nothing to do—except brawling.

**What the PCs Can Do:** With so many mercenaries in Rugalov Village, the PCs can certainly be involved in this brawl. If they are, they might be arrested with Grygory and Mikhail, or they might elude capture. Note that since they won't be sent to the strange place Grygory and Mikhail are briefly sent to in the novel, the place is not described here.

## Nuwmont 9, AC 1019

### The Fangs of Jallah.

**Location:** Outside the Village of Rugalov, Kingdom of Karameikos. OW

**Description:** The Traladaran knight Sir Grygory is leaving the village of Rugalov back along the Eastron Road when he passes a large number of tents, the most prominent of which is clearly of Ylari origin. Just as they have passed by the tents, Grygory orders his men into formation and they charge back, straight toward the Ylari tent. The startled people here are a group of almost three hundred mercenaries called The Fangs of Jallah who draw their weapons, though Grygory stops in time and demands to speak to their leader. He is taken to a large Ylari man called Khalil the Lion. For the sum of some 1,000 *cronas*, Sir Grygory hires the services of the Fangs of Jallah for three days, beginning tomorrow. (*See Nu. 5, Nu. 8; Nu. 11, Nu. 12.*)

**What This Means:** Grygory had given up and decided to return to Mirros for more men. However, during his brief imprisonment in Rugalov Keep, he met Khalil the Lion and several of his men who were also held captive, and the two of them got into a fight, which Grygory lost. Khalil almost killed him, but guards from Rugalov Keep stopped them at the last minute (see the novel *Dark Knight of Karameikos* for details).

As they passed by the mercenaries' camp, Grygory saw a chance to enlist the services of Khalil and his Fangs of Jallah. He thinks Khalil is a harsh and heartless brute, which was what got them fighting in the first place, and in turn Khalil thinks of him as a cowardly weakling filled with strange ideas about honor, but then they don't have to like each other—as long as Grygory pays, Khalil's mercenaries will serve, and Grygory needs help, even if he must buy it from these undisciplined mercenaries.

**What the PCs Can Do:** People from several nations in the Old World seem to be among the Fangs of Jallah, so there is an opportunity for the PCs to be here... If they are willing to accept the pay, that is—one *crona* (silver piece) per day is probably not much to most PCs, but that's the price Grygory and Khalil agreed on.

## About Flying.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** Wakzun has found a possibly valuable piece of information in Zynillith's library: In a very old book, he read a story that the legendary King Ar, founder of Arkan, hid at least one copy of his famous book *About Flying* in the dungeons of his first tower in his new kingdom. Excited, he tells his mother and the rest, but to his great disappointment Lady Ardana shrugs away the information as useless. (See Nu. 1, Nu. 7; Nu. 10, Nu. 16.)

**What This Means:** Despite being a commoner, and thus treated by the friends of his mother as inferior, Wakzun is an intelligent boy. He is crazy about flying too, and so it is not a miracle that he has found this clue. He is dreaming of a treasure hunt to find *About Flying* despite the disinterest of his mother.

At the time of the founding of the empire, the great mage-king Ar had not merely founded but literally created his own kingdom of floating islands. At some point while enchanting his kingdom, he wrote down everything he knew about floating, levitating and flying. This book would be an invaluable treasure for Ardana's group, of course. Ar's students, who helped him create the kingdom, made a few copies of this book. The exact fate of all the copies is unknown, but it can be expected that some could be found in private libraries, and the great library in Sundsvall probably once had one too. According to the legend Wakzun has found, there had been one copy in the his tower. Lady Ardana, who has memories of the surface world, believes that this tower, or the remnants of it, are still in the outer world on the floating islands, but she is wrong. Ar's first tower had been built on solid ground, and he had used it to work out the plans for the floating islands. The building was abandoned after Ar moved to an already finished island. If the book has not been taken away since then, and if the Immortals copied it when recreating Alpathia, it could still be found somewhere in Arkan.

## Hopes for Oil Wealth Spread.

**Location:** Across the Five Shires. OW

**Description:** The latest popular topic being discussed in pubs and inns across the Five Shires is the widespread speculation that the Blight Swamp, until now considered a region of little importance, may in fact house vast reserves of oil—much as certain regions of Darokin's Malpheggi Swamp are now known to possess. Some people—humans and hin alike—are now going to try to find out whether the Blight Swamp does, in fact, possess oil reserves. (See Fl. 17, Ya. 22.)

**What This Means:** Ever since oil (which is used for lighting lanterns, for warfare, and increasingly as a lubricant in large millworks and the like) was discovered near the Darokinian village of Norfen in AC 1017, imaginations across the shires, and in certain regions of Karameikos, have been fired up as never before. As more people flocked to Norfen, tales of fortunes made and lost added to the excitement. For many people in the Five Shires and western Karameikos, the prospect of there being oil reserves so close to home is too good to pass up. In the coming months, many young hin—and some humans—will head into the portions of the swamp that border the shires to seek their fortunes. The areas of the swamp that

are deeper inside Karameikan territory will receive fewer visitors for now, as those regions are more remote.

**What the PCs Can Do:** The PCs could take part in the frenzy.

## Nuwmont 10, AC 1019

### Dreams of Flying.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** Wakzun awakens suddenly, and he remembers that he was dreaming about flying in every possible fashion: *flying*, flapping wings, riding a flying horse, traveling aboard a flying ship, and, finally, standing on a flying island and seeing the ground moving underneath. Merrily he closes his eyes to take a little extra nap. (See Nu. 7, Nu. 9; Nu. 16, Nu. 27.)

**What This Means:** Wakzun is crazy about flying, and such dreams are quite normal for a boy of his age and interests. The dream has been more vivid than ever before, though.

## Nuwmont 11, AC 1019

### A Declaration of Brotherhood.

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

**Description:** A small group of Vanya worshippers who are traveling from throughout Thyatis, and happen to be in Hattias City at the same time, meet quietly in a hospice run by the Church of Vanya for what seems like a regular conclave of the faithful, bound together by fellowship. They then go their separate ways, as members of a new *bruderschaft*, vowing that “helping those in need is helping us all.” (See Va. 8, Ei. 23.)

**What This Means:** This is the initiation of a Plot by Vanya, who is annoyed by the growing presence of Milenians in Thyatis. Several of Her followers, none with overt ties to Her church, found the *bruderschaft*, an anti-Milenian organization. It is less rabid than the chaotic Storm Soldiers, and plans on being subtler in achieving its aims, working to turn the Thyatian population in general against Milenians.

### Banditry on the Rise.

**Location:** *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** Human and non-human banditry escalates in some of the outlying provinces. Bands of ogres start to skirmish with the regional militias. (See Nu. 17, Nu. 26.)

**What This Means:** Bandits are a common recurrence in the fringes of the *exarchate*—and pretty much everywhere in the world, for that matter. Ogre and ogre magi are traditional non-human predators in Ochalea.

**What the PCs Can Do:** This a standard call for adventurers: Looking for sellswords to bring bandits to justice (or bring justice to bandits).

## A Day of Challenges.

**Location:** Farmlands of the Barony of Rugalov, north of Dymrak Forest, Kingdom of Karameikos. OW

**Description:** Having marched through Dymrak Forest and into the farmlands for more than a day, the differences between the Fangs of Jallah and Sir Grygory's men-at-arms have been obvious, but today the army finds itself ambushed by a large number of hobgoblins. Khalil orders his Fangs of Jallah to meet the attack and they all charge into the battle, at great loss. Grygory and his men-at-arms must fight hard to hold off the hobgoblins and organize the mercenaries into formations, yet once they succeed the hobgoblins are easily defeated.

Grygory is furious at Khalil for abandoning the formations he ordered and the two begin a fierce duel! Grygory eventually wins and with his sword at Khalil's throat, he forces the Ylari to yield to him. However, Khalil then declares that Grygory is now the new leader of the Fangs of Jallah and demands that they are loyal to him. Khalil then departs, leaving an uncertain Grygory in charge of the mercenaries. Initially the mercenaries are about to leave as well, until they discover *royals* (gold pieces) on the hobgoblins, and Grygory assures them that all such coins will be distributed fairly among them.

At night the camp is assaulted by a new army of more than three hundred skeletons, and Grygory seems to have disappeared. However, he returns in time to organize a defense and they are eventually able to repel all the skeletons as well. (See Nu. 8, Nu. 9; Nu. 12, Nu. 13.)

**What This Means:** These are major events of the *Dark Knight of Karameikos* novel. Grygory's men-at-arms and Khalil's troop leaders had been disagreeing almost constantly, and Grygory was furious at Khalil's defiance after he agreed to follow his orders and maintain the formations into which his troops had been organized. When the skeletons attacked, Grygory was missing because he had been magically lured off into the wilderness. However, he eventually regained his senses and managed to return in time to fight the skeletons.

**What the PCs Can Do:** An army of hobgoblins and another of skeletons in the same day? Sounds like a busy day for most adventurers...

## Nuwmont 12, AC 1019

### Survey Resumes.

**Location:** Town of Arreghi, Foresthome Occupation Zone, Kingdom of Arkan, Floating Continent of Alphatia, Alphantian Empire. HW

**Description:** Lieutenant Nargan of the Navy of the Lakes leads a new survey mission into the border region between the kingdoms of Arkan, Foresthome and Frisland. With the reports of last circle's progress, the team will be able to pick up where work stopped previously. Most team members participated in the survey of the routes between Tirenlos and the Roaring River last circle. (See Nu. 18, Nu. 19.)

**What This Means:** Nargan was a simple team member last circle, but he asked to command this mission. He disagrees with his organization's decision to sell rights to the canal project to other private groups.

**What the PCs Can Do:** Experienced PCs will be useful against the perils of the northern wilderness. Diplomatic skills might prove useful as well in preventing a repeat of the sad events last circle when scouting soldiers of the Stonewall Expeditionary Force captured one of the survey teams.

## The Orcish Hordes of the Dark Knight.

**Location:** Farmlands of the Barony of Rugalov, north of Dymrak Forest, Kingdom of Karameikos. OW

**Description:** While marching north Sir Grygory and the Fangs of Jallah find what is left of a village sacked by orcs. There are a few survivors, but most buildings are burned down and the villagers killed in a scene of carnage...

As they question the villagers, a large army of orcs suddenly approaches, led by a knight in black plate armor riding a skeletal horse, and a fierce battle begins. The orcs are initially successful in their savage charge, but as the battle continues the more organized formations of the humans cut most of them down. Sir Grygory approaches the dark knight who is killing several people, yet as he is about to attack Grygory's friend, Brother Mikhail, raises his holy symbol towards him, which shatters the dark knight's skeletal steed. Seeing that the battle is lost, the dark knight disappears into the woods with Grygory and several of his men in pursuit.

The remaining mercenaries quickly kill or drive off the remaining orcs, then go about tending the wounded and the dead. (See Nu. 9, Nu. 11; Nu. 13, Nu. 27.)

**What This Means:** This is an important battle in the *Dark Knight of Karameikos* novel. Since the hunt Grygory and his men-at-arms embark on to catch the dark knight is specific to the characters of the novel, it is not described here. However, the raids on the villages of the Barony of Rugalov are essentially over now, although there may be some orcs who escaped the battle roaming the countryside.

**What the PCs Can Do:** Fight the orcs, obviously! However, the PCs probably shouldn't be able to join Grygory's hunt for the black knight. Besides, if they did they might not like what they find... After all, Grygory certainly didn't!

## Nuwmont 13, AC 1019

### Eagle's Flight.

**Location:** City of Edairo, Kingdom of Thothia, Nayce, Isle of Dawn. SD

**Description:** The *skyship Eagle* takes flight, heading west over the Great Escarpment, destination unknown. (See Nu. 21, Va. 2.)

**What This Means:** The *Eagle* was built for the Thyatians during their brief occupation of Aeria, and captured by their enemies during the war for control of the Isle of Dawn. It is not known what is going on here, but some would be interested in finding out. Perhaps the Thothians are out to explore the Great Escarpment.

**What the PCs Can Do:** Characters interested in a voyage over the Great Escarpment might find a place as guards.

## Facing the Music.

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

**Description:** Favian Vern, President of Esterhold, brings the Naycese Council up to date on how things are going in his republic. He gives an impassioned speech, in which he explains how many former slaves among the Jennites have a genuine need to prove to themselves that they can be free now, and how that was a major reason why he settled the matter of the recent war and agreed to a truce that will leave the borders where they are now.

The council is not pleased, and the traditionalists immediately move to have Favian removed from his position as president. The reformists protest the decision, but Commander Karszamon argues that obviously Favian's democratic ideals have failed utterly—the Jennites rebelled against him, as it was obvious they would unless treated with proper force, and he has just signed away most of the empire's holdings on the Esterhold Peninsula with his agreements with the insurgent Jennites. His misguided idealism has cost Nayce important resources, particularly from the mines of Southrock, the lack of which are now hurting the entire empire. Though Karszamon does not get a vote as commander, he suggests that the council should remove not only Favian, but also his remaining governors, Kalin of Blackrock and Alinda of Marlin, who have supported him in his irresponsible alliance with the Jennites.

There is much discussion, and it is clear that the vote will be a close one with the odds slightly against Favian. With a tired look on his face, Favian speaks again and says that he will offer his resignation if his governors are confirmed in their positions and the council supports the truce with the Jennites. This raises yet more debate, but in the end the council accepts his terms, and Favian steps down as president. (*See Th. 6, Th. 15.*)

**What This Means:** The Republic of Esterhold is no more. Favian knew that the traditionalists might outnumber him, especially after Thothia grew stronger in the council a little over a year ago, but he suspected that even the reformists might not support him, since he has lost Nayce essential resources just when the empire needs them the most. He also knows, however, that there may come another day, when things turn to his advantage again, so he will wait and bide his time. More importantly, he is not willing to see the truce that was won with blood and sweat last year go to pieces, so he opts to sacrifice himself as an offer of appeasement to the traditionalists. While this may hurt the reformists in the Naycese Council, it will at least allow Kalin and Alinda to retain their positions, and as it is, the reformists are in the minority anyway. Blackrock and Marlin will now each have the effective status of an individual kingdom with Kalin and Alinda being the respective rulers. They will retain only the titles of governors (like Jhedryll of Eirundrynn), however, since the council is uncertain that these kingdoms will flourish and (more importantly) since the traditionalists do not want to acknowledge these rulers as their equals. The titles don't matter so much, however, since Kalin and Alinda will still have a seat on the Naycese Council each, though they will have less combined voting power than the Esterhold Republic did, since Favian has lost Southrock, Anchorage, and Verdan. Favian will end up remaining at the council, however, as Kalin and Alinda decide to appoint him as their joint representative in the Naycese Council. So while Karszamon has succeeded in removing Favian from his position, he hasn't gotten rid of him altogether. But obviously he will no longer be the effective leader of the reformists.

## Let's Hunt Some Orc!

**Location:** Farmlands of the Barony of Rugalov, north of Dymrak Forest, Kingdom of Karameikos. OW

**Description:** The dark knight and his orcish horde defeated, Sir Grygory and his men-at-arms have returned to the camp of the Fangs of Jallah. Grygory promises the mercenaries they will hunt down every last goblinoid or undead here, and will be rewarded for it as long as he has money to pay them.

Some people note that he is now wearing imposing mail of black plate and wields a large broadsword instead of his usual long sword. He explains that this is treasure he has taken from the dark knight after he killed him, which is his right. Most accept that explanation. (*See Nu. 11, Nu. 12; Nu. 27, Va. 9.*)

**What This Means:** Grygory is beginning a fierce quest to hunt down every single orc still in the area, and he is being rather aggressive about it. Still, since few people like orcs, nobody is likely to object. However, some of the mercenaries are already leaving, as they are certain there will be little reward from now on. The Fangs of Jallah will gradually fall apart and Grygory's mercenaries will slowly but certainly depart.

Over the next couple of weeks, Grygory's dwindling army will chase every orc, hobgoblin, skeleton, and other creature they don't like down and kill them.

Obviously there are reasons for Grygory's aggressiveness, but those are better left to the *Dark Knight of Karameikos* novel.

**What the PCs Can Do:** The PCs can go orc-hunting along with those who remain until they tire of it. PCs who don't accept Grygory's explanation for his new choice of weapon and armory will find that he is very confrontational about it—they had better not press the issue, or he might accuse them of defying his orders and then decide to use his weapon on!

## Nuwmont 15, AC 1019

### Al-Kalim's Scabbard Is Discovered.

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

**Description:** A *faris*, Mujibur al-Jaboor, who has been on a pilgrimage for the last twenty years, has returned with riches, and stories of a valley of diamonds and the fabled City of Brass. (*See Va. 11, Th. 2.*)

**What This Means:** Mujibur al-Jaboor was a staunch supporter of the Preceptor Faction in his service as a *faris* in the Desert Rose. Around AC 998 he retired as Head of the Order of the Lance to follow the journeys of al-Kalim. He has been questing for Immortality, and has recently taken a break to see to affairs at home.

**What the PCs Can Do:** If the PCs are near the *Emirate* of Nithia, they may see the grand procession—Mujibur's triumphant return. If involved with the new *emir*, they may be asked to escort the *faris* or verify the legitimacy of his fabulous claims. PCs could also be hired to determine the intent of this returning hero of the Desert Rose.



## Nuwmont 16, AC 1019

### A Grand Tour Comes to an End.

**Location:** Town of Boyâzka, Kingdom of Yozgulak, Hagiarchy of Hule. SC

**Description:** The Thyatian expedition to the Savage Coast departs the nation of Hule, after having been feted for over a year by the Master's own officials. (*See Nu. 18, Nu. 28.*)

**What This Means:** The Thyatian Empire sent out three expeditions in AC 1017—westward to the Savage Coast, southward to Davania, and eastward to Skothar—to push back the frontiers of the known world, to build alliances with new foreign powers, and to open new trade routes for the Thyatian and Minrothaddan merchants who will one day follow them. Hule, being a regional power, was the logical first stop for this expedition, and, unexpectedly, the Master took a personal interest in the Thyatians. He tasked a small army of officials with ferrying the Thyatians all over the country, for the purpose of showing them important landmarks, castles, and other spectacles that, he hoped, would both impress his guests, and convey to them that Hule is not to be trifled with.

In many ways his plan was successful; the Thyatians saw largely what he wanted them to see: bustling cities and towns, well-trained armies, and above all, disparate ethnic groups coexisting peacefully. Over the course of the year, however, news of ongoing troubles in the disputed, ore-rich Bylot Hills, as well as strife among the various ethnic groups living on the fringes of the hagiarchy, reached the Thyatians; although they did not let their hosts know that they were aware of such things.

In the meantime, the Thyatians secured a Hulean market for exports of Davanian spices from the Hinterlands, as well as pottery, wine and spider silk from the Thyatian heartland. Boyâzka will become a major port of call for Thyatian and Minrothaddan merchants in the years to come, and other eastern nations may very well follow suit. The expedition will now visit other ports along the western shores of the Gulf of Hule, while an ambassador, respected businessman Darius Argentius, and his staff busy themselves with establishing an embassy in Greatrealm, and a consulate in Boyâzka. Other consulates may be established in the other Hulean kingdoms in the future.

**What the PCs Can Do:** Higher-level PCs could take part in negotiations, but most likely they would be assigned the task of identifying Hulean spies, and ensuring that they do not obtain any trade secrets. The PCs could also be contacted by members of opposition groups, who would then tell the visitors their side of Hule. Whether the PCs believe the tales of woe is another question entirely, and might involve sneaking away from the expedition for a time to see the other side of Hulean society.

### A Strange Item.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alphia, Alphiatic Empire. HW

**Description:** The young Wazkun is still searching for interesting things in the tower. His latest discovery is a small amulet that does not seem to be overly special. He does not know if it is magical, but he is strangely reluctant to show it to

the nobles. For unknown reasons it feels right to keep it a secret. (*See Nu. 9, Nu. 10; Nu. 27, Va. 5.*)

**What This Means:** In the abandoned tower of an old wizard one is bound to find a lot of weird magical items. Wazkun will have to learn the secret of this special one.

**What the PCs Can Do:** If the PCs' are part of Ardana's group, one of them may find the amulet and experience the dreams that Wazkun is about to have.

## Nuwmont 17, AC 1019

### Plans for the Wind Flats.

**Location:** City of Suneveh, Province of Suneveh, Kingdom of Nimmur, Orc's Head Peninsula. SC

**Description:** Prince Enshurnasirpal orders two pincers and twice that many civilians to march north into the Wind Flats, where they are to take control of the desert land in the name of Suneveh. The civilians are settlers. (*See Fl. 16, Ya. 28.*)

**What This Means:** For years now the Prince of Suneveh has been trying to acquire reliable medicine to negate the effects of killer flies on the Wind Flats. Trials have resulted in the death of several manscorpions, but it was not in vain as the medicine is now reliable enough that the prince is willing to use it on his soldiers in order to add the Wind Flats to Suneveh.

Prince Enshurnasirpal's goal is threefold. Firstly, he intends to send settlers in the Wind Flats and start a major northern territorial expansion that will increase the status of Suneveh—and his own. The Wind Flats are of little value unto themselves, although it may be possible to eventually turn them into sheep pasturage, but having a base there will make it easier to flank the phanatons; thus, a coordinated attack with Ankesh should then be possible. Finally, once Suneveh and its prince have demonstrated their excellence by annexing the Wind Flats and crushing Jibarú, Enshurnasirpal would not mind seizing the Texeiran Colony of the Horn further north.

**What the PCs Can Do:** Scouts and settlers will be hired immediately! The medicine is relatively safe and effective, though the DM may want to add secondary effects. Manscorpions PCs of Name level may see this as an opportunity to establish their own dominions.

### Underground Complex Uncovered.

**Location:** Dragon Spine Mountains, Shun Province, *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** A group of adventurers, some from the continent and some local to Ochalea, pursue bandits into the northern mountains. After weeks of hunting, pitched battles and guerilla warfare the group discovers the mixed human and nonhuman bandits camped in the hidden gatehouse of an underground complex. (*See Nu. 11; Nu. 26, Fe. 15.*)

**What the PCs Can Do:** The PCs may want to explore this foreboding complex they have just found.

## Nuwmont 18, AC 1019

### A Visit to the Baronies.

**Location:** Town of Porto Preto, *Dominio de Vilaverde*, Savage Baronies. SC

**Description:** The Thyatian expedition to the Savage Coast docks at Porto Preto, the first of (hopefully) many visits along the Savage Coast. The local officials receive the Thyatians with courtesy once their peaceful aims are made plain, and before long Paulus Angelinus and his closest aides secure an audience with *Barão Jorge de Vilaverde*. At that meeting, *Barão Jorge* enquires politely about Thyatian interests in the Gulf of Hule region, and whether they learned anything interesting during their tour of Hule. He also asks Paulus about the empire's plans for Tyjaret and Kladanovic, and in the Savage Coast generally.

Paulus thanks the *barão* for his hospitality, and informs his host that, although the empire first came to the region as a colonizing power over a century ago, Thyatis no longer harbors imperialistic ambitions in the Savage Coast region. Emperor Eusebius directed him to explore the area west of the Serpent Peninsula, both to update imperial knowledge of the region and to forge diplomatic and trade ties with any and all friendly nations. He goes on to say that Tyjaret is an ally of the Thyatian Empire, free to conduct its own affairs, and is benefiting from its new relationship. Thyatis is making considerable investments in both towns' ports, with the intent of enlarging them, and therefore making them more desirable ports of call. The eventual completion of a paved trade road linking the two towns, as well as the establishment of a fortified town midway between them, will speed commerce immensely, and may one day eliminate the need to sail around the Serpent Peninsula.

The following days will be spent in negotiations, with Thyatis hoping to secure reliable sources of *cinnabryl*—an essential commodity if the empire wishes to develop a presence in the region—and *red steel*. Paulus appoints a Thyatian ambassador, Diana Kytherastina (former bard and currently businesswoman with extensive mercantile interests in the Hinterlands) to represent the empire—this appointment will be confirmed later this year by Eusebius. (See Nu. 16; Nu. 28, Va. 7.)

**What This Means:** The Vilaverdians are well aware of recent Thyatian inroads into the Savage Coast region. Vilaverde's main concerns, from a strategic standpoint, are Hule, Torreón, and Narvaez—the arrival of Thyatis complicates matters greatly because it is a powerful empire, but this is not necessarily a bad thing, especially if Thyatis becomes an ally. *Barão Jorge* suspects that Paulus's answer is genuine—or at least, as genuine as such statements can be in diplomatic circles—but he remains a little wary, given what he knows of the empire's strength. He suspects that Tyjaret and Kladanovic could become the core of a Thyatian trading empire in the Savage Coast that could present stiff competition. For now, however, he will trust that Thyatis will not try to take over Vilaverde's trading network or its colonies, but he will share his impressions with his fellow barons.

**What the PCs Can Do:** The PCs could be part of Paulus's retinue; otherwise, they could be assigned the task of investigating Porto Preto and the surrounding countryside while diplomatic and trade talks get underway. A PC of high enough level could be appointed as ambassador in Diana's place, as well.

### Mammoth.

**Location:** Territory of Fang Cave Clan, Lands of the Brute-Men. HW

**Description:** Ka-ro is too young to hunt with the men, so he scouts the wilderness in search of game to flush out toward the hunters. Hidden among the leaves of a tree, he is watching a group of woolly mammoths drinking from a small spring in a clearing when a large shape looms overhead. Thinking it may be a pterosaur, or perhaps a fabled dragon, Ka-ro remains absolutely still. The mammoths have also spotted the hovering form, but they do not seem alarmed by it. Suddenly, one of the mammoths bellows in pain, and the group stampedes away into the forest. The shadow overhead follows the pack, but as the injured mammoth also reaches the cover of the trees the flyer abandons its prey and disappears swiftly. After a moment, Ka-ro risks a movement to scan the skies, but the strange bird has left. After waiting to ensure that it will not come back to claim its prey, Ka-ro descends from his tree and, using his smell and tracking capabilities, follows the trail of the injured mammoth.

The mammoth lies dead not very far away, a small, strange spear stuck through its throat. Ka-ro uses his precious stone knife to carve up the fallen beast and carry as much as he can—he knows that everything left behind will be lost, as scavengers will feast upon anything he does not remove immediately. As an afterthought, Ka-ro also takes the spear. (See Nu 22, Nu. 26.)

**What This Means:** The Brute-Men hunt animals, including large beasts like woolly mammoths, with their stone and bone weapons. Ka-ro was watching potential game for a hunting party when an Alphatian *skyship* flew overhead. A marksman fired a *bolt +1* from his crossbow, and neatly hit a mammoth in the neck. The large beast was resistant, though, and did not die on the spot. The Alphatians, however, have been attacked before when they ventured deep into the dangerous lands of the world below, so, as much as they would have liked to acquire a new specimen of native wildlife, they dared not walk into the forest, and just flew away. Ka-ro did not see the Alphatians (his instincts urged him to freeze when a huge bird was preying), nor would he have understood had he glimpsed the flying ship.

**What the PCs Can Do:** Brute-Men PCs could be thusly surprised by a sweep of an Alphatian *skyship* surveying the surface of the Hollow World. Their reaction could vary from Ka-ro's, and lead to an encounter with the much more advanced Alphatians. Alphatian explorer PCs could be less frightened of the large world than their countrymen, and volunteer to follow the dying mammoth, possibly resulting in an encounter with the primitive Brute-Men.

### On the March.

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

**Description:** Major Sarond leads the 1<sup>st</sup> Marine Squadron to waiting ships in the harbor of Lakim, leaving only a few recruits and a training crew behind. Their destination is the town of Tirenlos, where the workers and soldiers of the canal-building project will assemble. (See Nu. 12; Nu. 19, Nu. 21.)

**What This Means:** The organization has sold its project to a group of Foresthome nobles, but is still in charge of advancing the construction and protecting the workers.

## Nuwmont 19, AC 1019

### Black Petition.

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

**Description:** Ludwig von Hendriks, imprisoned in a prison in Mirros, petitions his cousin, King Stefan Karameikos, for a fair trial according to Karameikan law. He states that a country that waged war against him could not conduct a fair trial, and that he will accept the decision of a Karameikan court. King Stefan takes the petition under advisement. (*See Va. 1, Fl. 1.*)

**What This Means:** King Stefan thought he was rid of the Black Eagle when he broke the vassalage of his barony. Unfortunately, his cousin came back into his custody when he was expelled from Glantri, and the king was reluctant to send him to the Five Shires for execution. Ludwig von Hendriks was a baron in Karameikos before King Stefan cut him loose, so there is some validity to his petition—though it is the king who ultimately decides how law applies. Not deporting his cousin to the Five Shires would ease the king's conscience, but the trial can only worsen the situation at home (and also with the hin). The Black Eagle has nothing to lose from a trial in Karameikos, as he has a death sentence pending if he is extradited, even though the charges that can be brought against him in Karameikos could lead to the same sentence.

### Waiting for the Beginning.

**Location:** Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Almathia, Almathian Empire. HW

**Description:** With the arrival of two more crew ships, Zas Ubul has assembled his canal-building workforce. He is still waiting for the protective force and the caterpillars. (*See Nu. 12, Nu. 18; Nu. 21, Nu. 22.*)

**What This Means:** The work is to be started soon. The soldiers are on their way, and Bleek and Daker have promised to send the first caterpillar via airship in a few days.

## Nuwmont 21, AC 1019

### Eagle Flies On.

**Location:** Western edge of the Great Escarpment, Isle of Dawn. SD

**Description:** Having flown over the entire Great Escarpment, making contact (wanted and unwanted) with some of the local inhabitants, including the baronies now controlled by Thothia, the *Eagle* continues her flight, entering Thyatian territory to the west. (*See Nu. 13; Va. 2, Va. 9.*)

**What This Means:** It is still unclear what is going on. The ship will fly over the northern Shadow Coast, then over the Western Sea of Dawn. She will not encounter Thyatian patrols over the Isle of Dawn, but she may run into other threats.

**What the PCs Can Do:** Meet strange creatures the ship encounters, and fight off anything that attacks her.

## A Wave of Desperation.

*To understand the origins of this wave of desperation, see map depicting the Almathian lands following the Great War.*

**Location:** Throughout Nayce. AS, SD

**Description:** Cities and towns across Nayce witness the beginnings of a phenomenon unheard of in recent history—masses of people migrating across the land in search of work. Traffic at major Naycese ports increases noticeably, but instead of consumer and trade goods, the vessels' cargos consist of unemployed artisans, master tradesmen, and other people who would normally lead comfortable lives—often with their families in tow. (*See Va. 1, Va. 11.*)

**What This Means:** Since the fall of the previous year [*Swiftmont, AC 1018. Ed.*], declining stocks of metal and other basic resources have made the cost of doing business in the Naycese territories more expensive than before—so much so that many craftspeople found themselves no longer able to pursue their vocations. Although the Naycese Council took steps to address the problem by reopening old mines on the islands of the New Almathian Sea, until the various kingdoms could begin to exploit their own mineral resources on a larger scale, the response was too late to make much of a difference in the short term. Even when those mines are operating at full capacity, the amount of ore they will be able to produce will not be nearly as great as the mines of Esterhold and Denwarf-Hurgon, both of which are now lost to Nayce.

Since the vast majority of craftspeople were freemen, they retained their social status through their ability to maintain a balance of at least 10,000 *crowns* in an Almathian bank. With their businesses in tatters, many of these people were forced to draw upon their savings to feed their families in the weeks that followed. Unfortunately, under Almathian law any mundaner with less than 10,000 *crowns* to his or her name cannot be a freeman, and must therefore be a member of the servant class, in which case they must find a master. Many craftspeople despaired of their change of social status, yet accepted it; others committed suicide. However, a growing number of these desperate people are trying to take matters into their own hands. The coming weeks will see the displacement of thousands, all of whom are desperate to retain their status as freemen.

**What the PCs Can Do:** PCs who practice a trade, and who otherwise maintain themselves as freemen, would have been hit the same way as everyone else by the increased costs for basic goods. Although they can use their adventuring skills to earn more money, the PCs may have relatives who are not so lucky.

## Construction Crew Assembled.

**Location:** Canal Construction Site, North of Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Almathia, Almathian Empire. HW

**Description:** The soldiers of the 1<sup>st</sup> Marine Squadron leave their ships and march to the construction site. The workers follow immediately to erect their camp. (*See Nu. 18, Nu. 19; Nu. 22, Nu. 25.*)

**What This Means:** The construction personnel are gathered and ready to begin work.

**What the PCs Can Do:** Experienced PCs are welcomed as scouts or officers.

## Nuwmont 22, AC 1019

### Litter.

**Location:** Territory of Fang Cave Clan, Lands of the Brute-Men. HW

**Description:** Ka-ro is quickly growing tired of trotting with the weight of most of a wooly mammoth—he is only a young boy, after all. While resting he grunts furiously as he realizes he may have to abandon parts of the beast, and begins reflecting what a hunter would abandon first: the food-meat, the tool-bones, the leather-skin, or the cloth-fur—the Brute-Men put everything to use. An idea comes to Ka-ro's mind as he tries to sort the mammoth parts into two piles, one for keeping and one for discarding: he will assemble a litter to carry everything. Ka-ro is thrilled by his own ingenuity, though he soon realizes that it is easier thought than done—Brute-Men are normally creatures of action and not reflection. After a lot of effort, he manages to assemble something that is barely adequate to the task. (See *Nu 18; Nu. 26, Nu. 27.*)

**What This Means:** Brute-Men are primitives who rely primarily on their own skills and strength, or the simplest of tools. Conceptualizing a way of transporting his load is evidence that Ka-ro is a very intelligent Brute-Man indeed.

### Annabelle Arrives.

**Location:** Canal Construction Site, North of Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Almathia, Almathian Empire. HW

**Description:** Daker arrives with an airship transporting the first caterpillar, *Annabelle*. After disembarking she merrily rolls around and stomps down two workers' huts before Daker can calm her down and begin training her crew.

Later, Daker sits down with Zas Ubul to make a proposal for another type of working juggernaut. After all, he argues, there will be a lot of earth to be moved, but the caterpillars of the *Annabelle* class are made for digging, not for moving earth. Zas Ubul is not quite convinced, but he agrees to accompany Daker and take a closer look. (See *Nu. 19, Nu. 21; Nu. 25, Nu. 28.*)

**What This Means:** When working with the inventions of siblings Bleek and Daker, you must expect such occurrences. After all, the caterpillars are magical constructs that are sentient (admittedly with a low intelligence), and have personalities. Zas Ubul's older employees knew what could happen, and they were able to warn their younger comrades in time, thus preventing any injuries. This, of course, does not preclude future accidents, whether caused by *Annabelle* and her siblings or not.

After instructing the workers in the nursing of *Annabelle*, Daker will take Zas Ubul with him to his estate in the Kerothar Mountains to present him the new *Wilhelm*-class earth-mover.

**What the PCs Can Do:** Although the canal project has the support of the crown, there are those who would like to see it fail for various reasons. The arrival of *Annabelle*, and the other construction golems that will follow her, is a very visible symbol of the project's progress, and thus could encourage some opponents to strike. The PCs, especially if they are higher-level, could be asked to help guard the golems, and ensure that no unauthorized personnel get too close to them.

## Nuwmont 24, AC 1019

### Next Stop, Cittanova!

**Location:** Town of Fiorenza, Barony of Fiorenza, Hinterlands, Thyatian Empire. DV

**Description:** After many months of stabilizing, widening, and enhancing the existing trail from Raven Scarp, Thyatian engineers and laborers have completed the first segment of the Raven Scarp-Cittanova Road. Now, a wide, fully paved road connects the *exarchate's* capital city with Fiorenza—a total distance of roughly 130 miles. (See *Am. 27.*)

**What This Means:** Last year [*Flaurmont, AC 1018. Ed.*], *Exarcha* Leilah ben Nadir ordered the construction of a paved road along the northern coast of Davania Superior, which would link the various coastal settlements and facilitate the movement of trade and people. Although there was already a good trail along this route, considerable engineering was required in order to ensure that the paved road would not sag due to the prevalence of swamps in this region. Also, the laborers were attacked a few times by bands of rogue Hinterlanders—stragglers from Maeve's army who did not retreat to the south following the failure of the siege of Raven Scarp in AC 1017. After a day of celebration, presided over by Baron Justinian Silvestro of Fiorenza, work will resume to extend the road to Cittanova, 170 miles further along the coast.

**What the PCs Can Do:** If they were already serving as guards, the PCs can continue this line of work. Otherwise, there will be a need for scouts to forge ahead of the construction parties to ensure that no lairs of any sort lie in the way. If any do exist, the PCs will be expected to clear them out.

## Nuwmont 25, AC 1019

### Annabelle Starts Working.

**Location:** Canal Construction Site, North of Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Almathia, Almathian Empire. HW

**Description:** Daker and Zas Ubul watch how the caterpillar *Annabelle* is directed to the correct place and starts digging. Everything looks fine, and the men depart with the ship that dropped *Annabelle* three sleeps ago. (See *Nu. 21, Nu. 22; Nu. 28, Va. 15.*)

**What This Means:** The crew is ready to begin work. Being a golem *Annabelle* does not need sleep or food. The workers, including her crew, do need recreation, and therefore Zas Ubul has organized them into three shifts.

## Gray Sorcery in Aalban.

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

**Description:** Lady Danira Voshane, Baroness of Egorn, *teleports* to her faraway fief after receiving an urgent message from her son, Henry Voshane. Apparently, one of her many Blackmoorian artifacts, the *Gray Mushroom of Blackmoor* (a concave dish with a central rod, which, inverted, resembles a mushroom) has come to life and now blips and sparks with some unknown energy.

Using the *Gray Mushroom* with an ancient Blackmoorian scrying device, the *Slate of Gray Sorcery*, she is able to determine that a powerful new source of “gray sorcery” (an archaic Glantrian term for technology and science, and by extension, technomancy) has appeared and is moving somewhere in the area of Aalban.

Lady Danira cancels all her other commitments for the day, and the next few weeks, indefinitely. (*See Va. 7, Fl. 2.*)

**What This Means:** Lady Danira Voshane is an expert on ancient Blackmoor and a collector of artifacts of gray sorcery from that age. She is also a member of the Brotherhood of the *Radiance* and has the peculiar notion that the *Radiance* itself is derived from some powerful Blackmoorian device. (This actually is somewhat correct, as the *Nucleus of the Spheres* was originally the engine of the FFS *Beagle* starship.)

The *Gray Mushroom* was once a satellite dish, but was suddenly reactivated by the energy signals from the oard agents, an alien race of time-traveling cyborgs who are in search of the *Beagle*. They are hiding in the hills of Aalban, and one is disguised as *Frau* Viktoria von Drachenfels, cousin to the Prince of Aalban and the estranged wife of *Herr* Rolf Löwenroth of Adlerturm.

**What the PCs Can Do:** This could be a hook for a sci-fi or technomantic adventure, set in the high magic world of Glantri, as the baroness will need agents to investigate the gray sorcery in Aalban, and will probably come face to metallic, flesh-implanted face with the oard!

## Wizard Menace Rising.

**Location:** The Turmoil Territories, Continent of Bellissaria, Nayce. AS

**Description:** Ever since the Turmoil Territories acquired their status as an effective anarchy, the area has had trouble. For a time rivaling thieves’ guilds and minor warlords fought for power, but last year a wizard calling himself Darkcloak built his tower here and then used his magic to destroy anyone who got in his way. Since then other wizards have followed, and it seems the idea has caught on, as people all over Turmoil are being forced out of their homes by wizards looking to carve out an estate for themselves. In one instance the local powers united to challenge the invading wizard, with disastrous results, since the wizard didn’t hesitate to use his *meteor swarm* and *chain lightning* spells against the general population. In other cases, entire graveyards have been found excavated, no doubt by some necromancer seeking to create undead servants or just to explore his necromantic arts. Some people have also gone missing, captured by wizards for various vile purposes. The locals are beginning to discuss what they can do to stop the influx of wizards, but there is much disagreement about it, as

some areas are not as hard hit by the problem yet and so don’t much care whether wizards settle in Turmoil. (*See Va. 1, Fe. 7.*)

**What This Means:** Turmoil used to be a very anarchic part of Surshield that became independent a few years ago as an experiment. It was hoped that a local ruler would eventually rise from Turmoil, but now it seems foreign wizards are in control. While this is a severe problem, it has at least brought the people of Turmoil itself a bit closer together. What they can do about the invading wizards is speculation, though, as the wizards tend to be fairly powerful. The wizards care nothing for the locals and some have excavated bodies to *animate dead*, or captured locals for experiments or to study human anatomy. Generally most of the wizards see the locals as simple livestock to do with whatever they please. Since there are no imperial laws or regulations here, it has attracted all the worst wizards who felt restrained by rules elsewhere.

**What the PCs Can Do:** There are more than enough wizards to go after here, though the locals won’t have much incentive for mercenary PCs. The wizards themselves might have some valuables in the form of magical gear, spellbooks, and general wealth. They are powerful, however, and the PCs had better be prepared. The DM would have to supply a good reason why the PCs might have heard of the invading wizards, however, as the independent, chaotic nature of Turmoil means that news does not travel much into or out of the kingdom.

## Nuwmont 26, AC 1019

### Fang Cave.

**Location:** Caves of Fang Cave Clan, Lands of the Brute-Men. HW

**Description:** Ka-ro arrives at the caverns where his clan lives. It took him some time to trot back, dragging his crude litter behind him. His clansmen are surprised to see such a carriage approach, and grunt many questions at the exhausted Ka-ro. Ka-ro is too tired, however, and rests while the Fang Cave clansmen sort through his litter’s contents, and prepare a successful hunt’s feast. (*See Nu 18, Nu. 22; Nu. 27, Th. 6.*)

### Garrison Slaughtered.

**Location:** Bohan Province, *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** A fort with stockade and barracks in an outlying province is destroyed and the skeleton force stationed there massacred to a man. A royal commission is unable to determine whether it is bandits or monsters. (*See Nu. 11, Nu. 17; Va. 1, Fl. 16.*)

**What This Means:** The increase in banditry and monstrous raids is reaching a fever pitch as fortified settlements are now targeted, with success. Despite the royal commission’s helplessness (not to mention that of the local garrison and the governor), measures will certainly be taken to reassert authority and stability.

**What the PCs Can Do:** The PCs can be hired by the commission, or by local officials or the governor himself, to track the attackers so they put an end to their violent actions.

## Nuwmont 27, AC 1019

### Contest Oceansend.

**Location:** City of Oceansend, Kingdom of Oceansend, Tranquil Coast. NW

**Description:** Several squadrons of Thyatis's imperial navy arrive in Oceansend's port transporting a cohort of the Antalian Guard, a *tulдум* regiment, and *thematic exercitii*. Thyatian troops land in Oceansend, intending to use the city as a base from which to launch their forces into the Heldannic fight.

Along came an imperial envoy, Diometian Clibaredes, who meets with King Olaf Yarrvikson. He presents Yarrvikson with an offer to join the empire as an *exarch*. Clibaredes says that he understands independence is dear to Oceansend, but that true independence is an impossibility for the city, as its recent history demonstrates. The only result of Oceansend's efforts to remain on its own has been that it had no choice in determining whose dependency the city-state would be, nor on what terms.

King Yarrvikson is taken aback by these blunt words, and his face becomes red. He says that Oceansenders fight hard, and no conqueror has enjoyed ruling the kingdom, nor will the Thyatians if they are here to take away the independence they claim to have given back to Oceansend. Clibaredes reassures Yarrvikson that no, the Thyatian forces did not arrive to occupy Oceansend by force, and that all your majesty says is true. But neither have the Oceansenders enjoyed the last several years, which have despoiled their city and seen the death of too many.

Diometian Clibaredes goes on to say that the empire has sent an envoy not to take control of Oceansend's destiny, but to give it a say in determining that destiny. Oceansend is offered three choices. The Thyatians can withdraw completely from the city, leaving it to its independence—and its own resources and devices in keeping that independence. Or the city can continue as an imperial client-state, a protectorate. Thyatis will defend the city, so long as Yarrvikson agrees to have the same friends and the same enemies as Thyatis, adheres to Thyatian trade policy, and continues to pay tribute to defer the cost Thyatis is spending on its defense. They will also have to respect the final border negotiated with the Heldannic Knights. Furthermore, the Thyatians are to be granted a Thyatian Quarter like that on Aegos, with a gate of its own, port access, and extraterritoriality. Thyatian citizenship will be offered to all Oceansenders who want it, and no Thyatians in Oceansend will pay taxes to the kingdom—they will only owe taxes to the empire. Oceansend will be independent and self-governing, though.

Or, Oceansend can voluntarily join the empire as an *exarchate*, with Yarrvikson as its *exarch*. Clibaredes indicates that the closer Oceansend's ties to the empire, the more it is willing to invest on its behalf—not only its defense, but reconstruction and rebuilding. All of Yarrvikson's subjects will be given Thyatian citizenship. As an *exarchate*, Oceansend will still be able to determine its own internal policies and laws, having home rule. It will have to conform to imperial foreign policy, including on trade, but it would have to do that as a protectorate. It will, however, have something that a protectorate does not: a role in shaping that policy, due to its right to send two representatives to the imperial senate. As an *exarchate*, Oceansend's own traders will benefit from Thyatis's growing trade network, lower tariffs (being inside the *Commercia* zone) and trade agreements. They

will not have that if they remain independent. Indeed, Clibaredes implies that if Oceansend chooses to remain independent, Thyatis will invest the money that it otherwise would put into rebuilding Oceansend into building the Thyatian Quarter and its colony on the Isle of the Dogs as ports, diverting trade from Oceansend's own harbor to ones under Thyatian control. But if Oceansend is part of the empire, then the Barony of Canium will be developed to complement and supply Oceansend, rather than compete with it. Indeed, if Yarrvikson accepts, then the empire will make the Barony of Canium part of the *Exarchate* of Oceansend, with its baron reporting to Yarrvikson. As an *exarchate*, Clibaredes concludes, Oceansend loses little of substance, but gains much. There is no real reason why Oceansend should reject the offer to rejoin the empire that founded the city, and from which the Imperial House ruling the empire originated.

King Yarrvikson says that he has listened to the empire's proposal, but a matter of such grave import needs consideration. He will consult with prominent Oceansenders, and give his decision when it is reached. Clibaredes bows, saying he completely understands. In the meantime, Oceansend will remain a Thyatian protectorate. (*See Nu. 4; Va. 5, Fl. 21.*)

**What This Means:** In Fyrmont 12, AC 1018, Oceansend was freed from Heldannic occupation due to the intercession of Thyatis, with its final status to be determined later. Since then, Thyatian troops have garrisoned the city, and Oceansend has paid the equivalent of imperial tribute to cover the cost, and Thyatian representatives have guided King Olaf Yarrvikson's policies. All along, Eusebius has wanted to convince Oceansend to join the empire. He could have simply seized the city, occupying it with his own forces—indeed, the Heldannic Knights were surprised when the Thyatians did not do so. As were many in Oceansend.

But Eusebius was convinced by the debacle of his father's campaign of conquest on the Isle of Dawn that simply seizing Oceansend would result in short-term gain, a restive population that had to be constantly garrisoned, and ultimately its loss. Oceansend is the last key to Eusebius's vision for the Thyatian Empire, and he wants it tied to the empire in the long term. Therefore, the Thyatians are attempting to convince Oceansend of the benefits of voluntary incorporation into the empire.

Olaf Yarrvikson's ideal outcome would be complete independence for Oceansend. But events of the last decade have shown that possibility lead only to outside forces seeing the kingdom as ripe for the plucking. Oceansend is too weak to stand on its own. He knows that if the Thyatians withdraw, the Heldannic Knights will probably return as soon as one faction wins the war. There are really only three viable alternatives for the city. It could be controlled by the Heldannic Knights, join the Norwold Confederacy, or league with Thyatis. The confederacy seems too unstable to offer much, while the Heldannic Knights are seen as conquerors by the population. Eusebius's two alternatives are the only realistic ones. Thyatis could have seized the city by force when it wanted, especially as their troops are already present, but it did not. Acceptance of *exarchate* status seems like the better deal, but independence is dear to Yarrvikson, and he trusts Eusebius's sincerity because Thyatian troops have been present for several months without forcibly incorporating it into the empire. Eusebius has kept his promise to the Pearl Islands and Ochalea after they rejoined the empire under terms identical to the ones being offered to Oceansend. There is much for him to ponder.

## Dra-co.

**Location:** Caves of Fang Cave Clan, Lands of the Brute-Men. HW

**Description:** The Fang Cave Clan feasts upon the wooly mammoth that young Ka-ro single-handedly killed. While everyone is eating roasted mammoth around the clan fire, Ka-ro receives praise from his peers for his bravery and skill, and is pressed for a tale of his exploit. It seems that the young Ka-ro has proved that he is a man! Ka-ro recounts his tracking and watching the mammoths, his mission as a scout. The Brute-Men become fearfully silent at the telling of the apparition of the awesome flying beast, and shudder at the thought that a legendary dra-co has maybe come to the Fang Cave territory. The Brute-Men are disappointed to hear that Ka-ro did not see the creature, but the hunters commend his stance. Everyone is awed again at the description of the slaying of the wooly mammoth, and gasps at the sight of the “dragon’s claw.” Ka-ro handles it like an artifact (especially since his clansmen have suggested that it was a dragon he saw—he never gave too much thought until then as to what the creature might be), and shows it around the gathered clansmen, who apprehensively touch it. The rest of Ka-ro’s tale does not receive much attention from his kinsmen, as they focus on the artifact instead (it is hard to keep a Brute-Man’s attention on any subject, as they are easily distracted by immediate concerns—in that case, a dragon), so the story of his bringing back the mammoth, and his ingenuity in doing so, go mostly unnoticed. (*See Nu 22, Nu. 26; Th. 6, Th. 11.*)

**What This Means:** The Brute-Men live in a hostile environment, and a report that a mythical dragon is hunting in their territory is terrible news for the clan. In truth, the Alphas who are the cause of the scare are unlikely to ever come back.

**What the PCs Can Do:** Na-do, the clan chief, may ask a group of fearless clansmen—that’s the PCs—to look for the dragon. Though there is no dragon, that mission may take the PCs on a dangerous quest anyway, as the Brute-Men’s lands are dangerous on their own.

## Dream or Vision?

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** Wakzun dreams of standing on a kind of balcony that is part of a huge tower or palace. He is looking down upon the surrounding area, and somehow he knows that he is standing on a flying island. As he watches it the sun vanishes below the edge of the island. Suddenly he notices an old man standing beside him. The grinning old man points to the sun and says something, but Wakzun is not able to understand it. He desperately tries to listen, but the efforts only lead to waking him up. (*See Nu. 10, Nu. 16; Va. 5, Va. 19.*)

**What This Means:** Wakzun is not sure how to deal with the dream. He has dreamed about flying before but this dream was different. The old man remains a secret for him, a secret that has to be solved—somehow, sometime.

## I’m Not That Kind of Knight!

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

**Description:** While conducting a review of his troops, Governor Wolfgang Stimmel is booed. The booing soldiers are not identified.irate, Wolfgang has everyone dismissed and orders a thorough investigation. (*See Nu. 2, Nu. 7; Va. 2, Va. 6.*)

**What This Means:** Discontent is rising among the more zealous Heldannic officers who arrived from Vanya’s Rest last year. They dislike the way the war is now conducted, using mainly hit and run tactics. Being true Heldannic Knights, they want to prove themselves worthy of Vanya’s grace by accomplishing great deeds on the battlefield. They judge the Meghala warriors inferior, and cowardly in their way of conducting war upon the Mivosians.

**What the PCs Can Do:** If they are close to Governor Wolfgang Stimmel and have proved themselves trustworthy, they can be the ones conducting the investigation.

## Sir Grygory Goes Mad.

**Location:** Farmlands of the Barony of Rugalov, north of Dymrak Forest, Kingdom of Karameikos. OW

**Description:** Sir Grygory apparently goes mad! Having killed all opposition in the Barony of Rugalov, he tells his advisors they must now hunt down collaborators in the villages! When his shocked companions try to convince him otherwise, he goes mad and attacks them, but disappears into the forest before hurting anyone. His old friend Brother Mikhail rides after him. Mikhail’s horse eventually returns, and Mikhail himself is later found slightly wounded in the forest, but there is no sign of Sir Grygory.

Nursed back to health in the camp, Mikhail explains that he met Grygory, who attacked and thereby unhorsed him. However, as the knight was about to swing his broadsword at him, Mikhail clutched his holy symbol and prayed, and as Grygory struck a flash of light or a force seemed to explode between them, knocking them both over. Mikhail is uncertain what happened, but claims to recall Grygory being momentarily concerned about the monk, and then the knight was suddenly gone.

They search the forests for Grygory, but he cannot be found. (*See Nu. 12, Nu. 13; Va. 9, Va. 13.*)

**What This Means:** This is yet more peculiar behavior from Grygory in the *Dark Knight of Karameikos* novel. Grygory’s companions will look for him for several days, but eventually they will have to give up and return to Mirros.

**What the PCs Can Do:** The PCs could help in the search for Grygory. They won’t find him, but then they might find something else the DM would care to introduce...

## Nuwmont 28, AC 1019

### Thyatians Open Ties with Texeiras.

**Location:** Town of Boa Mansão, *Estado de Texeiras*, Savage Baronies. SC

**Description:** Continuing its exploration of the Savage Baronies, the Thyatian expedition reaches the town of Boa Mansão. Within hours, Paulus Angelinus secures a meeting with *Barão* Bartolomeu, and diplomatic and trade ties between Thyatis and Texeiras are discussed. Of particular interest to the *barão* is what the expedition hopes to achieve, and what the Thyatian viewpoint is on the status of Terra Vermelha, an often-disputed land that is rich in *cinnabar*. Paulus informs *Barão* Bartolomeu that Thyatis is interested primarily in trade, and that it will purchase *cinnabryl* and *red steel* from whomever is selling it at a reasonable price. The empire has no official position on the territorial disposition of Terra Vermelha at the moment.

The *barão* seems to be satisfied with the answer, and, before inviting Paulus and his senior aides to a banquet later that day, extends a personal welcome to Texeiras. (See Nu. 16, Nu. 18; Va. 7, Va. 22.)

**What This Means:** As with many other baronies in the region, Texeiras reacted cautiously to news of growing Thyatian influence over the free towns of Tyjaret (which is now a Thyatian client-state) and Kladanovic (which is now, *de facto*, Thyatian territory) which brought Thyatian interests into the region and could, in the opinions of some rulers, either provide a counterbalancing effect to the Hulean presence, or pave the way for another period of imperial involvement in the region—Hule being the other great power. When it became apparent that Hule had taken the initiative and escorted the expedition throughout its territory, many leaders—including *Barão* Bartolomeu—feared that Thyatis might be swayed to support Hule.

Texeiras and Vilaverde both decided to confront Thyatis directly as to its disposition, as both baronies have a great deal at stake—they are both in close proximity to Hule, and both have extensive colonial holdings that could be affected by a Thyatian presence in the region. Although the *barão* realizes that Paulus will not reveal everything that he knows, he read enough between the lines to note that Thyatis has no apparent territorial ambitions against Texeiras or Vilaverde. Nevertheless, the prospect of another empire establishing itself in the region will lead the *barão* to consider his options.

The next few days will be spent negotiating trade deals with the mercantile interests of Texeiras, as well as acquiring information about the other nations of the Savage Coast region. Paulus will also appoint, pending the emperor's final approval, Alexius Comnenius (an experienced merchant) as ambassador. Afterwards, Paulus and his closest advisors (including the PCs, possibly) will head inland to Torreón, to make official contact with that nation.

**What the PCs Can Do:** The PCs can spend some investigating the town, and perhaps taking a short trip into the countryside to look around while negotiations are underway. As with the event for Vilaverde, a high-level PC could also be placed as ambassador, opening the possibility of many adventures with a decidedly diplomatic flair.

## Wilhelm Makes a Fine Show.

**Location:** Estate of Bleek and Daker, Kerothar Mountains, Kingdom of Frisland, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** Bleek, Daker and Zas Ubul watch as the *Annabelle*-class caterpillars *Benjamin* and *Claudia* are putting tons of earth onto the back of their cousin *Wilhelm*, the prototype of a new earth-mover golem. The efficiency *Wilhelm* demonstrates in transporting the earth convinces Zas Ubul to acquire him. Additionally he signs options for one more caterpillar and two more earth-movers.

Bleek and Daker then set up *Benjamin* for his haul to the construction site near Tirenlos. He will arrive in early Vatermont. (See Nu. 22, Nu. 25; Va. 15, Va. 27.)

**What This Means:** The engineer is convinced that he will need the earth-moving capacities of the new golem, and he foresees an even greater need in the future. *Benjamin* and *Claudia* are two of the four caterpillars the three have agreed to use, and they are ready for transport. A fourth one, *Doris*, is not quite ready yet.

## Topic of the Month

### Mujibur al-Jaboor

Mujibur al-Jaboor is a 36<sup>th</sup> level *faris*, a follower of the Dream of the Desert Garden, and a worshiper of 'Udnan (Odin). Mujibur was born the second son of a *sheik*, in AC 913. Not being able to inherit any title, he struck out on his own and became an accomplished desert warrior. He was a captain in the Order of the Lance, and eventually came to lead the order in AC 980. When Mujibur set out in his quest for Immortality, he met a dwarf, Torcreft, of equal compassion and honor and has kept him at his side for 18 years now. An imposing figure, with many battle wounds and scars, Mujibur was severely burned by a fire-wielding mage, rumored to have laired under Ylaruam itself. He is missing half of his right leg, and so rides his mount everywhere across the sands. Colorful to say the least, he is missing his left eye from a battle with a troll in Vestland. On one of his journeys, he recited a story of al-Kalim so marvelously that a Sindhi prince gave him a star ruby that bestows on him a *true seeing* effect, and Mujibur uses it as a glass eye. He also received as a gift for his storytelling a marvelously crafted robe of many embroidered roses, rumored to be from Hule. Mujibur lost another beloved friend to a vampire near the border of Glantri and Ethengar, and so despises any undead with a passion. Mujibur has converted many non-Ylari in his travels. The strongest followings are in Sind and the Pearl Islands, with little pockets in the Savage Coast and in Yavdlom. Mujibur has been following the path of the Epic Hero. He currently is looking for an Entropic artifact known to him to be in the possession of Barimoor. His scion was recently killed by the balor in Barimoor's underground realm; he is now looking for a new hero to continue this part of his trials, and bring vengeance on all the *balors* let loose to his precious desert. Mujibur has prolonged his life by several bottles of a *potion of longevity*, and has circumvented the effects of the Day of Dread by using his artifact to skip a day ahead in time, at the expense of aging him a decade or two when using this power.



# Vatermont

## Vatermont 1, AC 1019

### A Trial It Will Be.

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

**Description:** Ludwig von Hendriks is brought before King Stefan to hear the decision concerning his petition for a trial in Karameikos. The king announces that the former baron will be given the benefit of a trial, though he will be charged with treason.

The Black Eagle asks to be judged as nobility, as he was a baron at the time the crime of which he is accused. The king agrees, after reminding his cousin that it means he will be presiding over the trial. The Black Eagle is then taken to his holding cell, where he will await a trial by a jury of his peers. (See Nu. 19; Fl. 1, Ei. 28.)

**What This Means:** The Black Eagle is content with the decision: he has brought his cousin, with his sense of honor and justice, to allow him a second trial, and one that he feels he has a chance of actually winning. He knows it will not be easy, of course, but other landed nobility of Karameikos may be swayed by his lies—especially if several are old Thyatian barons who often had to be harsh when they came with Karameikos to Traladara. In any case, he does not fear being stripped of his lands and titles, as this has already come to pass. This decision will not be received kindly in the Five Shires, as King Stefan had previously agreed to extradite the Black Eagle. Queen Olivia argued against a trial, as she thinks that it might be perceived as a weakness, as if the king was not certain of his own decision, but King Stefan does not like the fact that he condemned his cousin without a trial in the first place—although it was within his right to do so—and favors a just system over a just decision.

### Ochalean Core at Risk.

**Location:** Kiang Province, *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** Monster attacks increase in the countryside villages of the Ochalean interior. (See Nu. 11, Nu. 26; Va. 7, Fl. 26.)

**What This Means:** Even the core of the *exarchate* is not immune to the increase in banditry and monster attacks that sweep the land, though the large population centers remain unaffected so far.

**What the PCs Can Do:** The PCs can go and fight the increasing monstrous threat.

### Busy Robbers.

**Location:** Kingdom of Eirundrynn, Continent of Bellissaria, Nayce. AS

**Description:** With the economic decline in Nayce, robberies have been increasing throughout the empire. The worst increase has come from bands of robbers operating out of Eirundrynn and the Turmoil Territories. Governor Jhedryll takes several measures to stop them. He makes a proclamation that the border to Turmoil will be heavily guarded in the time to come, and that robbers taken inside Eirundrynn can expect to be fined and expelled whether they are inhabitants of Eirundrynn or Turmoil. He then sets up several patrols to guard the border and posts a bounty on robbers and rewards for information that can lead to their capture. (See Nu. 21, Nu. 25; Va. 11, Kl. 10.)

**What This Means:** With the economic decline, the poor are getting desperate enough to resort to crime. Due to their chaotic natures, Turmoil and Eirundrynn are the most likely places where such bands can form, without stricter supervision by aristocrats. Jhedryll counters that by putting out bounties and rewards, so that the robbers will risk being turned in by other poor people looking to earn a little money. Combined with the threat of being expelled, this will prove an effective way to reduce the robberies.

**What the PCs Can Do:** Time to go bounty hunting.

## Vatermont 2, AC 1019

### First Stop in Ierendi.

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

**Description:** Two ships arrive in the port of Ierendi City, buying supplies for a long sea voyage. The ships sport an Oceansender banner. After a little inquiry, the port authorities let them go. (See Nu. 3; Th. 4, Fl. 13.)

**What This Means:** After a month of lucky sea voyage in the dangerous winter sea, the two ships of the Folgen expedition to Davania need water and supplies. They stopped in the port of Ierendi hoping that the heavy naval traffic of the city would hide their true identity and goal. Their hope proved true, and the port authorities of the city let them go without too much inquiry.

**What the PCs Can Do:** If the PCs are on board they could have some sea encounters during the voyage to Ierendi, and in the port they could be sent to speak with the port authorities or to buy supplies and fresh water. If they are Ierendis or adventurers in the city they could board the two ships, as stowaways or succeeding in the hard task of persuading Wilhelm to let them come along.

## The Eagle Has Landed.

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

**Description:** The Thothian *skyskip Eagle* and a Thyatian airship sail over Vanya's Girdle, and land in the parade field in the Zendrolion, where they are met by a Thyatian delegation. The Thothians turn the ship over to the Thyatians, and proceed to several large warehouses nearby, where the Thyatians turn the contents over to the Thothians. (See Nu. 13, Nu. 21; Va. 9.)

**What This Means:** When she entered Thyatian airspace, the *Eagle* was escorted by a Thyatian airship as she flew up Vanya's Girdle till she reached the city of Thyatis. Thothia has made a trade with Thyatis: In exchange for the *Eagle*, the Thyatians have given the Thothians the hulls of six Alphatian *skyships* that were grounded in Thyatis when magic failed at the end of the Great War. These ships are damaged, but can be repaired (at some cost). For reasons of prestige, Eusebius would rather regain control over the *Eagle* than repair these Alphatian *skyships*—especially since Alphatian *windriders* do not fit with Thyatis's current airship doctrine.

The deal is a good one for Thothia on several levels. First, while they will have to pay to transport the salvageable hull sections to Thothia, and then fund the rebuilding cost, in the end Thothia will be significantly better off with six *skyships* than it was with one. This deal will also somewhat improve relations with Thyatis. A desire for vengeance against Thothia has been strong ever since they unleashed *mummy rot* against the Thyatian civilian population and humiliated the empire in the war for control of the Isle of Dawn. Pharaoh Ramenhotep has grand ambitions, but they are best achieved by keeping the empire's growing might focused elsewhere. Now that Thyatis is powerful once again, he does not want it turning its attentions back to Thothia.

**What the PCs Can Do:** As noted, many Thyatians yearn for vengeance against the Thothians. People who lost family members to *mummy rot* and famine may try to attack them while they are in Thyatis. The PCs could help protect them. The Minrothaddan ships the Thothians hire to transport the *skyskip* hull sections back to Edairo will also need to be protected against those who would like to steal their cargoes.

## Empty Hands.

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

**Description:** The people in charge of the investigation ordered by Governor Wolfgang Stimmel report that they have been unable to identify the culprit since everyone in the company is covering for him. (See Nu. 7, Nu. 27; Va. 6, Va. 7.)

**What This Means:** It has always been difficult for the newly arrived to blend in. This is all the more true for the Heldannic Knights who are not particularly good at it, as open-mindedness is not a common trait among the Heldannic officers, especially among those coming from Vanya's Rest where bigotry and zeal are widespread. Wolfgang is now facing a hard choice: either he punishes the whole company, or he finds another way to act.

**What the PCs Can Do:** They could be advisors to the governor, and help him find another way to unmask the culprit.

## Vatermont 3, AC 1019

### Next Stop: The Unknown...

*See map of the route of the Thyatian expedition to Davania, AC 1019.*

**Location:** City of Mahajanga, Kingdom of Manakara, Island of Cestia. DV

**Description:** After wintering in the court of King Mananjary, the Thyatian expedition, led by Julius Ambrosius, takes its leave of the Manakarans, thanking them for their hospitality. Those continuing on their voyage head southeast, into unknown waters. (See Va. 24, Va. 27.)

**What This Means:** After encountering the Manakarans last year [*Ambyrmont, AC 1018. Ed.*], the Thyatians spent the winter in the kingdom as honored guests. Over the past few months, Julius and his closest associates were given leave to tour the kingdom, and see its many wonders for themselves. This was partly a gesture of friendship on the part of Mananjary, but also a way of determining the Thyatians' intentions while they were out of the king's sight. In truth, many of the Thyatians' guides were Mananjary's spies, who kept a discreet eye on what their guests were doing.

Mananjary has become convinced that the Thyatians harbor no desire to conquer his kingdom, or to do it harm, and in this he is correct. Julius concluded that, while Manakara is rich in resources and valuable trading commodities, the empire would be better served by ensuring that this isolated kingdom becomes a Thyatian ally in this part of the world. The cost—militarily and economically—of conquering and occupying this kingdom would make any material gains to the empire very small indeed.

Since Julius was granted authority by Emperor Eusebius to conduct diplomatic relations in his name, an ambassador, Marcus Septimus, plus a small staff, has been appointed to represent Thyatis pending a final imperial ratification.

**What the PCs Can Do:** A higher-level Thyatian PC might be appointed by Julius to serve as ambassador. This is actually a challenging job, as it would require that individual to learn as much as possible about Manakara and its neighbors, and to conclude a wide variety of treaties and other agreements on the most favorable terms possible.

## Vaterrmont 5, AC 1019

### A New Start for Oceansend.

**Location:** City of Oceansend, Kingdom of Oceansend, Tranquil Coast. NW

**Description:** After the departure of Thyatian forces for Heldann, King Olaf Yarrvikson announces he has come to a decision on Oceansend's destiny. Today, a large *gate* opens above the city, through which the *Augusta Valentia*, flagship of the Thyatian *skyskip* fleet, flies. She extends a docking plank to the Royal Palace, and Emperor Eusebius, clad in full imperial regalia, descends, followed by members of his Sacred Guard. He is brought before King Yarrvikson, and the two exchange greetings.

King Yarrvikson goes to the royal balcony overlooking the city square and makes his announcement. Oceansend had good reason to declare its independence from all empires years ago. But times have changed, as has the Thyatian Empire. They promise not repressive control, but partnership, and have offered an invitation to join the empire as a full member. Olaf has thought long and hard on the matter, trying to weigh the interests and hopes of his people with political reality, and he has decided that independence, under the friendly protection of the Thyatian Empire, is what is best for his people at this time. Oceansend's people will benefit from a new partnership with the empire, and the door is always open to them to participate fully in the empire as citizens, should they wish it. But, under the Thyatian wing, they will be free, something they have not been as the conquered or as pawns in the plots of stronger powers. That will now end. He bows as Emperor Eusebius emerges in his full splendor to stand beside him, and bids Olaf Yarrvikson to rise, and embraces him. Eusebius then turns to the assembled masses and announces that he is pleased to return to the city of his heritage, and proclaims to them that the empire will be there for them, for it does not forget its own; nor does it forget its roots. (See Nu. 4, Nu. 27; Th. 28, Fl. 21.)

**What This Means:** Oceansend is now a protectorate of Thyatis. Thyatian influence in Norwold is secured, and Oceansend will find renewed stability as well. For the average Oceansender life will improve noticeably, not only because he or she has personal freedom once more; the rapidly growing economic ties with the rest of the empire will soon bring trade from the farthest corners of the Old World (and beyond) to the Thyatian Quarter, some of which will find its way into the city proper. Oceansend, after declining for many years, will experience a renaissance of sorts.

Eusebius, despite his happiness over Olaf deciding to remain under Thyatian protection, considers the job unfinished; he would have preferred Oceansend to join the empire fully as an *exarchate*. Nevertheless, he understands that Olaf faced a difficult decision, with his people having lived under Heldannic domination for several years, and only now being independent once more. He raised the matter privately with Olaf before the announcement, and the king indicated that he would opt to maintain the current arrangement; but he would not close the door on a deeper partnership with the empire in the future. He told the emperor that his people have faced too much turmoil in too short a time, and suggested an evaluation or transition period, during which the benefits of full membership in the

empire could be clearly demonstrated to his people, after which he could decide. Understanding that Olaf was inviting Thyatis to win over the Oceansenders, Eusebius assented.

In the coming months, substantial investments will be made in the city, demonstrating the benefits of having a Thyatian presence and improving the lives of Oceansenders, but there will always be an implicit message: Oceansend is stronger and more prosperous than it has ever been, but it could be even stronger, even wealthier, if it were part of the empire. The Barony of Canium and the Thyatian Quarter will develop rapidly, and many Thyatian and Minrothaddan merchant vessels, laden with mundane and exotic goods, will unload their cargoes there, some of which will find its way into Oceansend. Many Oceansenders will find well-paying work with the Thyatians on their various projects, but even better jobs will go to Thyatian citizens, including those Oceansenders who decide to become citizens themselves. This lobbying effort will continue throughout the year, and into the next.

### To Set a Course.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alphatia, Alphatian Empire. HW

**Description:** Lady Ardana and her comrades put together the results of their work, and decide to look for an appropriate new home in the void, where they will definitively be out of reach of Stonewall and any other rude intruder. Should they find some good candidates they will decide how to proceed. To get there they will build a small *voidship* for only two or three "voidonauts." This part of the work will be done by Lady Ardana, Lady Polint and Lord Loraan. The rest of the group will continue to comb the tower for anything useful, and they will work on plans to acquire a bigger *voidship*. Kossan, Iris, Olanth and Xanax are given the additional task of preparing themselves for the dangerous mission. (See Nu. 16, Nu. 27; Va. 19, Va. 20.)

**What This Means:** The group around Ardana has finally made a decision on how to proceed. The idea of creating a new island like Ar did 2,000 circles ago had to be dropped, as they simply cannot muster the necessary magical power. Moving an existing island is another matter, but relocating to the void was hotly disputed. The fact that there are many other floating continents besides Alphatia orbiting the Hollow World might serve their reclusive mindset rather well.

Their plan is difficult though. Of course, Alphatians have manufactured *voidships* before, but such ships have often been developed, provisioned and paid by the governments, rarely by individual nobles. Besides the cost, the basic problem of losing air in the void has never been satisfactorily solved; the crews on Alphatian *voidships* must rely on spells like *survival* or magical items like *air masks* to survive. A few ships have pressurized compartments to make life easier for the crew, but to enchant the whole ship with a full atmosphere would be a tremendous task. The planned vessel must have one, though, as a long-term mission would not be possible otherwise.

**What the PCs Can Do:** Most likely the *Island* will have to make some voyages to get the necessary material components to build the new ship. PCs can be part of the crew.

## Vatermont 6, AC 1019

### Second Time's a Charm (a.k.a. Mivosia Strikes Back).

**Location:** Twenty miles north of the ruined Village of Doleria, Dominion of Polakatsikes, Heldannic Empire, Meghala Kimata Plains. DV

**Description:** The troops maneuvering around Doleria once again spot and attack a caravan. This time, it is a much bigger one, comprised of 30 wagons and escorted by no less than 60 pikemen and a handful of riders. Yet, as soon as the pikemen have fled and the Heldannic Knights are ready to check the wagons' contents, it turns out to be an ambush! Many chariots are full of spellcasters and archers who retaliate by loosing their spells and arrows upon the Meghalan riders caught by surprise. *Sleep, charm person*, and some *fireballs* and *lightning bolts* take a heavy toll. Only 30 Heldannic Knights and Meghalan horsemen manage to retreat safely to Doleria. (See Nu. 27, Va. 2; Va. 7, Va. 10.)

**What This Means:** The Mivosians are no fools. They were caught unawares once, but this time they have planned their ambush well, counting on the overconfidence of the Heldannic Knights and their allies. It worked fine for the Mivosians, whose forces comprise many more battle mages than there are Heldannic Knights. It will take some time for the Heldannic forces to launch another attack on the Mivosian caravans, which will certainly be much better defended from now on.

**What the PCs Can Do:** They can help the Heldannic Knights retreat and try to save many of them from being taken prisoner, or if they are Mivosians they can enjoy their revenge.

## Vatermont. 7, AC 1019

### New Land Claimed in Ochalea.

**Location:** Kiang Forest, Kiang Province, *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** Deforestation increases in some provinces particularly along the Shingao River. Many countryfolk (i.e. men), seeking work, flock to the new logging and farming towns that are popping up as the nation expands. (See Va. 1; Va. 12, Va. 6.)

**What This Means:** With the end of the wars and its rejoining the Thyatian Empire, Ochalea is again opening to the outside world, both politically and economically. Thus, the *exarchate* is going through a period of growth that has consequences not only on the merchant class, but on the land itself.

**What the PCs Can Do:** Frontier lands are a haven of opportunities for PCs.

## An Heir for Adlerturm?

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

**Description:** *Herr* Franz Löwenroth, Baron of Adlerturm, receives at his winter mansion a pregnant young woman, Reghina Philipe, who is accompanied by her very regal mother, Marchesia Philipe, Mistress of Conjuraction from the Great School of Magic.

Mistress Marchesia delicately broaches the matter of paternity of her unborn grandchild. The father is none other than *Herr* Rolf Löwenroth, son of the baron and heir to Adlerturm—and husband to the *Frau* Viktoria von Drachenfels, cousin of *Prinz* Jaggar von Drachenfels of Aalban.

When confronted with irrefutable proof of paternity (a total of seven magical testings and divinations from various experts, including the Master of Divination at the Great School of Magic), *Herr* Franz proposes to cover expenses to terminate the matter. Feigning outrage, Mistress Marchesia carefully makes a counterproposal of merely hushing the matter, until and should the time come that Adlerturm will need an heir. Tentatively, the baron agrees to the plan. (See Nu. 25, Fl. 2.)

**What This Means:** Marchesia Philipe is a powermonger with ambitions not only in the academic hierarchy, but in the political field as well. She has found a perfect opportunity for her aspirations of nobility, when her daughter became pregnant by *Herr* Rolf Löwenroth.

Almost two years have passed since the baron's son and *Frau* Viktoria wed, and the only product that has come out of the union are bawdy comparisons of *Frau* Viktoria to the Glantrian Alps in winter—and possibly, even the barren Sind Desert—and tawdry rumors of *Herr* Rolf's lechery and boundless appetites, his late-night hunting trips, and a certain private lodge hidden deep in the forest...

Unknown to even the Löwenroth family, the reason that *Frau* Viktoria is infertile is that she is not even human. The real Viktoria was replaced years ago by an oard, an alien cyborg come from the future in search of FFS *Beagle* (now known as the *Nucleus of the Spheres*).

## Bad News from the Front.

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

**Description:** The news of the ambush reaches Polakatsikes. It is a big surprise for the Meghalan chiefs and a great source of grief. Governor Wolfgang Stimmel orders the surviving men to be tended to by clerics and to later report to him on what happened. (See Va. 2, Va. 6; Va. 10, Va. 11.)

**What This Means:** This is exactly the kind of event the die-hard Heldannic Knights, whose discontent has risen lately, were awaiting to support their warmongering stance.

**What the PCs Can Do:** They might stir up the discontent if they are among the die-hard Heldannic Knights, or if they were the investigators they can pursue their scrutiny.

## Thyatians Visit Torreón.

**Location:** Town of *Ciudadela de León*, *Baronía de Torreón*, Savage Baronies. SC

**Description:** The Thyatian exploratory expedition to the Savage Coast arrives in Torreón by way of the road from Vila Franca, Texeiras. After presenting themselves at the main gates of the town, Paulus Angelinus and his closest advisors are approached by representatives of *Baronesa Isabel* “La Terrible,” bearing an invitation to meet with her over dinner at her villa. Surprised that they seem to have been expected, but nonetheless pleased that they can avoid going through the hurdles of obtaining an audience, the Thyatians accept.

That evening, Paulus and his companions are treated very hospitably by the *baronesa*, who asks them many questions about their tour of Hule, and what they plan to do during their sojourn in the Savage Coast region. Paulus and his companions relate their mission to Isabel, and indicate that they would be interested in establishing formal relations with Torreón. Isabel then asks about the Thyatians’ intentions concerning the trade in *cinnabryl* and *red steel*, to which Paulus responds by saying that Thyatis only wishes to obtain a reliable source of *cinnabryl* (so that citizens of the empire may be protected from the *Red Curse*) and *red steel*.

Isabel then offers Paulus an interesting commodity: the services of her soldiers as mercenaries. Before Paulus can respond to this surprising offer, Isabel states that she is well aware of the dangers of the *Red Curse*, and of the distances between the Thyatian Empire and its growing interests in the Savage Coast region. The empire, she is sure, would be loath to expend considerable resources garrisoning remote outposts, when it could pay capable Torreóner soldiers to perform the same tasks. Isabel assures Paulus that her soldiers are honorable men who respect the terms of their contracts. Paulus thanks Isabel for her hospitality, and informs her that he will provide an official response soon. (*See Nu. 18, Nu. 28; Va. 11, Va. 22.*)

**What This Means:** Thyatis is aware that the *baronía* is located next to the coveted Terra Vermelha and its *cinnabar* deposits. Paulus and his advisors also know that Torreón has tried to conquer that land in the past, and could very well try to do so again; it would be good politics to establish cordial relations with all nations bordering Terra Vermelha. *Baronesa Isabel* has hoped that she might be able to secure Thyatian support for any future Torreóner adventures in the region, in exchange for favorable concessions afterwards (she had hinted at such a potential arrangement during her discussion with Paulus and his companions), but was not surprised at the neutral response in that regard. Nevertheless, the Thyatians did not expect a sales pitch for Torreóner mercenary services. Isabel is an observant woman, and knows that Thyatis would prefer not to expend more resources than necessary to hold onto its growing trading network in this part of the world, and it would not wish to expend further resources protecting Thyatian troops from the *Red Curse* over a prolonged period. She is also acutely aware of the financial situation of her realm; a steady source of Thyatian coin would do rather nicely.

In the end, Torreón and Thyatis will establish diplomatic relations, and, over the following days, minor trade agreements will be reached, in which Torreón will export small quantities of rare woods, in exchange for wine. A side agreement will also be reached concerning Thyatis’s use of Torreóner mercenaries: Thyatis agrees to hire a hundred men to help garrison existing outposts, with the possibility of more in the future. The expedition will then explore the remainder of the *baronía*, with Isabel’s blessing. Before resuming his voyage, Paulus will also appoint former military commander Sabathius Julinianus as imperial ambassador.

**What the PCs Can Do:** While León is a relatively safe place, the river valleys to the north and west can be rather dangerous. The PCs could run afoul of brigands, Hulean spies, or monsters. Once again, an experienced PC could be appointed Thyatian ambassador in Sabathius’s place.

## No Lead on Late Oltecs.

**Location:** Town of Buenos Viente, *Baronía del Grande Carrascal*, Savage Baronies. SC

**Description:** The hutaakan priests and archeologists studying the artifacts found in the ruins of Buenos Viente are dumbfounded. Although they surmise that those artifacts, attributed to the Late Oltec period, are somehow related to their past, their studies have not brought forth any new piece of knowledge about their origins—or about the mythical Late Oltec era, for that matter. The hutaakans have been unable to decipher the hieroglyphs they found on some objects, nor find evidence about the Late Oltec culture and history, or how it relates to hutaakans. They have found representations of both hutaakans and gnolls, but could not deduce anything from it that they didn’t know before. Pflarr remains adamantly silent about the subject, offering His communing priests no tidbit of information.

The sage Mazrooth al Yedom, tired of the lack of progress despite the finds, decides to travel to Herath in the hope that the extensive libraries of the araneas, added to his first-hand knowledge of the artifacts unearthed in Grande Carrascal, may prove more fruitful. (*See Kl. 13, Am. 24.*)

**What This Means:** The Late Oltec period is in fact the Nithian era, erased from mortal memories by the Immortals. As the origins of both hutaakans and gnolls are indeed tied to Nithia, it is next to impossible to puzzle out the mystery, even with the help of Herathian archives, and the Immortals, including Pflarr, naturally remain silent about it.

**What the PCs Can Do:** There is a lot of information about Nithia being discovered here, so PCs who are investigating it (maybe across the world, in Ylaruam and Thothia and elsewhere) may find a whole slew of clues in the hutaakans’ finds.

## Vatermont 8, AC 1019

### The Hand of Brotherhood.

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

**Description:** A group of Hattians known as the *bruderschaft* announces the opening of a fellowship house to help their Milenian brothers find their way in a new land. They say that “we are all brothers under the skin, and Hattias should work to help those who come to us in need lift themselves up, so that we will all prosper.” (See Nu. 11; Ei. 23.)

**What This Means:** The *bruderschaft* was founded by followers of Vanya, as a Plot by Her, as an anti-Milenian group. However, their first public act is to serve as an aid society for Milenian immigrants. They will work to help Milenians integrate into Hattian life—for now.

**What the PCs Can Do:** It’s hard to see how anyone would be suspicious of the brotherhood at this stage, but who knows. Perhaps the PCs could be drawn into joining its ranks out of a sincere desire to help immigrants with their problems, not knowing that the group has another agenda entirely.

## Vatermont 9, AC 1019

### Great Immortal’s Shield Expedition.

**Location:** City of Emdur, Kingdom of Gombar, Arm of the Immortals. SC

**Description:** The famous merchant Garugto announces he will lead a major expedition into the Great Immortal’s Shield, with a threefold goal. The prime goal of the venture is to discover a route to the eastern coast through the high peaks of the mountain range. A secondary goal is to make contact with the legendary winged denizens that are said to inhabit the mountains. Finally, Garugto hopes to discover and lay claim to new veins of ores that his expedition will certainly encounter during their trek. The expedition will enter the mountain range this spring. (See Th. 18, Ei. 15.)

**What This Means:** Garugto is a rich merchant who has been down on his luck for several years now—or maybe he has just lost his touch and is no better than his competitors. Rather than persist until his whole fortune is depleted, or enter a certain-to-be-dull retirement, he has decided to fund a large expedition that will try to achieve an old dream of the demi-ogres’: open trade with the eastern nations.

The demi-ogres of Suma’a and Gombar are great merchants who conduct their trade with many nations up and down the coast of western Brun and as far as Davania and Skothar to the west. However, they are frustrated over not being able to trade with nations quite close by, across the Great Immortal’s Shield, whose presence they know from their contacts with the northern Zuyevan and Yezchamenid empires. Unfortunately, the mountains form a great barrier that is not easily crossed and harbors many dangerous monsters (notably chimeras and manticores); furthermore, the ee’aar and enduks that live on the

plateaus, in the kingdoms of Aeryl and Eshu, are reclusive and distrustful of strangers.

**What the PCs Can Do:** Garugto is hiring demi-ogres of all trades for his expedition.

### When Dragons Attack.

**Location:** Western Sea of Dawn. SD

**Description:** An immense black dragon swoops down on the convoy carrying *skyship* hull sections back to Thothia. The Thothians, the Minrothaddan crews of the ships, and adventurers traveling with them fight back in a fierce battle. Acid spews down on the decks of ships, spells fly, men are ripped apart by tooth and claw, and steel pierces draconic hide. Eventually the combined efforts of the shipmates drive the dragon off, but not before four vessels are crippled and sinking. A few of their crewmen are saved, but the ships go down in the watery depths. (See Nu. 21, Va. 2.)

**What This Means:** This attack is just one of the perils of sailing through dangerous waters with a valuable cargo. Or at least that’s how it seems on the surface. But the truth is that the dragon was induced to attack the convoy, through a chain ultimately leading back to Emperor Eusebius but with no apparent ties to him. Although Eusebius thinks that even the dragon does not know that the information its own monstrous contacts provided about the ships ultimately came from Thyatians, this is not the case. The black dragon, a cunning female called Xyagiz, has some agents in Thyatis herself.

Eusebius sees his actions as justified, and not as a betrayal. As far as he’s concerned, the cargoes were the Thothians’ from the moment the exchange took place, and it was up to them to protect it. He owes Thothia nothing, and surely does not want them to become more powerful—which the addition of six *skyships* would surely make them. Though his goals were not entirely achieved, the Thothians now have only enough hull sections to put together two *skyships*, not six.

### Sir Grygory’s Company Returns to Mirros.

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

**Description:** Unable to find Sir Grygory in the Barony of Rugalov, his men-at-arms and the monk Mikhail have been forced to return to Mirros to report him missing to Baron Yuschiev. The baron is sad to have lost his favorite knight, as it seems clear that Grygory is dead by now. (See Nu. 13, Nu. 27; Va. 13, Va. 22.)

**What This Means:** This is aftermath to the novel *Dark Knight of Karameikos*.

**What the PCs Can Do:** Baron Yuschiev could send PCs he trusts to search for his favorite knight. They won’t find him, but for the DM this can be a good excuse to have the PCs come to the area.

## Vatermont 10, AC 1019

### Would the Enemies of My Enemies Be My Friends?

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

**Description:** After pondering recent events, Governor Wolfgang Stimmel decides to rally as many allies as possible to defeat the Mivosians. Many plenipotentiaries are appointed and sent in all directions. (See *Va. 6, Va.7; Va. 11, Va. 13.*)

**What This Means:** The governor knows that his position is still very weak, and that he cannot count on any further troops from Vanya's Rest this year. Since the Mivosians are obviously waiting for their own fresh troops, probably to arrive in mid-spring, he badly needs to find allies he can count on. Yet this move is sure to anger the die-hard Heldannic Knights to whom any alliance with an inferior civilization is an abomination—especially with people of Milenian stock. But the messengers' exact mission is known only to the most trusted of advisors. They have been granted full power to negotiate in the best interest of the Dominion of Polakatsikes.

**What the PCs Can Do:** PCs on the side of the Heldannic Knights can be sent as messengers to remote Davanian places to seek allies; diplomatic skills are required here. They must of course avoid the recently conquered Mivosian cities, where they could endanger the network of spies already at work there.

## Vatermont 11, AC 1019

### Torreón Enters Terra Vermelha.

**Location:** Terra Vermelha, Savage Baronies. SC

**Description:** The forces of Torreón enter the rich, disputed, and unclaimed lands of Terra Vermelha, in defiance of the Treaty of Tampicos. Armed with a substantial artillery including cannons and complemented by an elite force of afflicted with powerful legacies, the Torreóner army moves quickly out of its strongholds in eastern Torreón: Pueblo Real, Puebla de Alcázar, Casanegra, and the *Bastión de los Caballeros*. (See *Va. 26, Th. 16.*)

**What This Means:** *Baronesa* Isabel has finally made her move on Terra Vermelha. She intended to invade the red land earlier, not too long after the end of the Narvaezan Wars, but getting her troops ready and rebuilding the forts at Casanegra and *los Caballeros* took longer than she expected, and the arrival of the Thyatian expedition further delayed her move. In the meanwhile, agents of hers have scouted and infiltrated the land at length, in an effort to facilitate the takeover through sabotage, bribery, coercion of local clans of humanoids or bandits, and the knowledge of key enemy positions. The *baronesa* desires to add Terra Vermelha and its *cinnabryl* mines to Torreón, and maybe even push as far as Texeiras itself.

Despite the delay, *Baronesa* Isabel does not really expect too much trouble from the baronies that were at war with each other until mid AC 1017; the real opposition will come from Texeiras, and possibly from Vilaverde if it tries to defend its mines. There also exists a possibility of Hulean meddling, but

the *baronesa* is betting on a lack of reaction from the huge empire, and she is confident enough that the Thyatians will not meddle and may actually become an eager client for Torreón's future production.

**What the PCs Can Do:** The PCs may have been recruited either as spies or as soldiers—even if they are afflicted—in which case there is already a lot going on, and more ahead. If they are not working for Torreón, they may be on the frontline to learn about the invasion, and try to warn Texeiras, Vilaverde, or Hule. Thyatian PCs serving the recently appointed ambassadors to Torreón, Texeiras, and Vilaverde will hear of the invasion once it is well underway. Although they will be encouraged to spy on all combatants, and advise the emperor of each side's relative strength as well as possible outcomes, no direct action will be taken at this time.

### A Project Renewed.

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

**Description:** In an effort to inspire special projects and thusly reverse the current economic crisis, the Naycese Council revives the plans to connect the two Alphatian empires by digging out the Aegos Pit to the Hollow World. (See *Nu. 21, Va. 1; Ei. 8, Ei. 22.*)

**What This Means:** The fate of the Aegos Pit has been in a state of uncertainty for years, but with the failing economy of Nayce, its revival can create many needed jobs for the unemployed commoners, and even create new potential for Nayce, if reliable contact with the lost Alphatia of the Hollow World can be established. For example, Notrion's surplus of grain could be sold to combat the current famine in Stonewall on the floating continent for much needed income. A lot of unemployed Alphatians, especially from Notrion, will find themselves working on the project shortly.

### The Sultan Questions Mujibur.

**Location:** City of Ylaruam, *Emirate of Alasiya, Emirates of Ylaruam*. OW

**Description:** Khalid "Tale-Teller," on behalf of the *sultan*, goes to meet Mujibur al-Jaboor on neutral ground, at the University of Ylaruam.

The Kin Faction is very worried that Mujibur might be able to muster enough influence to reinstate the Preceptor Faction. First, they must determine if this really is Mujibur of the Desert Rose. The questioning soon turns into a storytelling session as Khalid matches his wits against those of Mujibur. Word spreads quickly, and soon every street is empty in Ylaruam, as everyone flocks to the university to hear the two battle in their tales. (See *Nu. 15; Th. 2, Th. 20.*)

**What the PCs Can Do:** Mujibur is famous for giving very moving speeches before battles to his troops. The *sultan* knows this, and believes Khalid (with the theory of him being the chosen one or al-Kalim) would be able to quell any upstarts like Mujibur. PCs that have an excellent storytelling rating could try to compete against this master storyteller, or be hired by the university to write down the tales as they are being told. Any attempts to turn the crowd against Mujibur or Khalid will be matched by the other's disapproval; this is an honorable match between two epic heroes.

## Look Around Here, You Fool!

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

**Description:** In an attempt to attract the attention of the Mivosians away from the Meghalo Fithi River Valley (to the north) where messengers are heading in their quest for allies, Governor Wolfgang Stimmel has ordered a display of troops around Doleria to officially test the resistance on the entrenched Mivosians. The long line of troops leaves Polakatsikes at dawn. (See *Va. 7, Va. 10; Va. 13, Va. 15.*)

**What This Means:** Wolfgang wants to give his men the best chance to leave Polakatsikes unnoticed by the Mivosians. This is also a move that should please the most fanatical members of the order since this is exactly the kind of tactic they would fancy. It is also a good way to test the Mivosian defenses—it has never been clear to what extent the Mivosians have laid their grasp over the peoples of Tynae and Syropolis [see *Ya. 2 and Ya. 8, AC 1018. Ed.*].

**What the PCs Can Do:** They can be the officers appointed to lead the maneuvers. This is a good time to show their valor.

## Vatermont 12, AC 1019

### Trading Deals in Ochalea.

**Location:** *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** Ochalean combines announce significant deals with Ierendi, Minrothad and Darokin, trading many leases on near-shore islands for tax revenues. (See *Va. 7; Va. 25, Ya. 6.*)

**What This Means:** The reopening of Ochalea to foreign trade is a direct result of its rejoining the Thyatian Empire, which pursues an active policy of trading expansion. Thyatian and Minrothaddan merchants, encouraged by the policies of Emperor Eusebius, actively pursue opportunities in Ochalea, closely followed by competitors from other mercantile nations.

**What the PCs Can Do:** Cutthroat competition among the merchants constitutes a steady source of employment.

## Humanoids Attack Ardelphia!

**Location:** Camp Ardelphia, Republic of Darokin. OW

**Description:** The Darokinians and the dwarven engineers have been very busy during most of the winter, mapping and fortifying the tunnels below the ruins of Ardelphia against humanoid encroachments. Unfortunately, the humanoids have noticed these strange activities and after a few skirmishes against the workers they decide to attack in force. The battle rages for nearly a day and a night, but the Darokinian army, with its complement of human and dwarven mercenaries, manages to repulse the enemy. (See *Fe. 15.*)

**What This Means:** Humanoids have looked on Ardelphia as a sign of their power and as a playground for many years, and want it to remain so. But the number of Darokinian soldiers, and adventurers from around the Old World, active in the region is so great that the humanoids will probably lose, and Ardelphia will be rebuilt.

**What the PCs Can Do:** Fight the humanoids alongside the other adventurers if they are in Ardelphia, or fight those nasty adventurers if they hail from belowground!

## Vatermont 13, AC 1019

### Political Pressure on the Rise.

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

**Description:** A discussion on tariffs on imported goods turns in the favor of Linton House in the Merchants' Guildhall. Chancellor Corwyn Mauntea leaves the hall with a bitter expression on his face, as Mauntea House opposed the proposal. (See *Th. 10, Fl. 27.*)

**What This Means:** This is just another small defeat among several for Mauntea House over the last year or so. Usually the merchant houses balance each other, but the chancellor senses that a coordinated opposition is now beginning to threaten him. The problems began when his wife's necklace was stolen by the thief called Shadow last year, and Mauntea House then put a hefty bounty on Shadow as well as a significant reward for the return of the necklace. Mauntea House has several opponents, but they don't usually form an organized opposition. However, due to the rough treatment of several important members of the merchant houses during the Darokin Masked Ball last year and the subsequent search for Shadow, a number of key people in the other houses have become greatly annoyed with the rule of Mauntea House. They were insulted during the masked ball, but the search for Shadow and the necklace has upset the peace in Darokin, as ruthless bounty hunters and similar folk have kicked over every rock in the country looking for a big payday. This has made life difficult for everybody else, as nosy adventurer-types have been lurking about everywhere.

The main houses opposing Mauntea are Linton, Umbarth, and Hallonica. They are usually unable to form lasting alliances against Mauntea House, but the incidents of the past year have given them a common cause, which is an opportunity Corwyn Linton, current head of Linton House, was able to use to stir up resentment against Mauntea House. Always looking for a weak spot in the Mauntea armor, he is hoping to use the situation to push Corwyn Mauntea from the chancellor's position and then assume it himself, though he knows that it will take some time and a lot of work before that can happen. Today's discussion plays right into the hands of Linton House: as the major merchant house involved in overseas trading and settled in the sole port city, Athenos, Linton House can make a lot of profit from the new agreements.

**What the PCs Can Do:** Whichever side the PCs are on, there is plenty of opportunity for behind-the-scenes spying and investigation here. Mauntea House will hire PCs to uncover and sabotage the alliance against them, while Linton House will want to dig up more dirt on Mauntea House. Umbarth and Hallonica Houses will investigate both houses to discover more useful information to be used against the chancellor while keeping an eye out for trouble in case their allies are leading them into a trap. The other merchant houses will investigate everybody, uncertain what is going on these days. Such assignments could include eavesdropping on secret negotiations, stealing important documents, conducting surveillance of suspects, and generally trying to uncover information.



## The Discovery.

**Location:** Countryside of the Barony of Rugalov, north of Dymrak Forest, Kingdom of Karameikos. OW

**Description:** A woodcutter makes a ghastly discovery: in the forest he finds a naked, half-frozen young man. He brings the stranger back to his home where his family tries to nurse him back to health from his near-death condition. The stranger remains unconscious. (See Nu. 27, Va. 9; Va. 22, Th. 25.)

**What This Means:** This man is actually Sir Grygory, the hero of the *Dark Knight of Karameikos* novel. He has had some horrible experiences, but since he remains unconscious nobody will know about it, let alone be able to identify him.

**What the PCs Can Do:** If the PCs are in the area, they could also find Grygory, or they could meet the woodcutter who asks them to help him bring this poor stranger back to his home. They might then have to protect the woodcutter and the stranger from monsters or predators in the wilderness.

## Run, Baby, Run.

**Location:** Ten miles south of Town of Syropolis, north of Town of Polakatsikes, Mivosian Empire, Meghala Kimata Plains. DV

**Description:** The first skirmishes occur when a small Mivosian patrol is spotted by a band of Heldannic scouts. (See Va. 10, Va. 11; Va. 15, Th. 8.)

**What This Means:** This is just a minor event, a test from Governor Wolfgang Stimmel, who wants to know for sure what territories are still under his rule, especially lands where crops could be harvested. After all, soldiers need to eat, and Polakatsikes has to replenish its food stocks for the next harvesting season. Each acre gained is a win for the Heldannic Knights, who can only count on the food they can produce on their own.

**What the PCs Can Do:** They can be the scouts in contact with the Mivosians.

## Vatermont 15, AC 1019

### Tell Me What You See.

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

**Description:** Governor Wolfgang Stimmel orders outposts and watchtowers to be constructed as soon as possible to survey any military activity in the north. He also orders a close watch to be established three days west of Polakatsikes, to be aware of any reinforcements the Mivosians could receive. (See Va. 11, Va. 13; Th. 8, Th. 9.)

**What This Means:** As spring draws nigh, Wolfgang fears that Mivosia could bring more troops into the conflict. The Heldannic Knights have been able to contain any attack so far since AC 1017 and the siege of Polakatsikes, but any fresh troops for the Mivosians would certainly be the first signs of an upcoming full-scale attack, perhaps even another siege. Wolfgang wants to be prepared.

**What the PCs Can Do:** They can be sent to one of the outposts and spy on the Mivosians.

## Canal Opened.

**Location:** Town of Tenoboa, Kingdom of Foresthome, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** Another section of the Foresthome Rim Canal is now open for trade, with the town of Igoïn linked as Sotel and Tenoboa were before. Only one of the notable towns in Foresthome, Orfil, is still unconnected, but the section between Orfil and Sotel is already under construction, and its counterpart between Igoïn and Orfil is about to get started. (See Nu. 25, Nu. 28; Va. 27, Th. 4.)

**What This Means:** Most of the dry harbors are operational again, which should really improve the lives of the people living there.

## Vatermont 17, AC 1019

### King Bussnox.

**Location:** “City” of Izchnizoy, Kingdom of Omegaran, Underside, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** The vampire Lord Bussnox of Limn swears fealty to “Emperor” Zandor of Omesro and Alpathia, “King” of Omegaran, etc., etc. In front of the whole court of Dark Sundsvall (i.e. mostly dressed-up golems), Bussnox is crowned King of Irsch, a 9,977 sq. mi. area located right below the Kingdom of Limn, in the western-central rim of the underside of the floating continent [*directions are not reversed on the Underside of Alpathia. Ed.*], and ordered to build his capital, Siottiotoz, underneath Trollhattan, even though there is no Trollhattan River on the Underside to justify its location. (See Fe. 3, Kl. 10.)

**What This Means:** Finally Zandor has found himself some subjects of Alpathian descent, willing to serve him, and not just some constructs or undead created by the powers of Zargos. Undead, but Alpathian aristocrats, whose presence mean that at last Zandor’s dark empire is not a total joke anymore, although it is still a far step from Alpathia of the unending light.

Lord Bussnox, an old rival of The Count of Limn whose authority he refused more than once, cautiously investigated Zandor, ensuring that the would-be emperor was not a vampire but a powerful spellcaster with a rightful claim to the throne of Alpathia. If Zandor fails as an emperor, his fealty will matter little; if he succeeds and seizes Alpathia, or at least builds a successful rival empire underside, Bussnox will become a powerful figure. Bussnox does not realize that Zandor, who has had access to unknown necromantic secrets from Zargos (Nyx), may hold more sway over him than he thinks possible.

**What the PCs Can Do:** Alpathian aristocrats with sufficient credentials may flock to Zandor and be awarded rulership over a dark kingdom. It means answering to unpredictable Zandor, but it is an unrivaled opportunity for building a kingdom in their own images, from scratch: no initial population, no flora or fauna, except for what the DM deems appropriate; shape and surface area must match those of one of the kingdoms of Alpathia but the actual landscape is up to the DM.

## Vatermont 18, AC 1019

### Carlolina Confers with Kol.

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

**Description:** During the parade at the annual Monsters Fair, a sight stranger than the bizarre creatures and exotic beasts is seen: Princess Carolina Erewan cordially exchanging words with her archrival, the kobold Prince Kol XIV of New Kolland. Sensing the significance of the incident, gossips and politicians quickly mill around to eavesdrop on the conversation.

Princess Carolina is heard merrily relating a legend from Aengmor, about certain shadowelf children born so deformed that they appear as goblins, bugbears, orcs, or even kobolds! Carolina then wistfully asks in rhetoric, “Imagine if such a misshapen shadow elf came to rise in the ranks of the humanoids, and if its secret became known to those very enemies. What chaos would come of it?”

Prince Kol, greatly taken aback, grunts out in clear Elvish, “What do you want from me, elf?”

Then, in a firm voice and in perfect Kobold tongue, the elven princess replies, “Leave Erewan in peace.”

The elven princess then retires, maintaining her civility, leaving the kobold prince with an inscrutable look. (*See Nu. 7; Fe. 20, Fy. 27.*)

**What This Means:** It is not customary for the princes of Glantri, particularly bitter enemies, to be conducting business personally and candidly. But given the delicacy of the matter—and afraid that Kol would miss out on subtlety and innuendo—Princess Carolina decided to be direct (or at least as direct as a Glantrian can be!).

Princess Carolina had learned—from information revealed by the hero Tel’Eron and the divinations of the clan oracles of Ellervyn—that Prince Kol has shadowelf blood in his ancestry, a fact that can undermine Kol’s already tenuous rule of the Great Crater humanoids.

But having no solid proof of this secret, Carolina could only use it as a political threat. And having only the good of Erewan at heart, Carolina bargained for the cessation of humanoid hostilities towards Erewan, rather than manipulating Kol otherwise.

**What the PCs Can Do:** This is a private matter between Carolina and Kol, though it involves all the citizens of Erewan and New Kolland. Rivals of the two, such as *Princessa Carnelia de Belcadiz* or Princess Dolores Hillsbury of Fenswick (Kol’s former ally), will want to know what transpired between the two, and might hire the PCs to eavesdrop on the conversation or even sabotage this delicate agreement of armistice.

## Vatermont 19, AC 1019

### Decision at Basement.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alphatia, Alphatian Empire. HW

**Description:** Lady Ardana’s son Wakzun is delving in the lower sections of the tower when he meets an apparently old woman. Even worse, she looks definitely dead, and is moving towards him. He spins around and runs away, but the old witch seems to be quite agile and fast, and he cannot escape. Finally he is trapped in a dead end, and fearfully he awaits his end, when he hears an old man’s voice in his mind: “Don’t be afraid!” Wakzun is puzzled, but the voice continues, “I know you can do it. Use the amulet.” Wakzun gropes for the amulet and holds it in front of him. The dead old lady moves around the corner, and Wakzun’s hand is trembling. “Have faith, my boy. You can do it.” His grip becomes firmer. The witch sees the amulet and bounces back, the ugly face filled with fear. Her look falls upon a spot beside Wakzun, her eyes widens, and she gasps, “YOU! But it is forbidden!” In the corner of his eyes Wakzun sees the old man from his dream—and he realizes that he can see the wall behind him. The old man says, grinning: “But, my dear, you must realize that I’m doing nothing. Well, I’m not even here. And now, I suggest you go.” Hissing, the old witch waves a hand and vanishes.

“Well done, young Wakzun,” the old man says, “but perhaps you should turn your amulet upside down the next time.” Still shaking, Wakzun turns it, and suddenly he realizes that he is holding the holy symbol of the Immortal Palartarkan. Surprised, he gasps, “You! You are... I mean, I am... er, what I want to say... could it be...?” Palartarkan replies grinningly, “I am Palartarkan, you are Wakzun, and yes. And now, young Wakzun, we will have a talk—a long talk.” (*See Nu. 27, Va. 5; Va. 20, Va. 25.*)

**What This Means:** The old witch is none other than Zynillith herself, no longer among the living but a feared undead, a lich... or a “liche,” as she demands to be called. Knowing that the old crone was still creeping about her tower, Palartarkan had hidden a special holy symbol where Wakzun would find it. Obviously, He sees great potential in the young man, and has been nudging him towards becoming a priest for some years now. During the last few weeks He had intensified His efforts, and finally Wakzun has been able to set free the necessary clerical power to use the amulet properly; Palartarkan will soon have another priest. Besides, Palartarkan has not lied to the old Zynillith: He has never entered the tower in His manifestation form, and thus His action was permitted by the Immortals’ laws.

**What the PCs Can Do:** A young PC may have the opportunity to become a priest of Palartarkan. The DM may thus add a new member to the party, maybe to replace a dead PC.

## Vatermont 20, AC 1019

### The Path to Glory and Nobility.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alphatia, Alphantian Empire. HW

**Description:** Wakzun tells his mother that he wishes to travel to Eagret as soon as possible, to follow the path of the priest at the temple of Palartarkan. His mother is happy and sad at the same time, as her son wants to leave her, but with the hope that he will become an aristocrat in the not-so-distant future. She promises to send him there on the *Island* in a few days. (See *Va. 5*, *Va. 19*; *Va. 25*, *Th. 1*.)

**What This Means:** Wakzun has made his decision. Although Palartarkan has not elaborated on the mysterious dreams He sent young Wakzun, the future He has depicted sounds very good to him. The temple in Eagret is the right place to begin the training. The fact that he would become an aristocrat is not unimportant, but it is not the boy's primary motivation.

## Vatermont 22, AC 1019

### Expedition to an Unwanted Land.

**Location:** Region of Guadalmis, Savage Baronies. SC

**Description:** Not long after visiting the *Baronía de Torreón*, the Thyatian expedition comes across a land that is unsettled compared to the regions further north. Consulting the gazetteers he purchased from the Texeirans, Paulus Angelinus, commander of the expedition, concludes that his ship is sailing by the region known as Guadalmis, an unclaimed land described as being a haven for bandits, as well as a place where mysterious ruins may be found. His interest piqued, Paulus issues the order to find a good place to drop anchor, so an exploratory party can go ashore. (See *Nu. 28*, *Va. 7*; *Va. 26*, *Th. 1*.)

**What This Means:** While the Texeiran gazetteers are generally correct about this land, Paulus feels that there is more to the story than what he has read. In his view, the risk of tangling with bandits, or worse, is worthwhile if his people can discover treasure or ruins. Paulus is also interested in this land because of its perceived worthlessness—it would make an ideal location for a hidden outpost, where Thyatis could observe the baronies with relatively little risk of being detected, and thereby uncover more information than would be available through diplomatic channels. It might also be a useful location for trading, as it lies outside of any other barony's territory.

**What the PCs Can Do:** Paulus plans to be part of the exploratory party, and the PCs should go, too. Assuming they are interested in exploring the Guadalmis, the party could encounter bandits, religious refugees from Narvaez, or less savory types inhabiting the ruins that lie scattered throughout the swamps and in the hills to the west.

## Could He Be Alive?

**Location:** Estate of Baron Yuschiev, City of Mirros, Kingdom of Karameikos. OW

**Description:** A traveling merchant who arrives in Mirros describes how a woodcutter found a naked stranger half dead in the forest. Word of it reaches Baron Yuschiev, who promptly summons the merchant to his estate to tell him the story in person. As the merchant describes the stranger, the baron realizes that it might be the lost Sir Grygory. He immediately sends riders to the Barony of Rugalov to find the stranger and bring him back to Mirros if it is indeed his lost knight. (See *Va. 9*, *Va. 13*; *Th. 25*.)

**What This Means:** Once the riders find Grygory, they will be able to identify him, but he will still be unconscious. Even after they bring him back to Mirros will he remain so.

**What the PCs Can Do:** The PCs could be sent to find Grygory if Baron Yuschiev trusts them and if they know Grygory. Doubtlessly a few of Grygory's followers will insist on going as well.

## Vatermont 24, AC 1019

### A Forbidding Land of Mystery...

**Location:** Southern coast of Island of Oceania. DV

**Description:** After having spent several weeks sailing northwards, the Thyatian expedition, led by Julius Ambrosius, comes within sight of the mysterious Island of Oceania. By nightfall, the vessel drops anchor just off a narrow promontory on the island's southern shore. (See *Va. 3*; *Va. 27*, *Th. 3*.)

**What This Means:** During his time as a guest of Mananjary, Julius learned a great deal of what the Manakarans know about their part of the world. He carefully documented the legends surrounding the flight of the Manakarans' ancestors to Cestia from their old homeland of Oceania, which, as far as anyone knew, was now an uninhabited and forbidding land. Curious, Julius was determined to see the island for himself, and to stage a few short forays if he could.

**What the PCs Can Do:** If they are part of the expedition, the PCs could have been very busy during the voyage to Oceania. Part of this leg of the journey passes through waters claimed by the hostile Cestian nation of Ambiroa, which borders Manakara to the north. The Thyatians' vessel is large, and would almost certainly be noticed by Ambiroan fishermen, who would then alert their kingdom's warriors. Although Julius's ship is faster and far sturdier than anything the Ambiroans can muster, the PCs could, nonetheless, have a tense sea battle on their hands.

The Strait of Oceania, which separates the two large islands, poses its own problems. The ocean current through the strait is very swift, and the region is prone to tropical storms. DMs may increase the chance of being caught in a storm by 10-20%, at their discretion. Once they reach Oceania, the PCs could be sent ashore to investigate the island.

## Vatermont 25, AC 1019

### Protection Business.

**Location:** *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** A small number of Ochalean nobles are publicly revealed to reap enormous revenues for providing foreign trade houses with “protection” from piracy in Ochalean waters but the greatest monies continue to come from the now decade-old free trade ports. (See *Va. 1, Va. 7; Ya. 6.*)

**What This Means:** The boom in trade made possible in Ochalea by its return to the imperial fold, and the current policies of the empire, means increased revenues but also more corruption and racketeering.

### Contact with Refugees Made.

**Location:** Region of Guadalimas, Savage Baronies. SC

**Description:** After exploring the low-lying swamps of the Guadalimas for a few days, Paulus Angelinus and his party discover a collection of crude huts, many of which show signs of recent habitation. Curious, he leads a search of the dwellings, finding nothing of interest. Just when he and his companions are about to leave, they come face to face with the village’s inhabitants, who were returning from somewhere else. Expecting a fight, Paulus is surprised to be greeted with suspicion, and later relief, when it becomes apparent that he and his associates are neither bandits nor Narvaezans. After a quick round of introductions, Paulus makes it clear that he and his companions wish the inhabitants no harm; they are on an exploratory mission. Some of the inhabitants seem to accept this explanation. (See *Va. 7, Va. 22; Th. 1, Th. 2.*)

**What This Means:** Due to its undesirable nature, the Guadalimas has become a refuge of sorts for Narvaezans who have been forced to flee the barony due to their religious beliefs. Since the refugees keep to themselves for the most part, Narvaez has been content to let them rot in the swamp, save for the occasional foray to remind the refugees of what may happen should they get “uppity.” As a result, the refugees are generally very cautious, and will strike only if they know their foes are Narvaezan, and outnumbered. The refugees will tell the Thyatians about recent events in the region, and places the foreigners may wish to visit, but will not tell them how many refugees there are (they don’t know, anyway), or where other refugee villages are located. The Thyatians will learn quite a bit from the refugees—namely, places where they can search for interesting ruins, and the locations of a number of Narvaezan outposts along the frontier. Having heard from the Texeirans about the Narvaezan inquisition, Paulus has no desire to run afoul of them.

**What the PCs Can Do:** If they speak Ispan, the PCs can help translate for expedition members who do not speak the language, otherwise they have an opportunity to gain some insights into what is going on in Narvaez.

### Departure.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** Lady Ardana’s son Wakzun and some others leave the tower and set sail for Eagret. His mother would have preferred to accompany him, but she does not dare to leave her work behind. So she bids him a warm farewell and returns to her current project. (See *Va. 19, Va. 20; Th. 1, Th. 13.*)

**What This Means:** Ardana and her friends continue with their project and while Wakzun will start his training as a priest. The crew of the *Island* has a list of things to obtain that will be necessary or at least useful to Ardana.

**What the PCs Can Do:** The PCs may not realize it yet, but they may be accompanying the latest addition to their group, a young cleric of Palartarkan that will nicely round out their numbers. Rather than go to the temple, the new PC may immediately join the PCs’ party and head with them to new adventures, be they with Ardana’s group, on other enterprises the PCs may have planned, or on to whatever plan Palartarkan has for that young cleric (in the case of a new party).

## Vatermont 26, AC 1019

### Mina do Sul Taken.

**Location:** *Mina do Sul*, Terra Vermelha, Savage Baronies. SC

**Description:** The Torreóner troops from Casanegra reach *Mina do Sul* and *Campo-Ladrão*, and engage the Vilaverdan force and the bandits that lair nearby. The Vilaverdians are outnumbered and outgunned, though, and pose no real threat to the Torreóners, especially since the bandits quickly disperse rather than fight at their side. Once the opposition surrenders, the Torreóners take control of the mine and set to reopen it and fortify the position, while patrols are sent to flush out the bandits who took to the hills. (See *Va. 11; Th. 16, Fl. 9.*)

**What This Means:** Against such a major assault, the Vilaverdan mine could but change hands—all the Torreóners had to do was to follow the trail from Casanegra. With another force deploying along the border with Texeirans out of the *Bastión de los Caballeros*, the southern half of Terra Vermelha can now be considered under Torreón’s control.

## Vatermont 27, AC 1019

### Claudia Comes.

**Location:** Canal Construction Site, North of Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** Life and work at the construction site have become routine, almost boring most of the time. Three new shifts of workers have been training in the use of the golem caterpillars, and the third one is now operational. (See *Nu. 28, Va. 15; Th. 4, Th. 6.*)

## All Things Well in Caurenze.

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

**Description:** Amidst the rumors of the death of *Signor* Innocenti di Malapietra, the mad Viscount of Sirecchia and former Prince of Caurenze, *Signora* Lucrecia di Malapietra, Innocenti's sister and official representative at the parliament, hosts a magnificent banquet at the Malapietra Estate, showcasing the finest of all things Caurenzan.

In attendance is Princess Dolores Hillsbury of Fenswick (to whom House Sirecchia owes allegiance), escorted by Prince Urmahid Krinagar of Bramyra. The two princes have been making joint appearances more frequently, a sure sign of an *affaire de cœur* in Glantri. Another guest of note is *Frau* Hildegard von Drachenfels, the matriarch of the rival House Ritterburg of Aalban, but a personal friend of *Signora* Lucrecia. She is escorted by none other than her son, *Prinz* Jaggar von Drachenfels, Dolores's past lover and present political nemesis.

Throughout the event, *Signora* Lucrecia speaks of the Caurenzan people and how their culture and heritage remain unforgotten, despite the fact that their principality was blasted away by the Great Meteor in AC 1006. But what the guests are mostly paying attention to—by far—is how their most gracious hostess mixes and mingles through the motley company of friends and enemies, political and personal.

Only one incident in particular gets the party guests on edge. When *Signora* Lucrecia is engaged in a conspiratorial *tête-à-tête* with *Frau* Hildegard, she does not notice till too late Princess Dolores walking towards her former lover *Prinz* Jaggar, with a glass of Caurenzan red wine in hand and a murderous look in her face. While onlookers surreptitiously duck to safety, sidle closer for a better view, or pretend to be oblivious to the entire scandal in the making, Prince Urmahid suavely escorts the princess to another room, averting disaster and disappointing many Glantrians. (See *Nu. 1*, *Nu. 4*; *Th. 4*, *Ya. 7*.)

**What This Means:** The Glantrian way of dealing with matters is subtle and roundabout. To deal with the rumors of Innocenti's death (which are true), Lucrecia opted for a display of Caurenzan elegance and a rallying of allies of House Sirecchia. The Malapietras, however, are known for their treachery, so while Lucrecia is allaying Princess Dolores's fears of Innocenti's death and suspicions about the continued support of Sirecchia to House Hillsbury, she is also making arrangements of allying with the Drachenfels matriarch.

*Frau* Hildegard now holds the High Mastery of Earth Elementalism, to which Lucrecia gives obeisance. She also reminds Lucrecia of the old ties of their families, the Malapietras from Kerendas and the Drachenfels from Hattias, who were among the first Thyatian settlers in the Highlands. Finally, and most importantly, *Frau* Hildegard knows that Innocenti is truly dead (in fact, it was Hildegard who killed him in secret, then arranged for a decoy to be killed "in secret"), and for Lucrecia to keep her power and status, and the lifestyle to which she is accustomed, she needs Hildegard's cooperation—and such cooperation comes with a price...

In the meantime, *Signora* Lucrecia must be masterful in her power plays in order to arrange for the future of House Sirecchia.

## A Gathering in Seelitz.

**Location:** Village of Seelitz, Territory of Heldland, Heldannic Empire. NW

**Description:** Part of the former Heldannic garrison of Oceansend, stationed in Seelitz since autumn, AC 1018, gathers its gear and heads southwest, into the wilderness. Local authorities are very close-mouthed about the purpose of this troop movement. (See *Nu. 4*, *Nu. 27*; *Th. 4*, *Th. 27*.)

**What This Means:** Following an agreement signed late last year [*Eyrmont 12*, *AC 1018*. *Ed.*], former *Oberherr* Wulf von Klagendorf, and his successor, *Ordensmeisterin* Anna von Hendriks, agreed to a complete withdrawal from the city of Oceansend, in exchange for which Thyatis would render aid to her faction. With the repositioning of more than 1,500 troops in Seelitz, the opposing faction, led by self-styled *Oberherr* Heinrich Straßburger, has found its position in nearby Landfall less secure. The movement of roughly 300 troops to an undisclosed position, possibly closer to Landfall, could presage a shift in the military balance in Heldland.

**What the PCs Can Do:** If they were part of the garrison in Oceansend, or if they were somehow associated with it, the PCs could be among those soldiers tasked with this mission. PCs employed by Straßburger will certainly want to find out what is going on.

## ... More Like an Uneventful Land.

**Location:** Southern coast of Island of Oceania. DV

**Description:** After two days of exploring, the Thyatian shore party returns empty-handed. They report that the immediate area is lightly forested, but the foliage grows much denser a few miles inland. They also mention that the terrain is very rugged, with many hills and valleys, and many swiftly flowing rivers and streams teeming with fish. Aside from wild dogs and birds, nothing was encountered.

Dismayed, by optimistic that something noteworthy is bound to be discovered, Julius Ambrosius decides to head south along the coast tomorrow. (See *Va. 3*, *Va. 24*; *Th. 3*, *Th. 8*.)

**What This Means:** This part of Oceania was sparsely inhabited, even during the height of Oceanian civilization—the party would have had to venture much farther north or south to find ruins or other things of interest. Nevertheless, the trip was not a complete waste of time—the crew managed to restock its provisions with fresh fruit growing nearby, and one of the botanists noticed several new varieties of herb.

**What the PCs Can Do:** The PCs can naturally be part of any party sent ashore. If this is the case, the DM may throw in a few encounters with dangerous wildlife to keep them on their toes.

## Topic of the Month

### The Thyatian Commercial Commonwealth

*Advisory Report to Emperor Eusebius Torion*

Imagine you're a trader in Athenos, Darokin, with a cargo bound for Mirros. It will take you several days of sailing through the pirate-infested Sea of Dread to reach your destination. Then you must unload your cargo, find a buyer in a foreign country, buy goods to reload, and then it is several days of sailing through the same pirate-infested waters before you return home. If you travel by caravan over land, it may take more than a month to go from Darokin City to Mirros, beating back brigands and monsters along the way.

Now imagine you're a Thyatian merchant in Port Pilion. After a few hours' travel across the most secure waters in the known worlds, Vanya's Girdle, watched over by the imperial navy, you will be unloading your cargo in the largest market on Mystara, the grand city of Thyatis. Since you have already made this journey countless times before, you have already lined up a buyer for your goods, as well as a consignment to return home with. Your cargoes are efficiently transferred, and you are back home in Pilion the same night. In the time it takes a Darokinian caravaner to go from Darokin City to Corunglain and back again, you can make ten round-trip transactions, making a steady profit each time.

That is the advantage of Thyatis, the largest market on Mystara. Even before Alpathia sank, there were more customers within easy access in mainland Thyatis than in mainland Alpathia. Our cities, located mainly on the coast, lay within easy reach of each other, facilitating trade. The main trade route passes right through our capital city, while Sundsvall or Darokin require lengthy riverine diversions to reach.

Because of our geography the compact size of the Thyatian mainland and its long coastline—Thyatian merchants take advantage of short turn-around times with their ability to conduct internal trade. The presence of the imperial navy keeps these sea lanes secure, which in turn gives us a geographic advantage over landlocked nations. Only Minrothad can rival it, but their much smaller population meant they were forced to trade outside their own waters to reach as large a market. Thus they were only too happy to join with it, and now enjoy the benefits of imperial security as part of the Thyatian economy.

The Thyatian people are nothing if not resilient. For a long time, our focus was guided by the need to keep vigilant against the Alpathian menace. This necessitated certain sacrifices on our part, and demanded actions that many found unsavory. These priorities also meant that we did not pay as much attention to developing our own resources and business as we could have, even though many Thyatians learn the art of trading at their parents' knees. But the trials we have been put through and the shadow years that followed forced us to adapt to survive and overcome. During the shadow years, many Thyatians, including nobles, decided to invest in trade as a means of improving their revenues. This is starting to pay off, and commercial investments now supplement the incomes of most Thyatian nobles.

The Thyatians have done this in four principle ways:

Engineering Projects

Expanding Internal Mercantile Networks

Creating New Markets for Thyatian Goods

Influx of New Blood into Thyatian Trade

The first have included expanding and improving agricultural production in Thyatis, diversifying the crops and insuring proper husbandry, with magical support, to improve yields. But this, while vital to keeping our people well fed and prosperous, is less interesting than the widespread building of millworks. At the hub of the Thyatian trading network lays The City itself, which has seen the creation of the most innovative of these. Built to take advantage of the already existing aqueducts, they power mills producing flour to bake bread for the citizens, but also pottery mills, glassworks, forges for our widely renowned weapons and armor industry, and textile and cloth mills. The latter produce silk that garbs the imperial family, and now spider silk as well in a plant that has been running for several years now, exporting throughout the world. Bright dyes of all shades are likewise produced in Thyatis, books printed and sold, and countless other high-value items for our own use and to export. But goods do not just flow out of the Heart of Thyatis. All this requires raw materials, shipped in from around the empire and indeed the world. To take just one example of the interconnectedness of the Thyatian economy, wine is imported from the aforementioned Pilion, in ceramic jugs that Pilion imports from The City for this purpose.

With some fits and starts, Emperor Eusebius has worked to encourage the growth of these internal mercantile networks. More and more Thyatian merchants trade side by side with their brethren from Minrothad and tradesmen from Darokin and elsewhere. Protectionist measures aimed at restricting foreign traders may have helped some, but in the long run cost more than they were worth, and so have been dropped in favor of encouraging the growth of our own export markets alongside those of other countries rather than trying to substitute our products for their imports. That was not only economically inefficient, but hurting already delicate relations with our neighbors. But, as noted, Thyatian merchants have every natural advantage within the empire. They do not have to cross hundreds of miles to reach another city. Indeed, within the boundaries of The City of Thyatis there are more potential customers than in all of Karamaikos, or the entire Isle of Dawn or Bellissaria.

Our craftsmen and traders use this to their advantage, and the steady profits they make are now being put to use in the growing Thyatian trade network that is now reaching out across Mystara. The Thyatian commonwealth is not just an informal, but real, community of Thyatian-speaking peoples and the empire's allies. It is an economic commonwealth as well, reaching from Oceansend in the north to Kastelios in the south, Minaea and Thonia in the east to the so-called "Savage Baronies" of Thyatian origin in the west. In addition to Thyatis's own imperial cities of Beitung, Dunadale, Helskir, Newkirk, Oceansend, Raven Scarp, Redstone, and Seagirt, many foreign ports are links in the commonwealth's trade network. Jahore, Zeaburg, Mirros, and Freiburg are just as vital to it, and it extends to lands far beyond the empire's boundaries. The Gulf of Hule is linked to it through the towns of Tyjaret and Kladanovic at the neck of the Serpent Peninsula. Eдайро, Aquas, and Spearpoint now import most of their spider silk

from Thyatis. The Jennites of Esterhold are supplied with weapons from our armories, and a profitable commerce is conducted with the dwarven Kingdom of Thorin and the Davanian Kingdom of Emerond.

A network of long-distance trade is growing up to complement our short-haul traders. Thyatian engineering is making our economy more efficient and productive. We are learning from the merchants of Minrothad, and both peoples are benefiting from the union between us. Vessels built in shipyards in Thyatis, Julinius, and Port Lucinius are as fast as any, able to hold as much cargo. Because our cities are closer to each other, even *skyskip*-born trade might be economically feasible, whereas in Alphatia it was done for prestige, but did not make economic sense.

Market-hungry Thyatian merchants have another advantage. In the often cutthroat world of business, they are not afraid to do what it takes to get their goods to market first and undercut their competitors' prices. This, combined with the efficiency that is the hallmark of a sound economy, means that the world's sea and caravan routes will never be the monopoly of another people, so long as there are cunning, sharp-eyed Thyatian merchants in the world. The days when traders from other nations thought they only had their own countrymen for competitors is over, if indeed it ever existed in reality. An odd myth, to be sure, because back in the days when it was said Minrothad monopolized the sea trade and Darokin the land, I remember traders from Specularum and merchants from Biazzan frequenting the Heart in Thyatis as well. But now all know they must compete for their markets, not just be given them as if by the Immortals, and this will benefit everyone involved, as they'll be forced to innovate.

But competition is balanced by cooperation. In Thyatis, this is embodied in organization. The Mercantile League of Thyatis is an association of Thyatian merchant families, joined together for their mutual benefit. They compete among themselves, but work to resolve disputes through a commission consisting of their most prominent and successful members, led by Salvatore Trebanionos. Many say this syndicate has underworld ties, but these whispers often come from jealous competitors.

Another benefit available to Thyatian merchants is financial. The City of Thyatis is fast becoming a center of merchant banking. The imperial family has made low interest loans available to worthy tradesmen as an investment, and many other nobles have emulated this practice. In the Heart there are also underwriting syndicates that will insure cargoes for a price, thus broadening the risk so that the loss of a ship does not mean financial ruin for a merchant or his investors. These underwriting offices are sponsored by the Mercantile League of Thyatis, but anyone with the money to invest can participate in one of the underwriting syndicates. They just need to find a trustworthy agent to invest with.

Finally, the Thyatian people have long had a tradition of "running away from home" in their young adulthood. Many of these runaways find work with traders, merchants, and serve aboard ships. Over the last several years, more and more have run to the merchant trade, and continued on with this profession. This has meant an infusion of new, ambitious blood into the empire's commercial life. While some of these youths return home after awhile and turn to other careers, they have all gained familiarity with trade and see commerce as respectable, continuing to invest in it and seeing it as a good source of revenue, while others keep trade as their primary profession.

# Thaumont

## Thaumont 1, AC 1019

### Canolbarth Forest Returns to Life.

**Location:** Canolbarth Forest, Colony of Aengmor, Shadow Elves' Territories. OW

**Description:** It's First Day of Spring for fair elves, and Discovery *fasti* day for the shadow elves, and for the first time in centuries the two elven races celebrate both festivals together in Alfheim-turned-Aengmor, particularly near Rafielton and the woods around the Lakes of Selinar (where most Alfheimers have settled), where the forest has been growing more and more alive and well every day, thanks to the combined work of fair elven treekeepers and shadowelf shamans. The fairies are also returning to Canolbarth, awing the shadow elves. (*See Fl. 12, Ya. 5.*)

**What This Means:** In the aftermath of last year's successes, many more magic points have been reactivated around the forest, and the blight is finally ending. The two races of elves cannot deny that the forest seems more and more alive near Rafielton and in the woods of Selinar, where fair and shadow elves now live alongside each other, a token of the elven Immortals' approval of the sharing of the land. After years of grudges and millennia of separation, the elves can begin the long process of becoming one people again. But in the shadows, Alfheim Avengers and shadow elves corrupted by Atzanteotl will do everything to disrupt the peace.

**What the PCs Can Do:** The PCs could be very busy preventing the resurgence of conflict, especially if evil-minded elves attempt to reactivate the Bad Magic Points.

### Arrival in Eagret.

**Location:** City of Eagret, Kingdom of Greenspur, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** The crew of the *Island* delivers Wakzun at the temple of Palartarkan and starts a lengthy shopping trip. Wakzun is welcomed by the temple's priests and introduced into the life of a novice. (*See Va. 20, Va. 25; Th. 13, Th. 22.*)

**What This Means:** In a land like Alpathia where so few people decide to become priests, every willing candidate is welcomed. The priests' task will be to find out whether Wakzun has the necessary qualities to become a priest.

**What the PCs Can Do:** Members of the *Island's* crew will have a busy time fetching all the necessary items their friends back in the Tower of Zynillith will need.

### Citizen Women.

**Location:** City of Beitung, Celestial Domains, *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** The decision of the *exarch* to officially make women full citizens is met with stiff opposition in the courts by conservative bureaucrats, nobles and clerics. Not to be dissuaded, the *exarch* furthermore announces his intentions to place limitations on the practice of polygamy since he doubts any mortal man is saintly enough to care properly for the number of wives reported to be in the households of some nobles, traders and high clerics. (*See Va. 6; Th. 6, Th. 11.*)

**What This Means:** The opening of the Ochalean society did not occur only on the trade front, but also affected its culture. The subservient role given the women is deeply anchored in Ochalean society, and any attempt to improve their status is bound to be met with a lot of resistance from the conservative Ochaleans.

### Swampy Ruins Discovered.

**Location:** Region of Guadalmis, Savage Baronies. SC

**Description:** Following the directions of a group of Narvaezan refugees, the Thyatian expedition comes across a site that was obviously inhabited at some point in the distant past. Although mostly submerged in brackish water and overgrown with vines and other growth, the remnants of pillars can be found, as well as building foundations and a pier. Fascinated by the find, the Thyatians begin exploring the site. (*See Va. 22, Va. 26; Th. 2, Th. 27.*)

**What This Means:** These ruins are the remnant of a Nithian colonial port city, which served as a local hub of commerce during the height of the colony's power. At that time, the Guadalmis was a fertile river delta; it has since become a stagnant swamp. In the years since that time, the ruins have been picked clean of almost anything of material value, but there is still a wealth of information to be found for those who take the time to look. Paulus and the rest of his party will spend several days here, searching the site as thoroughly as possible—its exact location will be documented for further investigation later.

**What the PCs Can Do:** The PCs can help investigate the ruins, or they can protect the site from bandits or monsters who might be attracted by the commotion. There may also be an unpleasant surprise or two hidden in the ruins, too.



## Thaumont 2, AC 1019

### Cristobal Enters the Realm of Barimoor.

**Location:** Village of Kirkuk, *Emirate* of Alasiyan, *Emirates* of Ylaruam. OW

**Description:** While his master, Mujibur, is enthralled with matching wits and stories with Khalid “Tale-Teller,” Cristobal enters the underground realm of Barimoor. (*See Nu. 15, Va. 11; Th. 20, Fl. 25.*)

**What This Means:** Cristobal, the scion of Mujibur, has been warned not to enter Barimoor’s realm alone, as Mujibur is well aware of the many dangers under the sands of Ylaruam. Cristobal is just eager to prove his worth, and so leaves secretly.

**What the PCs Can Do:** Cristobal is an arrogant foreigner from the Savage Coast, but a devout follower of al-Kalim. He has accompanied Mujibur for the last eight years, and routinely takes many unnecessary risks; unfortunately, Mujibur is occupied and will not be present to bail him out, leaving the task in the hands of the PCs.

### The Welcoming Committee.

**Location:** Region of Guadalimas, Savage Baronies. SC

**Description:** While exploring part of the ruins, Paulus Angelinus and his party are attacked by a small band of bandits. Expecting easy prey, the bandits are surprised by the discipline of the Thyatian marines accompanying the party, as well as their effectiveness in combat. After a brief, but furious struggle, the bandits retreat, leaving roughly one quarter of their number—both dead and wounded—behind them. Losing no time, Paulus orders the survivors interrogated, and from them he learns of the location of the bandits’ hideout.

Within hours, a force of marines and adventurers descends on the hideout (an overgrown, ruined Nithian tower), and wages a pitched battle to clear out the occupants. Some of the bandits take up positions on the walls and loose crossbow bolts at their opponents, while the remainder tries to direct their opponents to areas where only a handful can attack them at a time. Despite their best efforts, the bandits are overcome, and the survivors are led back to the Thyatian camp in chains. (*See Va. 26, Th. 1; Th. 27, Fl. 12.*)

**What This Means:** Although the Guadalimas is unclaimed land, bandits use it as a staging area to launch raids on outlying settlements in Narvaez and Texeiras. In exploring the Nithian ruins, the Thyatians attracted the attention of the local group of bandits, who thought they might get some easy loot from the foreigners. Unfortunately for them, they did not notice the detachment of marines. The two skirmishes resulted in the deaths of five marines and 16 bandits, but the expedition now has over 30 prisoners, who will be questioned concerning the whereabouts of other bandits, and then put to work excavating the portion of the ruins near a larger river.

**What the PCs Can Do:** If present, the PCs will likely be fighting the bandits. The encounters should not be too difficult; the bandits are not well armed or armored, and have little discipline.

## Thaumont 3, AC 1019

### Royal Maneuvering.

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

**Description:** King Finn Hordson rewards two Ostlanders for “bravery and fortitude” by appointing them as *thanes*, granting each one of the islands between Thyatis’s Barony of Canium and the County of Ersenbal. The western island, now the *Thanedom* of Huninhold, is granted to Vin Svenson, while the other, the *Thanedom* of Muninhold, is given to Rolf Dirkson. Oddly, both men are known to be traditionalists, neither too keen on the new ways that Queen Yrsa introduced into Ostland.

The king grants them leave to rule their dominions independently, without reference to royal authority, as colonies of Ostland but not beholden to the kingdom. He welcomes their friendship but does not demand their obedience. (*See Va. 5; Fl. 21, Kl. 1.*)

**What This Means:** Some wonder if the king is turning against the policies of his mother by rewarding her opponents. But it was Yrsa who advised him to make these appointments. Firstly, it will help defuse opposition to the king, as rewarding the other side in this way will mollify them somewhat. Secondly, this is a good way to remove opponents without bloodshed. Hundreds of Ostlanders will follow each *thane* to settle the new colonies. Almost all of them will be hard-line traditionalists, leaving Ostland to the reformers. By letting the colonies be independent, the king ensures that whatever actions they take—which he will not have any control over in any case—will not be his responsibility to deal with, and Ostland will not be blamed.

**What the PCs Can Do:** Characters of a more traditionalist bent might find good opportunities as followers and right-hand men of either of the *thanes*, with new opportunities for raiding now that they are diminishing in Ostland.

### Now This Is More Like It!

**Location:** Southern coast of Island of Oceania. DV

**Description:** After three peaceful days of sailing, the Thyatian expedition rounds the southern tip of Oceania, and sees the overgrown ruins of what can only be a port city! Excited, Julius Ambrosius orders his crew to set a course for the dead city, managing to drop anchor at one of the still intact stone piers. In short order, a landing party is sent ashore to investigate the ruins. (*See Va. 24, Va. 27; Th. 8, Th. 10.*)

**What This Means:** Julius has found the ruins of an ancient Oceanian port town. The party sent ashore could encounter any number of wild animals, undead, or perhaps small bands of humanoids. They are not likely to run into any night dragons, as those creatures tend to inhabit the central mountain range of the island. This event has been left open-ended, to allow the DM to insert a side adventure of his or her choosing. Likewise, the DM is encouraged to develop suitable treasures (if any) for the PCs, who are assumed to be part of any landing party.

**What the PCs Can Do:** The PCs are natural candidates for this landing party.

## Nightstalkers.

**Location:** Hinterlands, Thyatian Empire. DV

**Description:** A group of elite Thratians, the Nightstalkers, is formed to resist Thyatian expansion in Davania. They are organized like a large adventuring party, and dedicate themselves to fighting against what they see as the oppression of their people. They operate primarily at night in the jungles on the frontier, but occasionally strike into deeper parts of the Hinterlands, even the back alleys of Raven Scarp itself. (*See Fe. 14, Fy. 21.*)

**What This Means:** For a long time the Thyatians have had the upper hand in the Hinterlands, driving the native Thratians—who had difficulty coming up with a way of fighting back—before them. But the unconventional methods used by the Nightstalkers prove troublesome to the Thyatians. Not strong enough to tackle the empire head on, the Nightstalkers, and other Thratian groups that soon form to emulate them, ambush Thyatian patrols and frontier outposts, causing a steady trickle of casualties and putting fear into the heart of Thyatian soldiers, who become reluctant to venture out at night. If this continues, large areas of the Hinterlands may be made unsafe for the Thyatians and the Thyatianized Hinterlanders. Or at least that's what the leader of the Nightstalkers, Hedrick Son of Maug, hopes.

**What the PCs Can Do:** Thratian PCs, or PCs who simply oppose the Thyatian Empire or support the Thratians, might follow the Nightstalkers' example, raiding Thyatian outposts, ambushing Thyatian patrols, and gathering information to help such attacks succeed. Pro-Thyatian PCs might try to confront the Nightstalkers, or one or more of the other Thratian groups, and try to put an end to the attacks—or at least slow them down.

## Thaumont 4, AC 1019

### The Death of Agostino di Malapietra?

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

**Description:** At the Malapietra estate in the capital, not a week after a luxurious reception held by Lucrecia di Malapietra, the *de facto* ruler of House Sirecchia, is entertaining a few old friends and Caurenzan allies, including *Signor* Antonio di Tarento, the new Marquis of Dunvegan, and *Signor* Griseo Fulvina, Viscount of Verazzano; several visiting dignitaries from the Thyatian Empire are also in attendance. A mysterious carriage and a train of heavily armed retainers arrives, and out steps Agostino di Malapietra, Lucrecia's long estranged younger brother.

*Signor* Agostino forces entrance into his family residence and demands audience with *La Signora* Lucrecia. Without preamble, Agostino accuses Lucrecia of murdering *Signor* Innocenti di Malapietra, the mad *Visconte* di Sirecchia, and keeping the death secret, so that she can maintain her hold of House Sirecchia at the parliament. Agostino threatens exposure and demands she abdicate in his favor. Despite the presence of her distinguished Caurenzan and Thyatian audience (or perhaps, because of it), *Signora* Lucrecia decides to confront her brother with biting candor and uncharacteristic straightforwardness. The impassioned exchange of words quickly turns violent; deadly

magic begins to fly, and Agostino's private army make their stand.

But no sooner has the duel begun that Agostino freezes in place and begins to petrify from the feet upwards. Agostino tries to free himself with magic, but his spellcasting is foiled when the air is suddenly filled with bat-like earth fundamentals. Caught unaware, Agostino's mercenaries also find themselves sinking into the floor of fine Caurenzan marble. Finally, two large stone statues of *Principe* Innocenti and their father, *Principe* Mario di Malapietra, come to life from both sides, and crush Agostino and his crew under their large stony fists.

Later that day, Princess Dolores Hillsbury announces at the parliament that *Signora* Lucrecia di Malapietra has just escaped an attempt at her life by her murderously insane brother Agostino di Malapietra. *Signor* Antonio di Tarento attests to the veracity of this event, but the one other witness, *Visconte* Griseo Fulvina, is not present nor represented at the House of Lords. (*See Nu. 4, Va. 27; Fl. 22, Fl. 26.*)

**What This Means:** Ever since Fort Ylourgne was enfeoffed as a barony in AC 1006, and Agostino's assignment as Castellan of Ylourgne was revoked, he had been incommunicado from the rest of the Malapietras; not the least of his reasons was that Lucrecia made an attempt at his life. Agostino had been hiding incognito at Castelbianco, with the help of his friend and master shapechanger, *Signor* Cesare Fulvina, son of the Viscount of Verazzano. But with rumors of Innocenti's death, Agostino decided to return and make his claim to the rulership of Sirecchia.

*Signora* Lucrecia, though surprised at Agostino's inopportune reappearance and uncharacteristic barefaced attack—the Malapietras have always preferred the underhanded subtleties of assassination and poisoning—was not unprepared to deal with him directly and forcefully, with her powerful elemental earth magic. Politically, Lucrecia's allies were prepared to lend legitimacy to Agostino's killing.

However, one unexpected turn led to another. Expecting that his sister would greet his arrival with traps and deadly enchantments, Agostino did not make the bold and public appearance at the Malapietra estate. Instead, it was Cesare Fulvina who posed as him and presented the ultimatum to the silver-tongued sister—and ultimately met an untimely demise. This is one final surprise that a much-aggrieved *Signor* Griseo Fulvina would only discover later.

**What the PCs Can Do:** With all the rival factions in this Glantrian power play, PCs with any Caurenzan connection will find themselves playing very active roles. Both Agostino and Lucrecia will need bodyguards, men-at-arms, spies, and assassins to play against each other. Lucrecia's ally, Princess Dolores Hillsbury, will send her agents, both covert and open, to ensure Lucrecia retains her power, as will *Signor* Antonio di Tarento, with his assassins from the Unseen Hand (his loyalty lies more with Princess Dolores, rather than Lucrecia). On the other hand, Agostino has an ally by circumstance in the Fulvina wizards, a family of experts in shapechanging magic, who will want vengeance for Cesare's death.

There are other Caurenzan and Glantrian factions with some stake in this matter who have yet to make their play, so behind-the-scenes schemes, espionage, assassination, and secret sorceries will be plentiful!

## Stowaways in Kastelios.

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

**Description:** The two ships of Wilhelm Folgen's expedition leave Kastelios after a stop of a couple of days spent searching for information and sea maps for the long voyage still ahead. Just a little after their departure, the crew of the Red Maid find some stowaways on board, a group of Ierendi adventurers. (See *Nu. 3, Va. 2; Fl. 13, Fl. 16.*)

**What This Means:** The adventurers hid in the ship, while they were escaping from the guards of Kastelios, hoping to return to Ierendi or anywhere in the Known World. Once more down on their luck, they had no idea that these ships were headed for an unexplored part of Davania, rather than going back to the Old World! Wilhelm orders them to be imprisoned in the ship's brig.

**What the PCs Can Do:** If the PCs are the adventurers they will begin a long voyage, in the ship's brig, to the wilds of Davania. After some days maybe they should be able to persuade the Heldanners to let them out, or maybe not. If the PCs are part of the ship's crew, they could be the ones who discover the stowaways.

## Juggernaut versus Petunias.

**Location:** Estate of Dentarthadint, near Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. HW

**Description:** The construction team has reached the estate of Dentarthadint. As agreed, work on the canal is to be discontinued at the estate, and the great magician is to construct this section himself. *Claudia* has no desire to stop working, though, and she keeps on digging dangerously closer to the beds of petunias Dentarthadint loves so dearly. The work crew tries to stop her, and the chief overseer is called. Inevitably Dentarthadint learns about the menace to his beloved flower beds, and demands that the juggernaut be stopped. Zas Ubul assures the mage that his men are doing their very best and that they will stop *Claudia* before she rolls over the aristocrat's prized garden. Dentarthadint does not believe him, however, and starts battling the unstoppable juggernaut.

Such constructs are tough though, and nothing really seems to work. Finally he casts a devastating *meteor swarm* and *Claudia* comes to a halt. At last she turns around and rolls back, finally back under control. Dentarthadint remains alone at the place of his victory, smiling, but then he realizes that his beloved petunias have been turned to charcoal by one of his own meteors. He wants to kill Zas Ubul—who appears to have left silently.

Later this day, Dentarthadint demands compensation for his burned petunias, but Zas Ubul rejects this demand and turns over the whole affair to his legal representative. (See *Va. 15, Va. 27; Th. 6; Th. 25.*)

**What This Means:** The juggernauts provided by Bleek and Daker are known to be temperamental and therefore somewhat unreliable, an unfortunate side effect of the potent magics imbued into the golems. Of course it is Zas Ubul's responsibility to pay for any damage his juggernauts inflict, but since the flowers have been destroyed by Dentarthadint himself this promises to be an interesting legal affair.

**What the PCs Can Do:** PCs employed by Dentarthadint might be instructed to investigate the project, to determine whether Zas Ubul has any plans to circumvent the agreement that was reached last year concerning how the canal project would progress over the great wizard's estate. The Grand Council member is truly furious this time, and may take such extreme measures as showing up at a council meeting to raise the matter—a notable feat for him, since he rarely leaves his estate.

## Strongholds Reinforced, but Is It Enough?

**Location:** Towns of Klevermund and Kammin, Territory of Heldann, Heldannic Empire. OW

**Description:** Following orders issued by *Ordensmeisterin* Anna von Hendriks, improvements to fortifications around the port town of Kammin, begun last year [*Kaldmont, AC 1018. Ed.*] continue at an even greater pace. In addition, the rapidly growing port town of Klevermund, located on the eastern shore of the Heldland Peninsula, is now home to hundreds of engineers and laborers, who begin expanding the docklands and building more massive fortifications. (See *Nu. 4, Va. 27; Th. 27, Fl. 6.*)

**What This Means:** Forces loyal to Heinrich Straßenburger hold the ports of Landfall, Forton, and Neuhausen—all of which are deep water, and have the capacity to hold many ships. The only thing keeping Straßenburger's forces from sailing the Alphatian Sea with impunity is Anna's hold on Kammin and Klevermund; together, these ports can sustain a fleet large enough to patrol the Strait of Kammin, thereby bottling up Straßenburger's small navy. Because of the obvious strategic significance of these towns, their fortifications must be built up as much as possible.

**What the PCs Can Do:** Although it is unlikely that the PCs will be involved in the actual infrastructure enhancements to either town, they may be given the task of ferreting out enemy spies and the like.

## Thaumont 5, AC 1019

### New Minister of Magic Appointed.

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

**Description:** After several interviews of candidates, King Stefan Karameikos names Claransa the Seer Minister of Magic to replace Terari, the famous Alphatian wizard who left his position to return to Nayce.

Claransa the Seer is a famous Karameikan diviner, who was the second most important figure at the Magicians' Guild—the major center for magical knowledge in Karameikos before the founding of the Karameikan School of Magecraft, led by Teldon—and has traveled to the mysterious Hollow World. An accomplished wizard, she has accepted to settle, at least for a while, rather than continue her travels. Her Karameikan origins, and her frequent contacts with Alphatians—in Norwold where she briefly held a dominion, or more recently aboard the *Concordia*—should come in handy to deal with the variety of magics present in Karameikos. (See *Th. 15, Fl. 14.*)

**What This Means:** After a lot of information gathering and interviews, Queen Olivia chose Claransa, a Karamaikan of mixed ancestry who understands the Alphatian mindset. Since Terati's surprising departure from the kingdom, the queen has been increasingly suspicious of the Alphatians living in Karamaikos, especially the wizards, hence her choice. It was not too difficult then to steer her royal husband toward the same conclusion.

## A Diplomat Returns.

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

**Description:** Millington Vonaday, a diplomat of the Darokin Diplomatic Corps (DDC), arrives home from his former assignment in Ierendi, where he has been on active duty for seventeen years. After some welcoming formalities, he immediately arranges for traveling to the capital. (*See Nu. 3; Th. 14, Ya. 26.*)

**What This Means:** Vonaday has returned because he found clues to the riddle of Itheldown Island in Lake Amsorak last year. He has long been trying to solve the riddle, but all previous attempts to uncover more about the matter ended with adventurers disappearing when going to the island or similar failures. A visit to Ierendi's Honor Island gave him some new clues to pursue last year, and since his assignment to Ierendi was ending anyway, he decided to return home to explore the matter further.

**What the PCs Can Do:** If the PCs are returning from Darokin, they could meet and travel with Millington. That would be a good opportunity for a few encounters at sea and on the road with Millington, who will soon get involved with plenty of adventure.

## Thaumont 6, AC 1019

### Petitions for No Change.

**Location:** *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** Numerous noble parties and interests begin a process of petitioning the royal courts to renegotiate the terms of Ochalean membership in the Thyatian *Imperium*. With their monies and influence the nobles ensure that theirs are the petitions that are heard first, last and most often, thereby dragging the royal courts to a virtual standstill. (*See Th. 1; Th. 11, Th. 13.*)

**What This Means:** Although the *imperium* has brought new wealth to Ochalea, not everyone is happy with the opening of the Ochalean society to foreign influence, which they view as a threat to their traditional way of life. Ochaleans have always been pressed to adapt to the two vast empires that surround them, and as a consequence have established a very structured and unchanging society. Maybe it is the collapse of Alphatia, or the wind of change in Thyatis, but the events that have shaken the rest of the world and left Ochalea unmoved have begun to infiltrate Ochalean society, to the displeasure of some. The increase in the presence of foreigners, albeit mostly traders, and the influx of new ideas that run counter to those of the Ochalean culture—most noticeably, the place of women in society—are seen by many as destabilizing and undesirable.

## Norwold Mines.

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

**Description:** In order to alleviate the problem of the growing number of impoverished, unemployed commoners, the Naycese Council proposes to begin prospecting the mountain ranges of Norwold. Where deposits of common or precious ores are found, mining towns will be set up by shipping entire groups of commoners with mining equipment. Any metal thus mined will be very useful throughout Nayce, where metal is scarce since the Alphatian mainland sank, and Esterhold's mines were lost to war and the Jennites. King Ericall's representative fights such a project, citing Alpha's distinctive laws regarding commoners, and the uneasy balance between the regional powers, but to no avail. (*See Nu. 13, Nu. 21; Th. 19, Th. 22.*)

**What This Means:** The council is trying to find solutions to the deteriorating economic and social situation in Nayce. Norwold is, in theory, owned by the Alphatian Empire, and therefore by Nayce. Norwold is also a vast wilderness, with many untapped resources. While timber is of little interest to Nayce, the mountains show great potential to supply Nayce with the ores it is lacking. Thyatian and Minrothaddan merchants certainly supply the metals Nayce needs—at a premium, of course—but with large numbers of unemployed commoner labor and promising mountain ranges, why not set up their own operations instead?

Of course, the situation is not that simple, as the Alphan representative tries to explain vainly. Firstly, where mines are known to exist they are already exploited by whoever controls them—Alphatians, dwarves, local Antalian tribes, or any of the uncountable number of local petty nobles. Certainly new mines could be opened, but Norwold is a dangerous, cold land, with many hostile tribes and warlords, not to mention monsters and dragons. There is also an uneasy truce between the Alphatian dominions, the Heldannic Knights, the new Thyatian dominions, the dragons, and the various petty warlords, which might be upset by the Nayce's project. In addition, King Ericall is not a spellcaster and there is no legal distinction within his kingdom between aristocrats and commoners. Any attempt to forcefully bring commoners from other kingdoms may therefore cause turmoil in Alpha.

**What the PCs Can Do:** The council will be looking for prospectors—and in the Norwold region, they had better be tough, armed groups. Norwold is a high-level setting, and the PCs may have to fight—with weapons or otherwise—tough opponents, including dragons. It is possible that the PCs will try to use this opportunity to claim lands for themselves, in a second wave of dominion-building in Norwold, with Nayce nicely providing the subject settlers if the PCs are successful.

## Wilhelm Works.

**Location:** Canal Construction Site, North of Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. HW

**Description:** Bleek arrives with *Wilhelm*, the earth-moving golem that will be added to Zas Ubul's magical construct workforce. On her way back home she has to take with her the damaged *Claudia*. (*See Va. 27, Th. 4; Th. 25, Fl. 10.*)

**What This Means:** Dentarthadint was not able to destroy *Claudia*, but he has damaged her and she needs some repairs.

## Tha-to.

**Location:** Caves of Fang Cave Clan, Lands of the Brute-Men. HW

**Description:** The clan's mood is dark, as no dragon has been spotted in the surrounding region despite searches by scouting parties. Ka-ro is ostracized by his kinsfolk. (See *Nu 26*, *Nu 27*; *Th. 11*, *Th. 14*.)

**What This Means:** While it may have been seen as good news, as the arrival of a dragon could have been devastating to the clan, there remained the artifact that Ka-ro found. So, not able to dismiss his story as made-up, and with no evidence of a dragon or other large flying predator in the vicinity, the Brute-Men racked their primitive brains in search of an explanation. Since Ka-ro said he never clearly saw the creature, speculations abounded about the creature's nature. The Brute-Men's imagination is not the most limited part of their intellect (which allowed them to develop rudimentary artistry), and somehow the name of Tha-to (Thanatos) became whispered.

## Thaumont 7, AC 1019

### A Dark Disturbance.

**Location:** Caverns below the Island of Ionace, Nayce. AS

**Description:** A group of adventurers exploring "the world's greatest dungeon" in the caverns of "monster island" (Ionace) disturb some monsters that would have better been left alone. They encounter a large number of skeletal dwarves, who immediately attack and then pursue them. The adventuring party loses several of its members before the survivors decide to run, but though they run back toward the surface, they hear the skeletons following them relentlessly all day. (See *Ya. 5*, *Fy. 19*.)

**What This Means:** The skeletal dwarves are the remains of a group of dwarves who "went deep" to seek shelter when Alphatia was destroyed. Unfortunately they chanced upon a group of dusanu, who managed to infect a good number of them. The dusanu is a Mystaran monster, also known as the rot fiend, which actually consists of a colony of spores infecting a humanoid or similar creature, allowing those spores to form a collective group mind, which animates the body and makes it appear to be alive (or rather undead, given the appearance). The adventurers are unaware of this, but it is actually highly unusual to encounter such a large concentration of dusanu in one place, and this might hint at some greater mystery behind the infestation.

**What the PCs Can Do:** If the PCs are not the very adventurers who find and then flee from the dusanu, they will certainly meet them soon enough if they are exploring the caverns beneath Ionace—the dusanu reproduce by spreading the infection to humanoid victims, and having been stuck in the dark for years, the monsters are now hungry to spread and multiply. Since the fleeing adventurers are returning to the surface, they will be showing the dusanu the way up, which means they will soon come across other adventurers exploring the area. The PCs should be wary, since there are hundreds of dwarven dusanu now moving toward the surface.

## It's Atruaghin Day for the Tiger Clan, Too.

**Location:** Tiger Clan Lands, Atruaghin Territories. OW

**Description:** This Atruaghin Day, usually celebrated anywhere in Atruaghin lands but the Tiger Clan's, riots erupt in several villages against priests and followers of Atzanteotl. King Naravipa Dagger Tooth and the priesthood of Danel Tigerstripes support the popular uprising with the aid of the Church of Atruaghin, and after one day of disorder the Church of Atzanteotl is officially prohibited and forced into hiding in all the lands of the Tiger Clan. (See *Kl. 13*, *Fe. 3*.)

**What This Means:** After the disastrous war of AC 1015, the Children of the Tiger have had enough of the Church of Atzanteotl, and particularly Danel Tigerstripes has had enough of His former patron.

**What the PCs Can Do:** The PCs could fight against powerful priests or followers of Atzanteotl, maybe as adventurers or DDC agents sent to the aid of the Tiger Clan.

## Thaumont 8, AC 1019

### On to Everfeed.

**Location:** Eastern coast of Island of Oceania. DV

**Description:** After having searched the ruined Oceanian city, the Thyatian expedition heads southeast, to the mysterious Island of Everfeed. (See *Va. 27*, *Th. 3*; *Th. 10*, *Th. 14*.)

**What This Means:** Julius Ambrosius learned much of what the Manakarans knew of their former home, and thus he knew it was a dangerous place—certainly not a place to visit with a relatively small party. His interest was piqued more by tales of the "spirit-haunted" Island of Everfeed, and stranger lands further to the southeast.

**What the PCs Can Do:** If the PCs are higher level, they might be able to persuade Julius to spend more time in Oceania, since they might be better able to handle the island's dangers.

### Civilization at Last!

**Location:** City-State of Ilioloosti, Meghala Kimata Plains. DV

**Description:** The plenipotentiary messengers from Polakatsikes reach Ilioloosti at sunset. They are fatigued after more than twenty days on horseback. They are informed that they will be received first thing in the morning by the authorities. (See *Va. 10*, *Va. 11*; *Th. 9*, *Th. 10*.)

**What This Means:** Avoiding the regular trails has slowed the messengers and they had to find their way in the wild with only old maps at their disposal. Each group of messengers comprises both Heldannic Knights and Meghalans.

**What the PCs Can Do:** Prepare for tomorrow's meeting.

## Thaumont 9, AC 1019

### Plea for Polakatsikes.

**Location:** City-State of Ilioloosti, Meghala Kimata Plains.  
DV

**Description:** The plenipotentiaries are received by the Ilioloostian council members to discuss the events related to war around Polakatsikes. The council members mainly ask questions to plenipotentiary of Milenian stock to be assured that they are not used as pawns by the Heldannic Knights, whose real intentions in the region have never been clear.

By the end of the day, the council members tell the messengers they need to take a couple of days to ponder things and come to a decision. In the meantime, they have the right to visit the city as long as they are escorted by a squad of “guides.” (See *Va. 10, Th. 8; Th. 10, Th. 12.*)

**What This Means:** Ilioloosti is located far from the battleground and yet the effects of war have been heavily felt there too. Mivosia has always been a thorn on Ilioloosti’s side and the events of last year [see *Fe. 17, AC 1018. Ed.*] have proved that the Mivosians cannot be trusted and will certainly turn their eyes towards Ilioloosti once they are finished with the Heldannic Knights and have secured their new conquests. The council members have been moved by the words of the Meghalans, who are Milenians just like them, and who suffer. They now have to figure out a way to intervene in the conflict without risking too much. They also have to think about the crisis in the Amalur Lowlands, and they must protect their own people first.

**What the PCs Can Do:** Enjoy the tour, see what Milenians accomplished in their glory, and maybe uncover Mivosian spies and expose them.

## Thaumont 10, AC 1019

### Knives in the Night.

**Location:** City-State of Ilioloosti, Meghala Kimata Plains.  
DV

**Description:** In the darkest hours of the night, the inn where the messengers have been installed is attacked and set aflame by cloaked figures. The Heldannic messengers manage to escape and save the other people present at the inn. At dawn the next morning the inn is nothing but ashes and smoke. (See *Th. 8, Th. 9; Th. 12, Th. 13.*)

**What This Means:** The Mivosian network is still active in the city. While dormant for some time, it seized this opportunity to strike at the hated Heldannic Knights. It is not overly difficult for the organized Heldannic party members to help everyone get out of the inn safely. There is only one casualty, a cloaked figure whose identification might take some time but whose goals were clear since he covered the escape of his fellows and fell to the blades of the knights.

**What the PCs Can Do:** A good opportunity for the PC to have some sport fighting high level assassins and try to save the inn’s patrons from the fire.

## The Horde Reaches Sablestone.

**Location:** Principality of Sablestone, Principalities of Glantri. OW

**Description:** Over the past week, residents in the westernmost frontier territories of Glantri have reported numerous tremors and landslides, destroying lives and property in Sablestone, the villages of Estin and Kern, and even the Barony of Oxhill. Strangest of all are the sightings of an enormous mass of odd, clay-covered caterpillars, surfacing from underground caverns, destroying crops, and literally undermining the foundations of many manmade structures.

A contingent of Glantrian military wizards led by Sir Dominick Haaskinz, heir to the throne of Sablestone, investigates a large concentration of the strange caterpillars and determines them to be magical creatures made of elemental earth. Sir Dominick then consults his father, *Prinz* Harald Haaskinz. After much deliberation, *Prinz* Harald organizes a secret cabal of wizards, including his son Dominick, his mistress Rowan Zarovan, his friend and ally Sir Gerrid Rientha, Viscount of Castelbianco, and a select few of his most trusted apprentices to confront the threat with their combined magic. (See *Nu. 1; Th. 26, Am. 15.*)

**What This Means:** The mysterious caterpillars menacing the Sablestone region are none other than the horde unleashed by *Frau* Hildegard von Drachenfels in her duel against *Signor* Innocenti di Malapietra for the High Mastery of the Secret Craft of Earth Elementalism. Like its more mundane counterparts, the caterpillar horde burrowed deep in the earth during the cold of the Glantrian winter, and emerged from its dormancy in the warmth of spring. For weeks, it has been moving westward from the Caurenzan region through the Kurish Massif, until it emerged in the lowlands of the Sablestone area.

*Prinz* Harald Haaskinz, being the High Master of the Secret Craft of Water Elementalism, knows that his elemental magic would be well suited to flush out this elemental threat, and thus gathered his most trusted supporters to collaborate, most of whom are powerful water elementalists.

The truth is, *Prinz* Harald has suffered a major breakdown last winter, stemming from a host of harrowing events—the siege at Sablestone, physical and mental exhaustion, the corrupting effect of the *Radiance*, and the fear of madness from the Haaskinz line. As such, he is reluctant to wield his powerful magic on such a grand scale, and fears another breakdown should he attempt this task at all!

Ultimately, however, the cabal of water elementalists will only succeed in driving the horde out of the Principality of Sablestone, back to the Kurish Massif.

**What the PCs Can Do:** Life on the Glantrian frontier has always been hard, and with this magical threat, the villagers in the regions will need a lot of help from any able-bodied adventurers. If the PCs are powerful wizards, whether or not they belong to the Secret Craft of Water Elementalism, Prince Harald may recruit them to help in the mission to drive out the horde.



## To Catch a Thief.

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

**Description:** Shady business in the back streets of Selenica suddenly turns into chaos when a thief tries to fence stolen goods. The guards step in, but the thief eludes capture by escaping over the rooftops. Despite having a good description of the thief now, the city guards are unable to find her again. (See *Va. 13; Fl. 27, Ya. 19.*)

**What This Means:** The thief is the renowned Shadow, who stole the necklace of Allana Mauntea, the wife of Chancellor Corwyn Mauntea, at the Darokin Masked Ball last year. Shadow has been biding her time for a while now and thought that it was finally safe to come out and fence the jewelry, but she miscalculated the determination of the bounty hunters, who have been chasing her for months. With the help of the authorities, many fences have been intimidated, which means that no place in the republic will be safe for Shadow to fence the necklace. Shadow contacted this particular fence a few days ago, but failed to detect that he feared the authorities so much that he immediately reported the matter and helped set a trap for her. Even though it failed, Shadow is slowly coming to realize that she has gotten in over her head and will not be able to pull off her latest feat. She did manage to escape with the necklace, though, and succeeded in eluding subsequent capture due to her skill at disguise.

**What the PCs Can Do:** The PCs are excellent candidates to be hot on the trail of Shadow. Since Shadow is beginning to see that she will not elude the authorities forever, the DM can set up an encounter where Shadow meets with the PCs without them knowing who she is, so she (and the DM) can determine whether they're people she can cut a deal with in return for the stolen necklace.

## Alone in Paradise?

See picture of Thyatian expedition approaching the forested shore of Everfeed.

**Location:** Western shore of Island of Everfeed. DV

**Description:** The Thyatian expedition lands at the westernmost tip of Everfeed. From shore, the heavily forested island shows no visible signs of habitation. Julius Ambrosius dispatches a small landing party to go ashore and scout for a few hours. They return later that day, reporting nothing unusual, save for the constant feeling that they were being watched.

Julius thinks on the matter, and resolves to chart the island's coastline and continue landing at selected points to gather specimens. (See *Th. 3, Th. 8; Th. 14, Th. 23.*)

**What This Means:** Julius is not sure what to make of the Manakaran tales surrounding Everfeed, many of which involve the unpleasant fates of sailors who venture ashore, and disturb the forest spirits who are said to rule the island. Although he is

inclined to discount superstition, Julius knows that some of it can be based on fact. That the island shows no signs of habitation on the coast means nothing; the interior could very well conceal large cities of jungle savages, or worse. Julius will be cautious for the next several days.

**What the PCs Can Do:** The PCs could be part of the landing parties. If this is the case, DMs are encouraged to run random wilderness encounters, but only with wild animals. DMs are also encouraged to instill in the PCs the sense that they are being watched, and followed wherever they go. No matter how skillful they are at tracking or concealment, they will not be able to find out who (or what) is watching them. PC magic users who try to *detect magic* will detect faint traces of it all over the place.

## Thaumont 11, AC 1019

### Students against Women.

**Location:** *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** Student demonstrators from many of the finest schools fill the streets, declaring the *exarch* to be a heretic for his decision to make women equal to men—the demonstrations have likely been fomented by the conservative professors themselves. In some provinces the demonstrations get ugly and the governors' forces have to be called out. Many students and commoners die in the riots. (See *Th. 1, Th. 6; Th. 13, Th. 26.*)

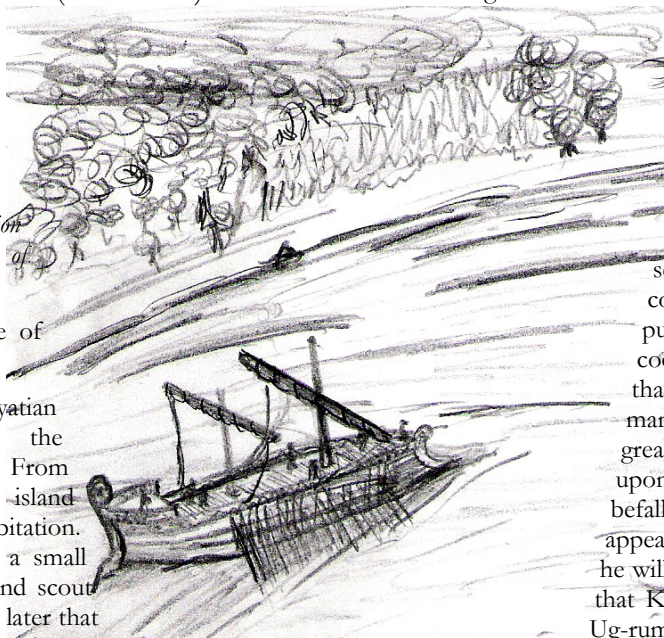
**What This Means:** After the conservative nobility, the conservative faculty agitate against the rather brutal—to them—changes that have been brought to the Ochalean society by this new Thyatian millennium.

### Fight.

**Location:** Caves of Fang Cave Clan, Lands of the Brute-Men. HW

**Description:** Ka-ro is attacked by several members of his clan. The commotion prompts Na-do to step in and put an end to the fight. When tempers have cooled down a bit, those involved explain that Ka-ro, by witnessing Tha-to hunt a mammoth, and by stealing His prey and His great claw, has brought the dark being's wrath upon the clan, and that something terrible will befall the clan unless something is done to appease Tha-to. Ug-rum, the clan shaman, says he will take the matter under consideration, and that Ka-Ro is to come to no harm until then. Ug-rum also takes the artifact, which he will use in his mystical contemplation. (See *Nu. 27, Th. 6; Th. 14, Th. 22.*)

**What This Means:** Though they are normally a peaceful lot, unusual events can easily upset the Brute-Men. An irrational fear that Tha-to is preparing to strike the Fang Cave Clan with His fury over Ka-Ro's actions has crept into their collective mind, and caused violence. The shaman is a powerful member of the clan, though, and his decision will be respected, but he had better come up with a solution that will appease the frightened clan.



## Thaumont 12, AC 1019

### The Council of Ilioloosti.

**Location:** City-State of Ilioloosti, Meghala Kimata Plains. DV

**Description:** The council meets the messengers again, rendering their decision. They are ready to assist Polakatsikes in its war effort against Mivosia provided that the Heldannic Order solemnly swears on Vanya's name that it shall never turn against Ilioloosti, else the everlasting wrath of their Patroness shall strike them wherever they are. They must also agree to share clerical, medical, technological and magical knowledge with the Milenians (except Mivosians of course) and to sign a treaty of mutual alliance with a duration of ten years, at the end of which it can be renewed in the same terms (this last condition is a guarantee for the people of Ilioloosti that should the situation in the Amalur Lowlands degenerate, they can count on the Heldannic Knights' support, provided that Mivosia has been taken care of).

The Heldannic Knights ask for a recess to make their decision. (*See Th. 9, Th. 10; Th.13, Th. 15.*)

**What This Means:** Ilioloosti wants proof of the Heldannic Knights' good intentions. Since they have the upper hand in the negotiations, they can dictate their conditions—as long as they remain within an acceptable range. The Heldannic Knights have very little margin to negotiate, yet they feel that their very survival in Polakatsikes depends on their alliances and their capacity to stay truthful to their word. They know perfectly well that they cannot break an oath made upon Vanya's name, as the most fanatical members of the order would not take this easily. But they have come to think of themselves as protectors—in the Heldannic sense—of the Meghalans/Milenians, as they have been for the Heldanners. A victory against Mivosia will not allow them to annex the conquered cities, but will certainly make them heroes in this part of the continent. Vanya's glory shall then be enhanced and the order will be reinforced by new members and converts, just like in Polakatsikes.

Vanya is carefully observing Her followers. She has realized that pure might in battle is not always enough to conquer and to keep what has been conquered. Despite Her resentment for the Milenians who enslaved Her as a mortal, She also remembers that She was befriended by a Milenian cleric who helped Her to escape, and then to find the Path of the Dynast. Ilioloostian Milenians have nothing to do with the aggressive Milenians She fought as a mortal, who were much more similar to the present-day Mivosians. She has faith in Her followers' ability to see what is best for the order and ultimately for Her own glory. She has learned the lesson and will likely not try anymore to simply spread war everywhere just for war's sake. In a way this new disposition make Her a more "humanist" Immortal.

**What the PCs Can Do:** As members of the team of plenipotentiaries, they can be the ones to make the final decision. DMs should feel free to send the PCs dreams and visions to help them make the good decision (that is to say, forge an alliance with Ilioloosti) and reveal Vanya's changing dispositions, which in turn may have an impact on which side they support in the civil war (if they have not taken sides already) and ultimately, if they reach high positions, may influence the course of the Heldannic Order as a whole.

### I Had a Dream.

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

**Description:** Governor Wolfgang Stimmel wakes up in the middle of the night after a nightmare in which a strange voice came from an ancient burial vault and said to him:

"When Victory Is at Stake

The Man in Robe Can Crush the Desert Snake.

In a Desolate Place My Heart Shall Pain

Unleash upon My Enemies Again."

The next day, he tells no one but his most trusted men about his dream. (*See Va. 15; Th. 13, Th. 15.*)

**What This Means:** Wolfgang is at first puzzled and scared by the night vision, in which he saw his beloved town of Polakatsikes set aflame and fall under siege from all directions. The temple of Vanya had been crushed by catapults and hundreds of his knights' bodies lay on the ground. Polakatsikans were enslaved and taken south. Then, once out of the town walls, while passing before an ancient and very old-looking burial vault, miles away from the town, a female voice came out of the grave and told him in plain ancient Milenian a strange poem.

**What the PCs Can Do:** One of the PCs, or the whole group, could receive the dream instead. This could lead them into a long quest, which is described later. Ideally such PCs should already be followers of Vanya, but you can have the experience make the PCs become true believers instead.

## Thaumont 13, AC 1019

### An Occasion.

**Location:** City of Eagret, Kingdom of Greenspur, Floating Continent of Alphatia, Alpathian Empire. HW

**Description:** A crewman of the *Island* has met someone who has an old *dynamo of flying* for sale. The device is damaged but not beyond repair. Indeed the seller also has the necessary spells and materials to repair it. The cost is higher than the crew can afford though, at least without asking Lady Ardana first. The owner of the device agrees to a much lower price if the *Island* and her crew will help him fetch a special magical item he is looking for. (*See Va. 25, Th. 1; Th. 22, Fl. 3.*)

**What This Means:** Properly mounted, a *dynamo of flying* can provide a standard Alpathian *windrider* with fully three-dimensional movement. The final price is reasonable, and the crew estimates the additional service as an appropriate price. This service includes flying to a specific dungeon plus a little bit of dungeon-crawling to fetch the requested item.

**What the PCs Can Do:** Members of the *Island's* crew will do the negotiations, but they should be able to do the upcoming work too.



## The Wall Is Raised.

**Location:** Kingdom of Qeodhar and *Jarldom* of Ystmarhavn. AS

**Description:** Amid very little fanfare, the last section of the new wall separating Qeodhar from its eastern neighbor, Ystmarhavn, is completed. (*See Fl. 2.*)

**What This Means:** Following the cessation of hostilities between the two realms sharing the Island of Qeodhar in Flaurmont, AC 1018, *Kjarvik* [king. Ed.] Norlan decreed that a wall be built to prevent the Antalians of Ystmarhavn from engaging in hostile actions against his realm again. The wall's construction, although accomplished relatively quickly, was more a stop-gap effort than anything else—existing watchtowers, palisades and town walls were linked together using whatever materials were handy, resulting in a twisting line of loose stone, brick, and wood winding its way from the Qeodim Mountains southwards to the coast. Complicating matters was the fact that, at first, the effort was largely uncoordinated, being driven at the local level by Qeodharans eager to protect their families and property.

Fortunately for the local Qeodharans, the previous months have been rather uneventful, with only a handful of raids taking place along the less settled portions of the new border. In the future, Norlan will likely feel pressured to upgrade the wall whenever he has the resources to do so, but with the Naycese economy still in poor shape, he needs his people mining, building ships, fishing, and whaling more than anything else.

**What the PCs Can Do:** PCs in Norlan's employ may be ordered to supervise construction efforts, or they may perform scouting missions in western Ystmarhavn, before the wall is sealed entirely.

## Shadow from the Past.

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

**Description:** Still very shaken, Governor Wolfgang Stemmell orders a watch to be set at the limit of the Meghales Amosses Desert. He also meets local sages and masters of the tradition to try to locate the burial vault from his dreams. (*See Th. 12; Th. 15, Th. 15.*)

**What This Means:** Wolfgang fears that the danger he witnessed in his nightmare might come from the desert.

**What the PCs Can Do:** They can be sent south to survey any possible threat coming from the desert.

## A Ban on Demonstrations.

**Location:** *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** The nobility cries out at the loss of their children in the suppression of the riots. The bureaucrats declare demonstrations of any kind except for religious festivals and royal parades to be illegal. In fact few noble children died in the riots, having escaped when things started to get ugly. (*See Th. 6, Th. 11; Th. 26, Fl. 24.*)

**What This Means:** The various movements that oppose the changes in Ochalea are not unconnected, and fuel each other.

## United We Shall Fight.

**Location:** City-State of Ilioloosti, Meghala Kimata Plains. DV

**Description:** The plenipotentiary Heldannic Knights agree on all terms of the treaty. (*See Th. 10, Th. 12; Th. 15, Fl. 2.*)

**What This Means:** Now that they made their decision they want to go back to Polakatsikes as soon as possible to bring the good news. The mission is to be followed by a force of 500 Ilioloostian soldiers right away. The rest of the expeditionary corps (about 1,000 men) shall depart soon and should reach Polakatsikes in less than two months to have a chance to save the city from the expected attack of the spring. A general shall lead the remaining 1,000 men.

**What the PCs Can Do:** It is a good opportunity for young adventurers from Ilioloosti to see the world and fight bravely.

## Thaumont 14, AC 1019

### So Long, and Thanks for All Your Work...

**Location:** City of Alinquin, Kingdom of Dawnrim, Continent of Bellissaria, Nayce. AS

**Description:** Olmorrad, a local mage of some renown, gathers all of the master glassblowers he employs at his factory in downtown Alinquin, and announces that their services will no longer be required, due to the rising cost of raw materials. He thanks them for their hard work, and wishes them the best in their future endeavors. (*See Nu. 21; Th. 16, Th. 19.*)

**What This Means:** Olmorrad, and many mages with commercial interests like him, have been hit hard by the rising prices of many commodities in Nayce over the past year. Aristocrats, however, have been protected from the worst of the economic uncertainty due to their status, and their personal fortunes. Nevertheless, even their enterprises are in trouble, and many can no longer afford to run them.

**What the PCs Can Do:** Spellcasting PCs might control one or more businesses, in which case they will also be suffering from rising commodity prices.

### Missing Investigators.

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

**Description:** A group of hand-picked adventurers sent by the DDC to investigate the recent loss of ships in Lake Amsorak fails to report in, despite being in possession of magical means of communication. The DDC is worried and prohibits all further investigation of the island until more research can be conducted. (*See Nu. 3, Th. 5; Ya. 26, Kl. 11.*)

**What This Means:** The situation on Lake Amsorak is worse than the DDC suspected. While sailors have long been wary of Itheldown Island, the leaders of the DDC aren't nearly as superstitious, but even they now have to face the undeniable fact that something is very wrong somewhere on Lake Amsorak, and it doesn't look like a problem that can be easily solved by throwing a few adventurers at it.

**What the PCs Can Do:** If the PCs have contacts in the DDC, they might suggest experienced high priests or knowledgeable sages and then be charged with seeking them out for clues on the Amsorak problem. The DDC will discourage and even prevent attempts to go to Itheldown Island for the time being, however, since they don't wish to lose any more resources until they have an idea of what they're dealing with.

## Decision.

**Location:** Caves of Fang Cave Clan, Lands of the Brute-Men. HW

**Description:** Ug-rum, the shaman of the Fang Cave Clan, announces that Ka-ro has indeed glimpsed Tha-to, causing much gasping and shouting and agitation among the clansmen. Ug-rum adds that Ka-ro was not smitten because he did not look at Tha-to directly, but even so the young boy has been cursed, and whoever associates with him shares his curse. Therefore, Ka-ro is exiled from the clan, and must never again come into contact with a Brute-Man. As long as the artifact remains with the clan, there is a chance that Tha-to will pay a new visit, so the clan has to get rid of it. To accomplish that, Ug-rum proposes to bring it back where it was found so that Tha-to can retrieve what is His without threat to the clan. Ug-rum will carry that task, as he is under the protection of Ka-gar even when watched by Tha-to. (*See Th. 6, Th. 11; Th. 22, Kl. 13.*)

**What This Means:** Although Ka-ro is a bright, strong young Brute-Man who would surely have become a prominent member of the clan, Ug-rum had no choice but to exile him in order to divert Tha-to's evil eye and restore peace to the clan.

**What the PCs Can Do:** If they are friends of Ka-ro's, the PCs may try to intervene in his favor. If they fail, they may decide to accompany him in his exile (though, in their eyes too, Ka-ro is cursed) and the adventures it entails.

## A Sunset Ceremony.

**Location:** Northern coast of Island of Everfeed. DV

**Description:** While sailing eastwards along the northern coast of Everfeed, looking for a place to drop anchor for the night, the Thyatians hear the faint strains of music. Curious, Julius Ambrosius orders his crew to press on. The vessel rounds a narrow, rocky peninsula, and straight ahead, sheltered in a bay, a pristine beach can be seen, upon which many figures cavort in the setting sun. Julius orders his crew to try to bring the ship within hailing distance, and asks his mage to prepare a communications spell. Before Julius can call out to the strange revelers, however, they notice his ship approaching them, and flee swiftly into the surrounding vegetation.

A small landing party is soon sent ashore, but aside from tracks that are quickly lost, no sign can be found of the natives. Nonplussed, Julius orders everyone back to the ship, and the expedition drops anchor in the bay for the night. (*See Th. 8, Th. 10; Th. 23, Th. 24.*)

**What This Means:** It seems that there may be some truth to the Manakaran tales of forest spirits inhabiting the Island of Everfeed.

**What the PCs Can Do:** The PCs may try to track the fleeing natives, and, if they make difficult skill checks, they will be able to follow them into the surrounding forests for a while, but they

should not be able to catch up with them, let alone get a good view of them. The impression that the PCs can get is that the natives are fairly light-footed, and they are excellent at concealing their tracks quickly.

## Thaumont 15, AC 1019

### Return to the Steppes.

**Location:** Esterhold Peninsula. SK

**Description:** With the campaign to free the Esterhold Peninsula of Alpathian rulership now over, several Jennite tribes return to the Steppes of Jen in the spring. Other tribes decide to stay in the areas they have conquered. This effectively ends the alliance of the tribes. (*See Nu. 13.*)

**What This Means:** The war leaders convened before winter, to conclude that the war was over. Now that spring is upon the peninsula, several tribes begin the trek east.

**What the PCs Can Do:** Tribal competition to claim the best captured lands may lead PCs to keep championing for their tribes—including in continued skirmishes against Alpathians, as the best lands are those they used to occupy.

### First Troops Depart for Polakatsikes.

**Location:** City-State of Ilioloosti, Meghala Kimata Plains. DV

**Description:** The first 500 men mentioned in the treaty leave for Polakatsikes, accompanied of course by the plenipotentiaries. (*See Th. 12, Th. 13; Fl. 2, Fl. 3.*)

**What the PCs Can Do:** They have to find a way to have 500 men move unnoticed through Mivosian-held territories.

### Strange Vault Found.

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

**Description:** While conducting an inspection, Governor Wolfgang Stimmel finds a strange burial vault on the top of a rocky hill overseeing the surrounding lands. He climbs the hill to have a look around, or so he says to his escort. After a minute or two, he comes back to the horse and resumes his inspection, apparently worried by something. (*See Th. 12, Th. 13; Th. 15, Th. 16.*)

**What This Means:** On the pretext of inspecting the watch posts around Polakatsikes, Wolfgang, following the instructions of the sages he consulted, has found the burial vault he dreamed about. He now wants to go back to the place tonight, but with men he trusts.

**What the PCs Can Do:** They can be among those people the governor trusts and would be charged to arrange the "expedition." Or if they were the ones who had the dream, they can either be alone or joined by the governor and his most trusted advisors.

## Masked One Almost Headmaster.

**Location:** Town of Krakatos, Kingdom of Karameikos. OW

**Description:** There is still no official headmaster of the Karameikan School of Magecraft for this new academic year. The Masked One, an otherwise unremarkable wizard—except for the wooden mask he wears to conceal his face—who does not dabble in the politics of either the school or the state, continues to unobtrusively assume a lot of the former headmaster's responsibilities. (*See Th. 5; Fl. 14, Ya. 28.*)

**What This Means:** There were a lot of rivalries within the Karameikan wizardly community, which is one of the reasons that led King Stefan to appoint Terari as headmaster of the then-new Karameikan School of Magecraft. Terari's leadership was also uncontested by his fellow Alphasians, so that rivalries abated during his tenure. With his departure, however, they have flared up again. Amid the chaos brought on by the unexpected disappearance of Master Terari and the ensuing squabbles, the unassuming Masked One quietly kept the school running.

The Karameikan wizards do not feel threatened by the Masked One, who is seen as an unambitious, apolitical mage of little magical talent or charisma. The Alphasian wizards mostly look down upon him: to them he is an ungifted mage—he cannot even use magic instead of a mundane mask to hide his failure (a lab accident, obviously)—who is better at boring administrative tasks than magical mastery, and thus doomed to merely serve the archmages (i.e. themselves) without hope of ever becoming one (Alphasia is full of such average spellcasters); thus, they feel he is in his proper place while they strive far above him. Another potential headmaster, the historian Igor Grygorovich, cannot be considered for the position as he has delved fully into his favorite topic again: the study of Traladaran lore and history, following new discoveries he witnessed in AC 1018 [*see Legend of the Bronze Warrior in last year's almanac. Ed.*].

While the situation is not optimal, with the infighting among the wizards, taking sides would be even more risky for the king. After the departure of Terari, Queen Olivia has become more suspicious of the Alphasians and will not allow any of them to become the new headmaster. Although the king could appoint one of the Karameikan wizards, none appears to be the obvious best choice, so, since the Masked One was able to keep the school afloat so far, he is happy to let him continue until someone else emerges. Also, the fact that the Masked One is a Traladaran-Karameikan—though his identity remains mysterious and as yet untraceable, to Queen Olivia's annoyance—helps maintain some balance, in a country where tensions are at their highest between Thyatians and Traladarians, as the new minister of war is a Karameikan of mixed heritage who went on expeditions funded by the royal treasury (which, to some these days, means Thyatian funds). King Stefan even thought of actually appointing the Masked One headmaster, but the chance that the others might suddenly see him as an actual rival and torpedo him was too great.

**What the PCs Can Do:** Rivalry among wizards equals employment opportunities for the PCs. It should remain quite clean, though, unless the DM wants to make it uglier, or maybe just darker. PC wizards may actually be among the pretenders to the job, as succeeding to Teldon and Terari would make one of them the most important wizard of Karameikos.

## Vault Examined in Secret.

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

**Description:** Around midnight, a group of ten men climb the hilltop where Governor Wolfgang Stemmel found a burial vault. They carry with them a tent made of thick jet-black fabric and set it above the grave. They enter the tent, light lanterns, and start examining the grave. A high-level wizard casts a *remove curse* upon the grave as a precaution, and men lever the burial vault open.

The vault is empty but for a flight of steep stairs which go down into the heart of the hill. A strange whisper is heard and followed by profound silence. As soon as they pass the level of the fifth stair, they don't emit any noise anymore. A *detect magic* informs them that a powerful spell of *silence* has been cast, that cannot be dispelled. The men below are instructed to explore the rooms they see.

An hour later, two of them emerge from the dark and hand a map to the governor. They tell him that the walls everywhere are covered with beautiful mosaics. They saw no one, but felt a comforting presence nearby. Against the counsel of his comrades, Wolfgang steps into the tomb and descends into the darkness. After a 60-foot descent, a tunnel opens into a wide chamber with pillars supporting arches, and a rectangular pool of clear water. The pillars are in fact statues of warriors, which support a painted ceiling representing a night sky constellated with stars made of gems! An elegant metal basin on a silver pedestal stands next to the pool on the northern side. The whisper is once again heard. Wolfgang approaches the basin, takes water from the pool in an upside-down helmet and pours water into the basin. Smoke rises from the basin and suddenly, he is staring at a distant landscape. The same visions are reflected in the central pool into which the other men stare.

There is nothing but the sea, and the point of view is flying fast toward the coastline. War vessels, bearing Thyatian colors and escorting big sailing ships full of tools and other supplies necessary for a colonization effort, are anchored. A flag, bearing a raven, flies above a citadel, which in turn stands over a busy coastal city. Then the flight resumes and goes south following the course of a winding river, which plows into the jungle. It leads to a long lake of brown waters surrounded by the jungle. Then flying up the stream the point of view speeds up and follows the river up to a swamp where three rivers meet. Then heading southeast it speeds up again and takes altitude. In the south, a high mountain spews smoke, and in the east, a vast clearing in the jungle, hundreds of miles wide, can be observed. The point of view loses altitude, flying down in circles like a bird of prey, and ancient roads, cities and temples, now in ruin, become visible. They do not seem inhabited, but the presence of humanoid tribes is evidenced by smoke coming from fires under the cover of trees. The flight speeds up once more and seems to lead to the southernmost isolated chain of hills. While approaching the vast network of ruins present in the hills, the sun sets, light dims, and the basin shows no more.

Wolfgang staggers on his feet, feeling suddenly dizzy by his return to normality. He asks to be escorted out to get some fresh air. The vault is closed, and the tent is dismantled. Guards are set around the vault and are told to stay hidden, waiting for the next visit of the governor, which he plans for the following day. (*See Th. 13, Th. 15; Th. 16, Fl. 1.*)

**What This Means:** This long-forgotten tomb from Milenian times is built on a rocky hill at the top of which stands a large mesa of solid rock. It is known locally as “the conqueror’s grave.” The place is rumored to be the meeting place of ghosts and other spectral beings from Milenian times. Needless to say it is generally avoided.

It did not take long for Wolfgang to send an expedition there to check if it had something to do with his dream—which it did, as it turned out. The visions, sent by Vanya Herself, showed Her faithful governor where to seek an artifact called the *Conqueror’s Heart*, destined to help him in the war to come. What the governor does not suspect is that the basin can be used as long as it is fueled by magical energy. Many secrets still lie in the vault to be discovered in due time by only the most faithful of Her followers.

The vision they experienced had them fly over Raven Scarp and then follow the river up to the Hills of Desolation, one of the most forsaken and dangerous places in Davania. There lie eons-old ruins in which the artifact is supposed to be guarded by foul creatures. This is just the beginning of a quest.

**What the PCs Can Do:** If the PCs were the ones who originally had the dream, this could be the starting point of their future quest.

## Thaumont 16, AC 1019

### ... Now, Back to Business.

**Location:** City of Alinquin, Kingdom of Dawnrim, Continent of Bellissaria, Nayce. AS

**Description:** At a party thrown by Olmorrad the mage, the host’s latest innovations in magical glassware are showcased to an admiring crowd. Among Olmorrad’s latest creations are a pair of finely crafted glass golems, who perform a variety of complicated tasks. Over the informal conversation that follows, Olmorrad admits to several of his admirers that he had to make several sacrifices to construct his golems, including closing down his glassware factory. (See *Nu. 21, Tb. 14; Tb. 19, Tb. 20.*)

**What This Means:** For some elite members of Naycese society, the continuing shortage of goods, and the resulting economic hardships, pose no obstacles to the pursuit of their hobbies and pet projects. Olmorrad is one such person.

**What the PCs Can Do:** Former employees of Olmorrad, who might have reason to be suspicious of the sudden closure of the factory, might hire the PCs to investigate the matter. If one or more of the PCs are aristocrats, and are known personalities in Alinquin, they might have been invited to Olmorrad’s party. Otherwise, the PCs could learn of the party, and sneak into the wizard’s estate.

## Torreón Takes *Mina do Norte*.

**Location:** *Mina do Norte*, Terra Vermelha, Savage Baronies. SC

**Description:** The Torreóner troops converge onto *Mina do Norte* and *Campo dos Ogros*, from Pueblo Real in the north and from Puebla de Alcázar in the south. The Vilaverdan force and its ogrish allies defend the *cinnabryl* mine, but when it becomes clear it is hopeless the Vilaverdan commander negotiates a withdrawal. The ogrish mercenaries are hired by the Torreóners and resume their duties, except that they work for another employer now.

The Torreóner force from Puebla de Alcázar turns back south to meet that which is in control of *Mina do Sul*, driving the retreating Vilaverdan force before it. Meanwhile, the rest marches northeast, toward Antro do Dragão and the Hulean border, leaving only a token force to oversee the ogres. (See *Va. 11, Va. 26; Fl. 9, Ya. 28.*)

**What This Means:** Torreón has conquered most of Terra Vermelha; this was the easy part of the campaign, though, and the real challenge is whether it can keep it. Texeiras and Vilaverde are both sea-based powers, so even if they try to it is not certain they can enforce the Treaty of Tampicos against Torreón’s beefed-up occupation force.

## Strange Vault Explored Once More.

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

**Description:** By night the party of trusted advisors and friends meets again and enters the vault once more. Governor Wolfgang Stimmel has all the engravings, mosaics, and markings of any sort copied for further study. He then orders everyone out, takes the magical basin, and has the vault sealed once again and protected by defensive spells and a secret watch which is to be conducted around the hill. (See *Tb. 15, Tb. 15; Fl. 1, Fl. 7.*)

**What This Means:** Wolfgang realizes that coming back and forth to this place will endanger both himself and the integrity of the vault, which obviously is of great importance to Vanya. He does not want the Mivosians to get involved in any way, and so he would rather have the vault sealed and discretely guarded than possibly exposed.

**What the PCs Can Do:** Guard the hill against any unwanted visitor.

## Thaumont 18, AC 1019

### Garugto's Expedition Departs.

**Location:** City of Emdur, Kingdom of Gombar, Arm of the Immortals. SC

**Description:** Garugto's expedition gathers in front of the Mining Exchange in Emdur, and after a droning speech he finally gives the order to march out toward the Great Immortal's Shield.

The merchants, who are present in large numbers at the Mining Exchange, are amazed that the old demi-ogre—many say old fool—appears to be serious about his idea, as this is by far the largest such expedition in decades. No one present gives him any chance of succeeding in this crazy endeavor, but many seem concerned that he just might.

In the next few weeks, many enterprising merchants mull over ways to reach the eastern side of the Arm of the Immortals before Garugto. None mount a land expedition through the Great Immortal's Shield, but several increase their efforts into finding a way to sail past the dangerous Strait of Izonda. (*See Va. 9; Ei. 15.*)

**What This Means:** The route through the Great Immortal's Shield may be nearly impassable, but so is the Strait of Izonda. The Strait of Izonda stretches for 350 miles between the southern extent of the Arm of the Immortals and the northwestern reaches of Davania. Located at the equator, it links the open western ocean with the Izondian Deep. Where the two meet is the most dangerous sea region on Mystara: the best ships in the world are capsized or crushed by towering waves, swallowed or mashed by inescapable maelstroms, sunk or toppled by squalling storms and hurricanes. Even the great migrations of old have had to somehow circumvent the zone; while north-south travel is possible between western Davania and western Brun, east-west movement is almost impossible at any latitude between the Izondian Desert and the lands of Zuyevo. In addition to the natural conditions, sea captains who sail in less treacherous seas often get lost; this is due to the fact that the ee'aar use their *controllable lights* to fool them away from their homeland by imitating certain stars used for navigation.

**What the PCs Can Do:** The Gombarians and Suma'ans are looking for brave (or foolish) enough captains and crew.

## Thaumont 19, AC 1019

### Ericall Upset by Nayce.

**Location:** City of Alpha, Kingdom of Alpha, Nayce. NW

**Description:** King Ericall is furious with the decisions that Nayce made concerning Norwold, which assume power in the region that it does not possess, disregard the agreements that have been crafted in the past few years, not to mention pass over his authority. He ponders Alpha's future, with respect to this newest decision by Nayce and the wars and agreements and alliances currently prevailing in Norwold, with his wife and his closest advisors. (*See Va. 5, Th. 6; Th. 22, Th. 28.*)

**What This Means:** As could be expected, King Ericall was not happy to learn what the Naycese Council decided for his kingdom, especially considering the difficult times that Norwold just went through and the resulting tentative peace. The fact that Nayce suddenly was taking an—unhealthy, in the king's opinion—interest in the region, after years of ignoring it after he repeatedly requested support from the rest of the Alphan kingdoms, concerns Ericall.

**What the PCs Can Do:** If the PCs are among Ericall's close advisors, they will play their part in Alphan policy-making.

### Disgruntled Workers on the Warpath.

**Location:** City of Alinquin, Kingdom of Dawnrim, Continent of Bellissaria, Nayce. AS

**Description:** Guards at Olmorrad the mage's estate in Alinquin are alerted by the sounds of breaking glass, thumps, and muffled shouts shortly before midnight. *Teleporting* to their master's laboratory, they find a scene of absolute chaos—shelves have been pulled over, tables overturned, and the floor is covered with broken glass. Lying amid the debris are several men, many of them dead. One of the guards shouts a warning, and points to a couple of shadowy figures leaping out a broken window. Wasting no time, some of the guards *teleport* outside, and intercept the fugitives. A scuffle breaks out, in which another assailant dies, but the others are overpowered. It does not take long before the attackers are identified—they all worked at Olmorrad's factory. (*See Th. 14, Th. 16; Th. 20, Th. 22.*)

**What This Means:** While many of Olmorrad's former employees have begun the painful process of trying to rebuild their lives, some could not accept the situation, and suspected their former employer of shady dealings. When news of Olmorrad's lavish party, and his projects, reached them, they realized that he had sacrificed his commercial venture—and their livelihoods—to protect his projects. While the angry men recognized that they were only commoners, they were still freemen, and therefore felt they should be given more consideration than that given to a servant or a slave. Furious, they sneaked into Olmorrad's laboratory, and tried to destroy the hated glass golems. While they were successful, they triggered several protective wards and other spells, which killed many of them.

Those former employees who were captured will now be tried for their crimes under Alphan law.

**What the PCs Can Do:** Although it is unlikely that the PCs would have been involved personally in this event, they may become involved if they were hired to investigate Olmorrad's actions, or if one of their relatives worked at the mage's factory. If the latter is the case, DMs may wish to have the relative be among those captured by the authorities, which would necessitate a daring attempt to rescue them.

## Thaumont 20, AC 1019

### Cristobal Discovers the Realm of Shamaash.

**Location:** Tunnels of Barimoor, *Emirates* of Ylaruam. OW

**Description:** Cristobal is looking for Barimoor, but discovers Shamaash instead. Cristobal, thinking Barimoor is the biggest threat, makes a mistake by assuming it is a mere minion of Barimoor. Outclassed and outnumbered, Cristobal dies at the hands of this fiend. (*See Va. 11, Th. 2; Fl. 25, Ya. 5.*)

**What This Means:** Cristobal's death will set Mujibur's quest for Immortality back by another decade, as he needs to train another scion to replace him.

**What the PCs Can Do:** The PCs can rescue Cristobal or discover his blackened and lifeless body. One or more of them may attempt to become the next scion of Mujibur.

### Saboteurs Executed.

**Location:** City of Alinquin, Kingdom of Dawnrim, Continent of Bellissaria, Nayce. AS

**Description:** Following a brief trial, the surviving men who attacked Olmorrad the mage's estate are found guilty of vandalism, attempted theft, and attempted murder of an aristocrat, and are sentenced to death. The execution is carried out publicly, before a large crowd. (*See Th. 16, Th. 19; Th. 22, Fl. 12.*)

**What This Means:** The local authorities decided to hold the trial publicly in order to discourage further acts of vandalism, and to show that all criminal elements in society will be tracked down and eliminated. The outcome of the trial itself was foregone—there was simply no way the Naycese legal system was going to let the surviving mundaner attackers off easy. Many would-be saboteurs will be cowed by the spectacle, but others will be infuriated by what they see—so much so that similar acts of sabotage will be carried out in the coming weeks in and around Alinquin. Many of these people, if caught, will face the same punishment.

**What the PCs Can Do:** PCs at the beginning of their adventuring careers could witness the arrest and execution of a relative or close friend in this manner, and thus be spurred to campaign for a cause. Otherwise, the PCs could be hired by a family to save a relative from such a fate.

## Thaumont 22, AC 1019

### Migrants Need Not Apply.

**Location:** Across Continent of Bellissaria, Nayce. AS

**Description:** In various towns throughout the Bellissarian continent, with the exception of the Kingdom of Turmoil, many migrants are encountering increasing difficulty finding work. Businesses that advertise a need for workers often turn away

people whom they know are not locals, while at the same time accepting people they know (most often family members), without making any effort to conceal their favoritism. Some employers even go as far as to put up signs outside their establishments, declaring, "No foreigners need apply." Those migrants who protest these actions are either ignored by the authorities, or chased out of town. (*See Th. 19, Th. 20; Fl. 12, Ya. 9.*)

**What This Means:** Compared to many other Naycese lands, Bellissaria, with its open spaces and relatively abundant resources, is seen as a land of opportunity for those migrants desperate to find a way to remain freemen and to support their families. This is especially true for those who fled the recent wars in Esterhold. Unfortunately for the migrants, Bellissarians are very insular, and do not want strangers upsetting their way of life. Resentment over the incursion of economic migrants has been on the rise for months now, and the first visible signs of a backlash are becoming noticeable. This is the uglier side of Bellissarian insularity coming to the fore once more, as locals band together against the newcomers, trying to hold on to what they still have. A volatile situation such as this could lead to violence, as people on both sides seek to vent their frustrations.

**What the PCs Can Do:** As tensions rise, it is very likely that violence will erupt in a number of places—most likely in the larger population centers of Bellissaria. Here, PCs may find their skills in demand, as rulers seek to quell riots with as little bloodshed as possible. Higher-level PCs might even be sought out by the Bellissarian elite, in the hopes that their power and influence might defuse tensions, or otherwise help solve the problem.

### Atonement.

**Location:** Territory of Fang Cave Clan, Lands of the Brute-Men. HW

**Description:** Ug-rum, the clan shaman, brings the artifact of Tha-to to the clearing where it was found by the young scout, Ka-ro. There, he engages in a ritual beseeching forgiveness for the removal of Tha-to's artifact, and renewed protection and blessings from Ka-gar. Ug-rum buries the artifact, and declares the clearing taboo. At the end of the ceremony, the clansmen return home and turn their back on Ka-ro, who is left behind, never to come back. (*See Th. 11, Th. 14; Kl. 13, Ei. 19.*)

**What This Means:** The clan had to atone for its perceived offense against Tha-to (Thanatos). Not only have the Brute-Men's beliefs, or their bias, prevented them from recognizing the object for what it really was (an Alphetian magical crossbow bolt) and help them progress, it also deprived them of one of their hunting grounds and a promising youth.

**What the PCs Can Do:** PCs who adventure near this place may hear about the taboo land, and the legend of the "artifact" called the Claw of Tha-to. If so, they may decide to search for it. They may eventually find the magical bolt, which will forever remain in pristine condition thanks to the magic with which it was imbued, and, depending on their cultural origins, understand what it is. They will have to avoid encountering Brute-Men, who will consider them cursed by Tha-to.

## Unbeiling Ruined by Robin Moorkroft.

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

**Description:** At the Amberhouse, the eccentric *Sire* Gaston d'Ambreville unveils his latest artistic masterpiece, a set of portraits of the ruling *Princesse* Isidore d'Ambreville and the rest of the d'Ambreville family. Despite the infighting and jealousy, the d'Ambrevilles attend in full force, as well as their friends and allies—*Dame* Geneviève de Sephora, *Comtesse* de Touraine, *Sire* Gilles Grenier, the *Vicomte* de Fausseflammas, and the voluptuous *Dame* Diane de Moriamis, wife of *Prince* Malachie du Marais of Morlay-Malinbois (the prince himself does not attend on account of his archenemy, Geneviève de Sephora, who came in a sparkling dress of silver thread!).

When the curtain is lifted and the painting finally revealed, the guests are all shocked as the family portrait has been disfigured! Jeanette is portrayed as an ogre; Jean-Louis is portrayed as a priest; Claude appears as a nosferatu; Magdalène, a zombie; Richard, a lion-headed rakasta; while the rest, including Princess Isidore, are shown as dog-faced werewolves!

At the corner of the painting, the artist's signature has also been altered to divulge the person behind this plot—the magical miscreant Robin Moorkroft and his Mundaner Men! (See *KL 21, Fy. 17*.)

**What This Means:** Robin Moorkroft struck again! He and his Mundaner Men (actually all quite capable spellcasters) gathered the nastiest gossip about the longest living noble family of Glantri, broke into the Amberhouse, and at their moment of glory brought the d'Ambrevilles shock and embarrassment.

Most of the caricatures have some truth behind them, such as Jean-Louis secretly supporting clerics in Glantri and Magdalène once buried alive, but not all are accurate—not that it matters to Robin Moorkroft!

Recovering from the initial shock, the d'Ambrevilles figure out the alterations are magical and easily *dispelled*. The sensitive *Sire* Gaston flees to Rymiskigrad in Boldavia to “calm his nerves” at the Lovecraft Asylum.

**What the PCs Can Do:** PCs who have been on the trail of Robin Moorkroft and his Mundaner Men the past year might find leads and clues from this scandalous crime. PCs loyal to the d'Ambrevilles or with connections in the Glantrian constabulary may be called upon to search for the audacious wizard-bandit!

## Into the Dungeon.

**Location:** Obscure ruins somewhere on the Floating Continent of Alphatia, Alphatian Empire. HW

**Description:** The *Island* has reached her destination. A landing party of sufficient size enters the ruins to look for the item the seller wants to obtain. Some hours later they reappear, exhausted but merry, with the item, and return to the ship. (See *Tb. 1, Tb. 13; Fl. 3, Fl. 7*.)

**What This Means:** The team working for Lady Ardana has sold its services to acquire a magical item that should prove very useful to achieve the group's goal.

**What the PCs Can Do:** Members of the *Island's* crew have to enter a dungeon and face unknown perils, traps, and monsters—a treat for PCs!

## Thaumont 23, AC 1019

### Meet the Natives!

**Location:** Southern coast of Island of Everfeed. DV

**Description:** While sailing westwards along the southern coast of Everfeed, the Thyatian expedition sights a strange, narrow vessel bearing in their direction—from aft. Julius Ambrosius orders the marines to prepare for battle if need be, and instructs the crew to bring the ship about in order to meet the other craft. No warning shots are fired, and before long the other ship turns out to be single-masted with a low draft—probably not an ocean-going vessel, and therefore it must come from Everfeed!

The vessel's occupants are no less surprising, for they are elves, but attired in flowing gray robes and bearing no weapons. The eldest among the elves gestures at the Thyatians' ship, and it stops moving, as though held fast in solid rock! The elf then speaks to the Thyatians in a clear, musical voice, which those crewmembers who speak Elvish translate for the benefit of the others, with difficulty:

“You who come from over the sea,” he says, “are not welcome here. Dark is the shadow of men, and we have no wish to stand under you, for we crave the sun and moon. No blood has yet been shed, and nor do we wish it to be; so we will render aid unto you as we can, 'ere you depart our shores. Do you accept this offer?”

Julius assents, and, under the guidance of the elder, boards the elven vessel with a handful of advisors for a few hours of discussion, while some of the elves bring supplies to the Thyatians' ship. (See *Tb. 10, Tb. 14; Tb. 24, Fl. 12*.)

**What This Means:** The Thyatian expedition has finally made contact with the elusive “forest spirits” of Everfeed. Julius and his closest associates will learn a great deal from the elves this evening, but they will not get the chance to visit the island. Nevertheless, the elves' generosity will help the Thyatians on the potentially long journey ahead.

**What the PCs Can Do:** Higher-level PCs may be invited to the elves' ship along with Julius.

## Thaumont 24, AC 1019

### Where One Path Closes, Another Opens.

**Location:** Southern coast of Island of Everfeed. DV

**Description:** After spending the night conferring with the mysterious elves of Everfeed, Julius Ambrosius and his expedition plot a new course to the southeast, towards the Isles of Steam. (See *Th. 14, Th. 23; Fl. 12, Fl. 23.*)

**What This Means:** Although the elves were most helpful and friendly, it was made clear that nothing—aside from brute force—would gain the Thyatians access to the Island of Everfeed. Having no desire to shed blood needlessly, and having seen what the elves are capable of doing with their magic, Julius has resolved to note as much as he can of last night's encounter, and pass on the information to the authorities once he returns to Thyatis City. Quiet diplomacy might open a few proverbial doors with these elves, but now is not the time.

Nevertheless, the elves provided tantalizing clues of what might lie hidden in the Isles of Steam, and Julius's curiosity has been piqued.

**What the PCs Can Do:** Since the elves of Everfeed will not let the PCs stay behind, there is little they can do but go forth!

## Thaumont 25, AC 1019

### Sir Grygory Awakens.

**Location:** Estate of Baron Yuschiev, City of Mirros, Kingdom of Karamaikos. OW

**Description:** After having remained in a strange sleep ever since he was found, Sir Grygory finally awakens. He is still very weak, but begins to tell his tale as he slowly regains his strength. His tale is one of terror and demons, so at first his friends fear he is delusional. (See *Va. 13, Va. 22.*)

**What This Means:** Grygory is still weak, but he is not delusional. Given his earlier actions, his friends might be excused for fearing it, though. But over time, as he grows stronger and maintains his story, they will come to believe him, particularly since it explains his weird behavior, at which time Baron Yuschiev will announce that he did what he did because he was under a demonic influence that Grygory subsequently slew after his disappearance. His victory very nearly cost Grygory his life, but he has returned now, and Baron Yuschiev proclaims him a slayer of demonic beings.

### Doris Disembarks.

**Location:** Canal Construction Site, North of Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. HW

**Description:** Daker delivers *Doris*, the fourth magical caterpillar. *Claudia* is still damaged, but Zas Ubul allows *Benjamin* to leave for testing. (See *Th. 4, Th. 6; Fl. 10, Fl. 17.*)

**What This Means:** Bleek and Daker are working to bring the workforce to full strength, but they also have to keep the maintenance intervals, and *Benjamin* has shown some early signs of problems.

## Thaumont 26, AC 1019

### Noble Women Speak Up.

**Location:** *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** Many noble women stand up on both sides of the feminine rights debate in the royal courts, some advocating the conservative and some the liberal position. The chaos of women openly debating against men (when the only acceptable reason for them to be in the courts at all is to lend secretarial and social support for their men whilst away from home) sends the bureaucratic clerics into fits, and they begin demanding that the noblemen control their women or face penance. (See *Th. 11, Th. 13; Fl. 24, Kl. 7.*)

**What This Means:** Even though they have not been promoted to equal status yet, the fact that women take part in the debate at all comes as shock to many an Ochalean. This fuels the opposition to the idea.

### Landslides in Gunjab.

**Location:** *Mumlyket* of Gunjab, Kingdom of Sind. OW

**Description:** Goatherds come running from the hills, raising the alarm about several landslides occurring in the surrounding Kurish Massif mounts. In the city of Raneshwar, *Maharajah* Sarojun Sur organizes rescue missions to address reports of mountaineers buried alive, while the *rishiyas* (clerical caste) begin to offer prayers and sacrifices to various Sindhi Immortals, particularly Prithivi (Terra), Jaivana (Djaea), and Kala (Hel). (See *Nu. 1, Th. 10; Fl. 2, Fl. 21.*)

**What This Means:** The landslides are a result of the horde, a creature of elemental earth in the form of thousands of burrowing caterpillars. It originated from the Caurenzan regions of Glantri, lodged in the Kurish Massif through the winter, but is now moving south towards Sind.

The Sindhi *rishiyas* have been severely undermined by the followers of Gareth over the past years, and are quick to take advantage of this seemingly natural disaster. In spite of what they believe and preach, the Immortals have little involvement in this occurrence.

**What the PCs Can Do:** The *Maharajah* of Gunjab will hire rangers, druids, and other brave adventurers for this wilderness rescue, while the *rishiyas* may need clerics and rogues to further their religious goals in this matter, the former for out-and-out proselytizing and ministering, the latter for more clandestine methods of subterfuge and sabotage.



## Thaumont 27, AC 1019

### Grauenberg Still Isolated.

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

**Description:** The embattled defenders of Grauenberg [*under siege since Vatermont, AC 1018. Ed.*] mount a sortie against forces loyal to Heinrich Straßenburger. Although initially caught by surprise, the besieging armies rally, and manage to maintain their lines. Before long, the Grauenbergers are pushed back into their city with considerable losses, but they manage to prevent their enemies from breaching the walls, and a handful of light cavalry manage to escape into the countryside. (*See Va. 27, Th. 4; Fl. 6, Fl. 13.*)

**What This Means:** Grauenberg is situated close to the Ethengar border, and as such, it has been attacked a number of times over the years. Thus, the city is well stocked, and has been able to weather the current siege so far. Unfortunately, most of the grain stores have been exhausted, and the city's clerics are spending more of their time healing the injured and the sick, and purifying wells, than creating food and water. Unless the siege is broken within the next few weeks, Grauenberg's situation will likely become very dire, indeed.

Although the attempt to break the leaguer failed, Straßenburger's forces suffered sustained minor losses, and some messengers managed to get out. These men and women will ride for Kammin and other loyalist areas, to plead their case and provide crucial information about the besieging army's troop strength.

**What the PCs Can Do:** PCs who are currently assisting in the defense of Grauenberg are the most logical choice for messengers. This would provide DMs with opportunities for many wilderness encounters in the increasingly dangerous interior of Heldann. Depending on the situation, the PCs might also be entrusted with important holy relics, to ensure that they do not fall into the hands of Straßenburger's army. Also, depending on how the PCs participate in the attempt to break the siege, Straßenburger's forces might sustain many more casualties than has been described in this event.

### Outpost Founded.

**Location:** Region of Guadalmisas, Savage Baronies. SC

**Description:** Paulus Angelinus, leader of the Thyatian expedition, designates the portion of the ruins that has been excavated as an outpost and future supply depot. Engineers restored some of the more solid-looking buildings to serve as living quarters and storehouses, and the prisoners dredged the area surrounding one of the quays. In the meantime, he orders messengers to seek out the known refugee settlement, and offer them shelter at the outpost, as well as pay and meaningful work. (*See Th. 1, Th. 2; Fl. 12, Fl. 13.*)

**What This Means:** Paulus has given some thought to his initial plan to establish a secret outpost in the region, and has decided that it has merit, and that the ruins would be the best location. Nothing of archaeological interest was discovered in the excavated region, so that part of the ruined town can be converted into a place of habitation. Paulus plans to continue

dredging one of the sediment-choked river channels only up to the nearest navigable river—the outpost cannot be readily visible to passers-by, therefore, only smaller boats (i.e., those with shallower drafts, or those capable of navigating narrower channels) will be able to access it. He decided to contact the refugees because they need aid (he hopes they would be willing to serve the empire in exchange for protection and money), and he cannot afford to leave too many people behind to lay the foundations for the outpost. About half of the refugees already contacted (roughly 30 people) will accept Paulus's offer, and some will relish the opportunity to build something that may possibly, one day, harm Narvaezan interests.

Paulus will stay long enough to ensure that the outpost is well underway, and then will resume his journey. A small detachment of engineers will remain behind to oversee construction efforts and future excavations, and a handful of marines will stay to guard the prisoners (who will continue to work on the outpost), while the refugees will perform other tasks.

**What the PCs Can Do:** Thyatian PCs can stay behind to explore more of the Guadalmisas, or the ruins, or they can patrol the surrounding territory in search of Narvaezan infiltrators. Narvaezan PCs can begin play as former refugees in the employ of the Thyatians, and perform similar tasks, too—this could be the beginning of a long, covert campaign against Narvaez, in which the PCs could infiltrate their former homeland to acquire information and rescue people suffering under the inquisition, and help the Thyatians establish a secret presence in the region.

Some of the refugees could also be Narvaezan spies, who would be no doubt surprised at the sudden arrival of the Thyatians. This could present an opportunity for Narvaezan PCs to keep tabs on the establishment of the outpost, and try to ensure that their masters in Puerto Morillos learn what is going on—a dangerous job.

## Thaumont 28, AC 1019

### Norwold Confederacy Summoned.

**Location:** City of Alpha, Kingdom of Alpha, Nayce. NW

**Description:** King Ericall asks Overlord Ethendril h'Caramore to convene the Norwold Confederacy. The overlord dispatches requests to the lords of the dominions that are part of the confederacy, and to some that are friendly. (*See Th. 6, Th. 21; Ya. 15, Ya. 28.*)

**What This Means:** After consulting with his close advisors, King Ericall will extend the discussion to a larger circle.

**What the PCs Can Do:** PCs who are rulers of dominions in Norwold may be invited, if they are part of the Norwold Confederacy or close to it.

## Topic of the Month

### Everfeed

*Taken as an extract from Julius Ambrosius's journal, generously provided by an anonymous source. More information about Everfeed has apparently been provided in an official report to the Emperor of Thyatis, which we were not able to obtain.*

#### Thaumont 24, AC 1019

I am happy to note that the Thyatian Empire has made successful contact with the sovereign inhabitants of the island of Everfeed, which lies east of Cestia and Oceania.

The inhabitants of this verdant land are elves, not unlike the fair folk living in many regions of the Old World. They proclaimed themselves to be of the Isoinia Clan, a branch of elvenkind, it was later revealed to us, that did not embark upon Ilsundal's migration so many millennia ago. Instead, it seems, they sought and found shelter on Everfeed, and looked no further.

The emperor will be pleased that the good offices entrusted to me served in the required manner, and as a result, I was able to conclude an agreement of general goodwill between our two peoples. Much information was shared with the Everfeed elves, but some things puzzle me. They have lived on their island for many thousands of years—longer even than the elves of Thyatis have dwelt in their forests—and yet they have very little knowledge of events on the Davanian mainland, let alone farther afield. Indeed, they appear to lack any interest whatsoever in the goings-on of the neighboring islands.

Although we were not permitted to visit any of their settlements, we were assured that they did exist, but they are apparently located deep within the island's forests, so well concealed that no outsider could hope to find them. Few elves live near the shores, segments of which seem to have been set aside for religious purposes: to honor the tides, and the rising and setting of the sun and moon. They are a most peculiar people, for they do not seem to venerate Immortals as we would understand them—they seem to worship certain elements of the world themselves.

They seem to be similarly primitive in terms of their social structure, for, unlike the elven clans of the Old World, they do not appear to have clanmasters. Instead, each village lives as a sort of commune, with no entrenched hierarchy or social classes—even by the loose standards of most elven clans! Respect is given to an elf based on his or her skills and wisdom, and the situation at hand, regardless of age. They seemed rather nonplussed when I described the various social systems in use in the Old World; they were concerned that too much power would be concentrated in the hands of one person, who might not be best suited to handle all situations. Their society sounds very egalitarian, something akin to the old Milenian concepts of democracy, but the idea leaves many questions unanswered—not the least: how a person comes to the fore when a situation demands it. Nevertheless, by all appearances Everfeed society is stable, and unified.

The elves spoke of other things that night, which I have taken the liberty to commit to paper in a formal report to the emperor. One last thing the elder spoke, before he departed with his kinfolk, was in response to a brief discussion about our aims in the region. I had merely said that Thyatis was interested in learning more of the continent of Davania, and he said to me, "Raise your sails and catch the northwestern wind, and sail with it for fourteen days, after which you shall come upon a great cloud of steam, within which many islands great and small rise from the sea. Ye shall find on these islands that which gave rise to many legends of this part of the world, and therein shall ye learn much of what ye seek."

I wonder how such an avowedly isolationist clan could know of such islands, but there is so much we do not know about the people of Everfeed. Perhaps I shall yet gain passage to their land, but in the meantime these mysterious islands beckon. The Immortals willing, we will find many answers to our questions.

# Flaurmont

## Flaurmont 1, AC 1019

### Wolfgang & Co. Find Clues.

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

**Description:** After two weeks of intense study, consulting, communions and other mystical questioning, Wolfgang's team has reached some conclusions: The item they are seeking is a powerful and legendary artifact that the Milenians are said to have used to repel the Kerendans centuries ago. It should be hidden in a ruin some 550 miles north-northeast of Polakatsikes. In the meantime, the basin can be used by a spellcaster of any sort once a day just like a *crystal ball*. (See *Th. 15, Th. 16; Fl. 7, Fl. 24.*)

**What This Means:** Ironically, the Heldannic Knights are now seeking the very artifact that contributed to the flight of their ancestors from Davania ages ago. If they want to secure the artifact known as the *Conqueror's Heart*, the Heldannic Knights will have to cross the front line, pass through Mivosian-held territory, bypass Tyrnae and head north. Then they must enter the jungle and cross it up to the Hills of Desolation. Then they would still have to avoid the humanoids and other monstrosities which call this region home and search the ruins of the city once called Desperia (in Milenian tongue) to find the artifact and bring it back.

The basin may be a great help to survey the advance of the party that will be sent to secure the artifact. It can be used once a day, for a period of time in turns equal to half the watcher's Constitution score, rounded down. To be powered for a turn, the basin needs to have a gem worth at least 100 gold pieces plunged gently into the water before using it. The gems are consumed in the vision process (thus a user wishing to use the basin for nine turns must place no less than nine gems valued at 100 gold pieces each, or some combination worth at least 900 gold pieces). Gems worth more than 100 gold pieces will yield the same results; any extra value is lost.

The vision can change from place to place, but the point of view "flies" from one place to the other, and the feeling of acceleration is very exhausting and disorienting. Hence, when the vision fades out, the user must rest for at least twice the amount of time he or she used the basin. To see south, for example, the user simply faces in that direction with the basin in front of him or her, and pours water into it, while concentrating on the place he or she wants to see. If the place has already been visited, it only takes three rounds to have a focused image. If the user has had the place described, but has never actually been there, then the process takes 30 rounds (or five minutes). If the user has only a general idea of the location he or she wants to see, then the process is much longer and takes three turns, in which only blurred images can be seen the first time. Then the next time he tries to see that place, it is considered to be a place described by others.

This basin is linked to the pool in the burial vault three miles west of Polakatsikes. Any vision in the basin is also reflected in

the water of the pool. Anyone touching the water of either the basin or the pool during a vision suffers an electric discharge and takes 6d6 points of damage (no saving throw), plus the damage is also transmitted to the user of the basin (if he or she is not already the one who touched the water), and the vision immediately fades and cannot be restored until the next day. Unknown to most, some non aggressive spells can be cast by the user through the basin to the place viewed (such as *ESP*, *clairaudience*, *silence*, or any detection spell) but in that case the duration of the vision is reduced by a number of turns equal to the level of the spell.

**What the PCs Can Do:** Pray to Vanya to be part of the quest, for glory is to be gained by those who accomplish Vanya's wishes; or if they are magic users, they can keep on studying the magical properties of the basin to try to uncover its secrets.

### A New Guest at the Table.

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

**Description:** In the city of Adunapolis, the first ten days of Flaurmont are dedicated to the Fair of Adunapolis, the most important holiday of the Minaeans.

However, this year, an official delegation from the city of Kastelios in Davania, led by the aristocrat Lysias Andromachon, shows up during the celebration to pay homage to Minaea and its people. Lysias, a man well into his forties, is a former adventurer turned scholar and linguist. His area of expertise is ancient Milenian history and he has come to the conclusion that the Minaeans are descendants of the Empire of Milenia. Having learned more about Minaea and its traditions from the *Mystaran Almanac*, he arranged a visit of the lands of these distant relatives to collect geographical news, write a Minaean history, and learn and study the language. He thought that it would be a good idea—and a less personally expensive one—to be officially backed by his city, and that a good way to start was to visit the town of Adunapolis and bring a beautiful gift during the most important holiday in Minaea.

Naturally, the Adunapolites are crazy about the visitors from beyond the sea, coming from their old homeland. However, Minaeans of Tangor and Tarystian descent are less enthusiastic. The city of Serenia, a bitter enemy of Adunapolis, and whose main ethnicity is Tangor, is frankly irritated by the development. (See *Ka. 25.*)

**What This Means:** This is the most important holiday for the Minaeans in general, with over 15,000 visitors from all over Minaea and Tangor, coming here to buy, sell, take part in the athletic games or the philosophical debates, or to watch or perform in the public demonstrations. The holiday celebrates the AC 917 victory of the confederated cities over a green orc invasion.

**What the PCs Can Do:** It is an opportunity for PCs from Davania or from Skothar to learn more about the other continent, and maybe sail on a discovery adventure to far lands.

## The Trial of the Black Eagle.

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

**Description:** The Karameikan trial of the Black Eagle starts. The jury is composed of thirteen landed nobles, mostly from the top-level as it is the first trial of a baron of Karameikos. Many of these nobles were barons or landed lords and ladies in the early days of the grand duchy; King Stefan presides. The trial is held behind closed doors. (See *Nu. 19, Va. 1; Ei. 28.*)

**What This Means:** It is the first trial of its kind—the trial of a baron. Because the jury is composed of almost all of Karameikos's landed nobility, whose rulership is also required in their dominions, the trial will be slow-going while the numerous testimonies are presented.

**What the PCs Can Do:** Unless the PCs are landed nobility of Karameikos, they will not be allowed to attend except maybe as witnesses.

## Purge.

**Location:** City of Huitlaktima, Azcan Empire. HW

**Description:** *Tlatoani* Oztziltpac orders a great purge to rid Huitlaktima of the lingering influence of the cult of Atzanteotl and High Priest Chupicuaro. He orders that all *calpullec* (elected local leaders), *pochtecatloque* (merchant lords), and *calpixque* (bureaucrats and other officials) of Huitlaktima be put to death, and replacements elected or appointed. Since the worship of Atzanteotl is already illegal, all the *quacuilli* (district priests) have already been dismissed and thus there is no need to include them again in this decision—any that are caught will be executed as well. As a result, several fights erupt throughout the city, as powerful people marked for death resist, often with considerable means at their disposal. (See *Ei. 16.*)

**What This Means:** Although Chupicuaro left the city in late AC 1016, allowing Oztziltpac to conquer that major stronghold of Atzanteotl worship and become *tlatoani*, Huitlaktima continued to be a major center of unrest and opposition to the emperor's rule. In fact, despite their defeat, priests of Atzanteotl continued to make public appearances in the city, and preach the way of Atzanteotl and opposition to the new order. This situation could not be allowed to last, as it seriously undermined the power of the new *tlatoani*, and because it prevented effective war efforts against the Schattenalfen that occupy southern lands. The method used is not gentle, but does not come as a surprise to the Azcans—who, indeed, might see less bloody solutions as further admittance of the weakness of the New Way and an invitation to further defy it—and is actually rather effective in rooting out a lot of followers of Atzanteotl. The effort the *tlatoani* has to bring down upon his enemies in Huitlaktima and the grave turmoil it causes right at the heart of the empire worsen the situation in other parts of the Azcan Empire, however, notably in the south.

**What the PCs Can Do:** If the PCs gained power in Huitlaktima, even if it was as opponents to Atzanteotl, they may have to run for their lives like the priests of Atzanteotl did! The power vacuum created by the purge is an opportunity for the PCs to gain more power for themselves, or be hired by rising factions who vie for dominance, or to prevent followers of Atzanteotl from creating new networks.

## Flaurmont 2, AC 1019

### Those Kooky Kids.

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

**Description:** Staggering home after a night of partying, a trio of Glantrian teens are confronted by a pair of werewolves. The werewolves accost and rough up the partygoers, but otherwise leave them unharmed. The noise draws the attention of the constabulary, and the werewolves flee the scene. The officials search the area, take statements, and see each of the partygoers safely home. (See *Fl. 7, Fl. 15.*)

**What This Means:** With so many lycanthropes in positions of power and Glantri's fashions, Glantrian werebeasts benefit from a degree of protection and acceptability. The condition is that they control and conceal the more brutal aspects of their affliction to preserve the carefully groomed public acceptance of lycanthropy. Several lycanthropes, the sons and daughters of several lycanthropic aristocrats and merchants, have grown bored with the restraints placed upon them. Following a night of partying, they came across the trio of fellow revelers. On a lark, they decided to assume their beast form and have some fun with them. The encounter was mostly harmless, though it escalated a bit towards the end.

The attack sends a minor stir through the lycanthrope community. Their proponents and lobbyists move quickly to downplay the harm the attack has caused. Most see it as an isolated event and the matter passes quickly.

### The Wrath of the Earth Mother.

**Location:** *Mumlyket* of Gunjab, Kingdom of Sind. OW

**Description:** *Maharajah* Sarojun Sur is disturbed by reports that emerging from the earth and the very rock of the Kurish Massif mountains themselves are hundreds upon hundreds of large wriggling caterpillars! Sindhi sages believe that these creatures are magical and probably the cause of the recent landslides, but the *rishiyas* quickly declare that these are sacred to the Earth Mother and must not be harmed.

The *rishiyas* preach that the Earth Mother—the three-faced Patroness of the Earth, with three aspects: red-skinned Prithivi (Terra), Mother of Creation, pure Jaivana (Djaea), Protectress of the Land and Ruler of the Harvest, and black Kala (Hel), the Destroyer and Mistress of Reincarnation—is dissatisfied with the Sindhi, for their lack of due attention to Her worship. Impromptu ceremonies take place and the Sindhi feverishly attend. (See *Th. 10, Th. 26; Fl. 21, Fl. 28.*)

**What This Means:** The *maharajah* will be at a loss of what to do with the situation, as the *rishiyas* have taken advantage of the Sindhi religiosity and superstition for their own purposes.

Word of the “Wrath of the Earth Mother” will spread quickly to nearby *mumlykets* of Peshmir and Nagpuri, while rumors coming from those regions—flowers not blooming, livestock dying suddenly, and other strange happenings—seem to corroborate these beliefs.

## A New Nation Must Choose Its Path.

**Location:** Town of Østmark, *Jarldom* of Ystmarhavn. AS

**Description:** At a meeting of the assembled *jarls* of Ystmarhavn, a great debate arises concerning the future direction the new nation is to take. Some of the leaders—among them many of the minor Ostlander lords who came here in AC 1017 to render aid to their distant cousins—argue that, with the Qeodharans' attention directed towards building their wall and rebuilding their eastern settlements, the remaining might of the *jarldom* should march across the hills north of the Qeodim Mountains, and strike the enemy from the north, where an attack is not expected. This way, they reason, Qeodhar would be crushed for good, and the Ystmarhavners could gain control over the whole island. Other *jarls* argue that, while the Qeodharans are occupiers to be destroyed, the people of Ystmarhavn should instead focus on rebuilding their shattered homes and lives. There will be time enough for revenge, they say.

The discussions continue well into the night, and over the following days. (*See Th. 13; Fl. 5.*)

**What This Means:** Shortly after regaining their independence, the Ystmarhavners, with the help of their Ostlander allies, have reinstated the practice of holding councils of *jarls*, in which major decisions affecting the nation as a whole are made. Such meetings typically last for many days, as matters great and small are debated. Although the arguments themselves can become heated, there is no bloodshed; personal rivalries are suspended while the council is in session, and all *jarls* in attendance are bound by honor to respect decisions made.

**What the PCs Can Do:** Depending on how prominent they were in Ystmarhavn's rebellion, the PCs might have one or more seats at the council, in which case there are plenty of opportunities for deal-making and roleplaying.

## Free Anachronic Society of Aalban Exposed.

**Location:** Principality of Aalban, Principalities of Glantri. OW

**Description:** *Prinz* Jaggar von Drachenfels makes a bold pronouncement against the Free Anachronic Society, denouncing them as criminals and insurgents. He further adds that, over the past weeks, key members of this radical group have already been arrested (some during last week's Arcanum in Glantri City); many have been tried, found guilty and imprisoned or executed.

The prince ends with the statement of a continued effort of the constabulary and House Ritterburg against such enemies of Aalban and Glantri. (*See Nu. 25, Va. 7; Ei. 28.*)

**What This Means:** The Free Anachronic Society of Aalban is a radical underground cabal of wizards (mostly disgruntled Alphatian factions of Aalbanese society) violently opposed to science, machinery, and technology of all kind. For decades they have destroyed factories, sabotaged war machines, printing presses and gnomish gadgetry, all in the name of "halting the spread of gray sorcery." Two years ago, they set fire to the *skyship* producers *Montgolfière & Urbaal Ltd.*, and late last year, they were implicated in the abduction of *Herr* Sigmund von

Drachenfels, son of *Prinz* Jaggar and crackpot wizard-inventor, who had created a mechanical dragon golem. Because of this, the powers-that-be of House Ritterburg decided to act against the Anachronics, swiftly and effectively.

What *Prinz* Jaggar does not mention in his pronouncements is that the previous leader of this secret sect was his late and much embittered Alphatian wife, *Frau* Gertrud von Drachenfels. Upon her death in AC 1010, leadership passed nominally to Jaggar's sister, *Frau* Helgar, who attempted to restrain and disband the Anachronics.

But the society is now being manipulated by the oard, *Frau* Viktoria von Drachenfels, who uses the Anachronics to locate and acquire artifacts of Blackmoor and specimens of "gray sorcery."

**What the PCs Can Do:** The Aalbanese authorities will need agents to uncover, infiltrate, and capture the Free Anachronic Society, a mission that would involve technomancy and quasi-magical gizmos and gadgets. Gnomish tinkerers would be very suited!

## Heldannic Troops around Parthenaeum.

**Location:** Near Town of Parthenaeum, Mivosian Empire, Meghala Kimata Plains. DV

**Description:** The Heldannic Knights of the plenipotentiary mission, along with the 500 Ilioloostians, have made their way through the plains and have set camp in the hills immediately southwest of Parthenaeum. There they rendezvous with two of the bands of organized guerillas, which were formed in AC 1017 during the siege of Polakatsikes to harass the Mivosians. (*See Th. 13, Th. 15; Fl. 3, Fl. 4.*)

**What This Means:** The journey was harsh but the first goal is near. It has been clear that to be able to take on the Mivosians, the coalition has to cut their supply lines. And since the town of Parthenaeum surrendered to the Mivosians in AC 1017, its fortifications are intact, and can be held against the Mivosians, if only the gate could be opened. The assassination attempt of Klarment 8, AC 1018, showed that it was possible for a small party to sneak inside and commit acts of sabotage. Yet this time, the party comprises 500 Ilioloostians plus two groups of 50 raiders.

Many prisoners of war are being held in the dungeons. The mission is twofold: first find a way to take the town and free the prisoners, then hold it against the Mivosians and thereby cut their supply lines.

This town is a good target because its position, so far from the battle front, means that it is defended mainly by Mivosian troops who have been placed here on a few weeks' rotation for a rest. Hence their quality is not the best. Yet the Mivosians still number about 350, not counting the 250 locals enlisted in the army mainly as city guards.

**What the PCs Can Do:** Prove they are worthy knights by taking the city, freeing the prisoners, and cutting the Mivosian supply lines...

## There Is Gold in Atruaghin's Lands!

**Location:** Bear Clan Lands, Atruaghin Territories. OW

**Description:** A group of adventurers from Darokin finds a lot of gold in Bear Clan lands, in the hills below the World Elevator north of the village of Falcon. The adventurers mine as much gold as they can carry and then return to Akesoli, to spread the news and return with better equipment and extract more gold. (See *Ya. 5*, *Ya. 22*.)

**What This Means:** This discovery is bad news for the Bear Clan and the Atruaghin. The gold rush could bring thousands of foreigners to encroach upon the land and could even lead to a war between Darokin and the Bear Clan.

**What the PCs Can Do:** If the PCs are the adventurers who find the gold, they have a moral dilemma between an easy road to wealth and the land rights of the Bear Clan. If they are Bear Clan warriors they should understand the danger and try to stop the Darokinian adventurers, by any means necessary.

## Flaurmont 3, AC 1019

### Hard Is a Pirate's Life.

**Location:** Open sea west of Corisa, Merry Pirates Seas. HW

**Description:** Two pirate ships, the Cyclone under the command of Captain Luciano Saviola and the Red Eagle under Captain Arkturus, attack a small flotilla of four Milenian galleys transporting a considerable amount of gold. The pirates try to catch the Milenians by surprise, but luck is not on their side as the winds calm down. Saviola engages the Milenian war galley while Arkturus tries to capture the gold. The resistance of the three cargo ships is better than expected, and the Red Eagle takes several hits. When the battle is over one Milenian galley is burning while another managed to escape, and the Red Eagle is sinking. Saviola and Arkturus are furious that they had to pay too high a price for the gold: only one ship and a severely beaten war galley have been seized, but one pirate's ship is lost and the other in urgent need of repair, not counting the many dead or injured hands. The captains order their remaining crew to repair the damage as quickly as possible. The three ships start limping home. (See *Ya. 1*, *Ya. 2*.)

**What This Means:** The Merry Pirates trusted in their legendary luck, but they were not rewarded quite as they had hoped. The captured gold is sufficient to buy new ships with a good surplus for the pirates, but the losses are not so easily replaced and will prevent the pirates from conducting further business for some time. All told, it has been one of the less successful and glorious raids in the Merry Pirates Seas.

**What the PCs Can Do:** Adventurers can participate on either side. Should they have sided with the Milenians they might now be captives—unless they were able to escape. If there is nobody who would pay a ransom for them, their lives are in real danger now. Perhaps they could persuade the pirates to let them join the crew.

## When the Knights Go Marching In.

**Location:** City-State of Ilioloosti, Meghala Kimata Plains. DV

**Description:** The second wave of reinforcements leaves Ilioloosti for Polakatsikes. (See *Th. 9*, *Th. 12*; *Ya. 11*, *Ya. 12*.)

**What This Means:** This is the second group of the reinforcements mentioned by the treaty. They will march south at first to avoid possible Mivosian scouts in the north, and to profit from the expected rain that should freshen the climate and make the journey easier. This 1,000-man battalion is composed of 250 foot archers, 200 archers on horse, 250 heavy cavalymen, 50 battle mages, 50 battle engineers, 100 heavy infantrymen, 100 pikemen, and some Heldannic Knights and Meghalan riders.

**What the PCs Can Do:** They can be scouts or Meghalan guides. Any adventure could break the monotony of the journey.

## Back from the Dungeon.

**Location:** City of Eagret, Kingdom of Greenspur, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** After finishing the deal that will provide them a *dynamo of flying*, the *Island* returns home to the Tower of Zynillith. (See *Th. 13*, *Th. 22*; *Fl. 7*, *Kl. 4*.)

**What This Means:** Both sides have what they want, and the *Island* can return now.

## Before the Night Is Over...

**Location:** Town of Parthenaeum, Mivosian Empire, Meghala Kimata Plains. DV

**Description:** Three dozen high-level soldiers—including clerics, thieves, fighters and battle mages—manage to sneak into Parthenaeum by night and lay low for the day to come. (See *Th. 15*, *Fl. 2*; *Fl. 4*, *Fl. 5*.)

**What This Means:** Their goal is to contact King Callicles to offer to help him free his town provided that he gives a hand in the attempt.

**What the PCs Can Do:** They can be the party that sneaks in.

## Flaurmont 4, AC 1019

### Parthenaeum Falls.

**Location:** Town of Parthenaeum, Mivosian Empire, Meghala Kimata Plains. DV

**Description:** As a line of 50 soldiers wearing Mivosian uniforms and escorting about 30 chained prisoners of Meghalan decent is about half a mile from the city's eastern walls, it is attacked by a party of a hundred horse riders. Horns are blown, answered by others inside the town.

Soon a hundred Mivosian mounted knights rush out of the city followed by 50 pikemen and 50 archers to help the convoy repel the Meghalan riders.

In the city, the prisoners set free by the infiltrators defend their newly regained freedom at all costs. Led by King Callicles, whose only hope is to see his beloved town free from the hated Mivosians, the local Parthenaeum soldiers turn against their Mivosian overlords, then shut the eastern doors and open the western ones to let in the Ilioloostians, and shoot volleys of arrows at the Mivosians trying to retreat to the city wall, pushed by the Meghalan riders. King Callicles is hard-pressed by the now surrounded and enraged Mivosians, among whom are some battle mages and elite soldiers, and he finally falls to the battle mages, who unleash fire and lightning magic at him. The fate of the Mivosians is settled when the last battle mage perishes under a rain of arrows.

The surviving Mivosians fleeing toward Deletria are pushed into the river so that no one could tell the Mivosians there (or elsewhere) that the town has been taken. Messengers are immediately sent to Polakatsikes to bring the good news.

Orders are given that the Mivosian banners should remain on display, to prevent any Mivosian patrol from reporting the loss of the town, for surely retaliation would soon follow. (*See Fl. 2, Fl. 3; Fl. 5, Fl. 8.*)

**What This Means:** The first attack was a ploy to draw as many Mivosians out of the town as possible. The real goal was to free as many prisoners as possible from the dungeons and to hold the western gates to allow the Ilioloostians into Parthenaeum while the Mivosians were occupied by the false attack outside. The attack outside the town walls was all an act since the "Mivosians" were in fact Meghalans dressed in Mivosian uniforms stolen from the bodies of soldiers ambushed in the previous weeks. Once the Mivosians drew near, both Meghalans and make-believe Mivosians turned against them, to their surprise!

The ruse was an almost complete success, with the Ilioloostians losing only about 50 men. The wounded were mostly local soldiers who were the first in line to face the wrath of the Mivosian elite soldiers.

This attack was successful because only about half the defenders were Mivosian soldiers and since it was almost certain that a good portion of them would rush to the rescue of their "brothers" outside the town.

King Callicles, who had heard news about his only son's probable death at the hands of the Mivosians, was ready to sacrifice himself for the good of his town.

**What the PCs Can Do:** Join the battle on either side.

### Ominous Rumbblings in the Mountains.

**Location:** City-State of Hrissopoli, Valley of Lions. DV

**Description:** Scouts return from their routine patrols of the foothills of the Adakkian Mountains, reporting distant, thunderous noises, blinding flashes of light, and great tremors. The disturbances emanate from the western side of the mountains, near the little-known Amalur Lowlands. Hearing this news, King Katamvos orders his armies to fortify all of the known passes against whatever threat might be brewing to the west. (*See Fl. 23, Fl. 27.*)

**What This Means:** Since the arrival of lizard man refugees in Vatermont of AC 1018, Hrissopoli has eyed the Adakkian Mountains warily. The city-state has had very little to do with the numerous tribes that live west of the mountains, primitive and diverse as they are. The refugees brought tales of an invasion by powerful armies from further west, which forced them to brave the dangerous passes and flee into the Valley of Lions. The able-bodied lizard men have since been employed as auxiliaries in the Hrissopolian army, but they will now be ordered to help man the passes, since they can communicate with the other tribes, and know their customs and battle tactics. The coming days will see increased tensions, as people begin to fear that the chaos that has engulfed the Amalur Lowlands might soon come to plague them.

**What the PCs Can Do:** Hrissopolian PCs, or those allied to the city-state, could find themselves sent to the mountains to serve as scouts or soldiers.

### Violent Rainstorm Hits Mivosia.

**Location:** City-State of Mivosia, Mivosian Empire, Meghala Kimata Plains. DV

**Description:** An unusually violent rainstorm occurs today. Runoff from the Meghala Fithi River threatens to flood the fields. The rain is constant for seven days straight (up to Fl. 11). (*See Fl. 24, Ya. 12.*)

**What This Means:** Storms are not unusual in Mivosia, but they tend to happen earlier in the year (early Thaumont). This time something else was at work: Vanya had the rain clouds deflected from their usual course by a group of druids, and concentrated around Mivosia. Her plan is to render the local roads useless and so delay the reinforcements that are to be sent to the front in Polakatsikes to strike the final blow.

**What the PCs Can Do:** Well, if they are around Mivosia, they had better have a good umbrella!

## Flaurmont 5, AC 1019

### The Case of the Persecuted Populist.

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

**Description:** The imperial senate initiates an investigation on the popular *Censor Maximus* (Minister of Civic Welfare) Liberus Kliton. His ministry is in charge of, among other things, the bread dole, hospices for the indigent, aqueducts and other programs that benefit the Thyatian people. As such, he is a popular man, and an ambitious one. He has many enemies among the more traditional senators, who see him as a demagogue who wants a republic, antithetical to the empire's imperial traditions. Kliton's supporters quickly accuse them of launching a politically-motivated witch-hunt. (See *Fl. 17, Ya. 10.*)

**What This Means:** There have long been accusations of corruption on Kliton's part by many of the older senators who have long resented him. Despite the fact that he was among those who wondered whether Thyatis needed an emperor after Thincol died, he survived Eusebius's purges unscathed.

**What the PCs Can Do:** Kliton and his Hattian-born wife, Hildeborg, will invite the PCs to meet with them. They will find him an open, upbeat, but worried man. He tells them that he has devoted his life to improving the lot of the Thyatian people. He kept the granaries running when the Thothians poisoned the grain, to ensure that people got fed and cared for. He and his wife are among the few people who rose high within the Thyatian government from humble origins (the name Liberus, and similar ones, are often first names used by families of freed slaves; one of his ancestors was indeed a freed slave). Because they know what it is like to be poor in Thyatis, Liberus and Hildeborg are resented by the establishment senators who are trying to destroy him.

He asks for their help in thwarting this politically-motivated witch-hunt against him. He has advocates to fight the investigation in the courts, but he needs people like the adventurers to help him "fight fire with fire." He wants the adventurers to dig up dirt on his political opponents, their own involvement in corruption and their own misdeeds, and let the public know about it. He's not as wealthy as the senators who hate him, but says he and his supporters will be able to make it worth their while if the PCs can help him defeat this plot.

### Royal Funeral.

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

**Description:** After two days spent tending to the wounded, the knights venerate King Callicles during his funeral. He is treated as a hero of ancient times. The highest-ranking Heldannic cleric, Father Sigmund, delivers a speech in the king's honor, he who devoted and sacrificed his life for his people, like every just ruler should do. He also emphasizes the promise he made to the dying king: to take care of his people, to protect and to guide them during the war in a spirit of justice.

The body is then carried by soldiers of every origin into the royal crypt, where he is to rest with his ancestors. (See *Fl. 3, Fl. 4; Fl. 8, Fl. 13.*)

**What This Means:** The Heldannic Knights are well aware that Callicles surrendered his city to the Mivosian armies in AC 1017, which allowed more troops to hit Polakatsikes in the following weeks. But now the Heldannic Knights need Parthenaeum's population to stay faithful to them in the war to come. Underlining the great courage of their rulers and their soldiers could win many more people to their cause than spite and resentment for a past deed. Whether there was an actual promise or not is unclear, but Father Sigmund has been divinely inspired during his speech and the results are very satisfying for both sides. Anyway, the sole rightful heir to the throne had been sent as a hostage to Mivosia to ensure his father's cooperation, so there is no one here with a right to contest the "promise." Parthenaeum is now de facto a protectorate of the Heldannic Empire.

Heldannic and Ilioloostian officers are sure now that when Mivosia hears of the taking of Parthenaeum, their first strike will surely be for them and they better be prepared and united for it.

Vanya is satisfied to have such resourceful followers. Taking a town such as Parthenaeum, using both weapons and political skills, is a victory for Her. It is conquest by other means than simple bloodshed, and it is conquest done for more than just glory of battle.

**What the PCs Can Do:** Not much, except if they like to make moving speeches.

### The Northmen Rest... for Now.

**Location:** Town of Østmark, *Jarldom* of Ystmarhavn. AS

**Description:** After much heated debate, the assembled *jarls* of Ystmarhavn decide that their warriors will not march on Qeodhar this year; instead, they will return to their homes, but be watchful of King Norlan and his men. With this decision made, each *jarl* in attendance swears on his family's honor that his household will follow the decision of the council. (See *Fl. 2.*)

**What This Means:** Cooler heads have prevailed, and now no war will plague Qeodhar this year, unless Norlan decides to mount an invasion—a highly unlikely prospect, given the current state of his kingdom. The only complication is that not all of Ystmarhavn's *jarls* were in attendance: Ystmarhavn is sparsely inhabited, and for some people a journey to Østmark can be quite arduous. Some *jarls* also decided not to attend the meeting because they knew they would be bound by any decisions made there, although they would never admit this openly.

**What the PCs Can Do:** There is not much for individual PCs to do here, aside from following any decisions made at the meeting. If the *jarls* council was roleplayed, other issues could well have been raised, which could in turn give PCs something to do. Qeodharan or Alphetian PCs with a taste for danger might try to spy on this meeting, too.



## Flaurmont 6, AC 1019

### Recalled from Retirement.

**Location:** Town of Treptow, Territory of Heldland, Heldannic Empire. NW

**Description:** Karl Hundkopf, *Freiherr* of Treptow and former Governor of Oostdok, receives a summons, penned by *Ordensmeisterin* Anna von Hendriks, to appear in Kammin within a week. (See *Th. 4, Th. 27; Fl. 13, Fl. 15.*)

**What This Means:** Following the popular, Alphatian-aided revolt that resulted in the loss of Heldannic control over the floating continent of Oostdok [*AC 1010. Ed.*], Karl Hundkopf was ordered by *Oberherr* Wulf von Klagendorf to serve as a sentry on the Ethengar border—considered, perhaps rightly so, to be a form of punishment by many Heldannic Knights. His service was exemplary over the following years, and *Herr* Wulf gave Karl the title of *freiherr* in early AC 1018, along with the task of establishing a lasting Heldannic presence in this part of Heldland. This, it was thought, would be a politically expedient way of disposing of someone who had made a colossal blunder, yet remained loyal—make them governor over a remote colonial village and forget about them.

Those aware of Karl Hundkopf's less than stellar reputation within the Heldannic Order, and of this summons, will begin to wonder what is afoot.

**What the PCs Can Do:** Although there is little the PCs can do directly (unless they are high-ranking members of the Heldannic Order, and therefore might have political interests that might be affected by this event), those who know of Karl Hundkopf and catch wind of this development may wish to do some investigating. This would be a very difficult, and dangerous, task; Anna is leaving nothing to chance by drafting all relevant correspondence herself, and using only those messengers and aides who have served with her for many years. The PCs might also be in Karl's employ, in which case they might be selected as his guards for his journey. If this is the case, many interesting things can happen on the road to Kammin.

## Flaurmont 7, AC 1019

### Back to the Tower.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alphatia, Alphatian Empire. HW

**Description:** The *Island* is back. The ingredients in the cargo bay have been expected urgently. Lady Ardana takes a quick look at the *dynamo of flying* and decides that the item was worth the effort, but the repair will have to wait until the new *voidship* is ready. (See *Th. 22, Fl. 3; Kl. 4, Fy. 14.*)

**What This Means:** Ardana believes that they will be able to repair the damage, and that they will be able to brew enough *potions of flying* to provide the dynamo with the necessary magical energy. The time is not yet ripe to do this work though.

## Fake Expedition to Emerond.

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

**Description:** Following the discoveries made in the burial vault, and the dream Governor Wolfgang Stemmell had, an expedition is organized to recover the artifact known as the *Conqueror's Heart*, which supposedly lies in ancient ruins in the Hills of Desolation, north of Polakatsikes. Wolfgang salutes them, and asks them openly to hurry in their diplomatic mission to Emerond, for the colony is in dire need of reinforcements and no news has been received from the previous missions sent away. (See *Th. 16, Fl. 1; Fl. 24, Ya. 9.*)

**What This Means:** Wolfgang does not want the true nature of this quest to be made public, to prevent the Mivosians from hearing about it and trying to have it fail utterly or worse, get the artifact for themselves. So he officially announces that these men and women have embarked on a diplomatic mission to the Kingdom of Emerond.

He personally commissions the men who are to embark on the quest. Alatia, a sorceress of no mean repute and the daughter of his personal magist and friend Clenarius, will lead the magical and scientific aspects of the mission. Military matters will be placed in the hands of Sister Magdalena and Brother Ignatius, both very efficient officers from elite Heldannic units. Stalking missions and other delicate matters are to be held by a clever Milenian-born thief going by the name of Bertolucius, who is called Bert by everyone, and who has been until now chief of special operations for the governor's secret services. The other eight members are trusted soldiers and faithful Heldannic servants who have already proved their loyalty to the governor.

**What the PCs Can Do:** If they are between 5<sup>th</sup> and 10<sup>th</sup> level, the PCs could be part of the quest.

## Poath Gone Wild.

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

**Description:** A group of werewolves accost a gondolier driver and commandeer his boat. They force him to pole them around parts of Glantri for nearly an hour before departing. The werewolves then accost several pedestrians, throwing one of them into a canal. The disturbances finally draw the constabulary, but not before the werewolves flee. The constables make a quick search of the area, take statements, and escort the victims to their homes. (See *Fl. 2; Fl. 15, Ya. 3.*)

**What This Means:** Emboldened by their antics, the young werewolves have taken to the streets again, without causing any great harm. Lycanthropic proponents and lobbyists will move in and smooth things over as best as they can. Still, the news of the incident spreads quickly. The public's opinion of lycanthropes worsens, though most still see them as only a possible nuisance.

## Flaurmont 8, AC 1019

### Fortifications and Defenses Strengthened.

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

**Description:** Father Sigmund confirms most of the former Parthenaeum officials in their functions but also appoints some Heldannic officers to key posts, and urges everyone to do their best to strengthen the town's defenses and fortifications. Food is also to be stockpiled in the granaries of the citadel, in preparation for an eventual siege. The work should take at least three weeks. (*See Fl. 4, Fl. 5; Fl. 13, Ya. 11.*)

**What This Means:** Father Sigmund is a fine strategist and he knows that in a siege any man inside a good line of defense counts as two. That's why he wants as good a line of defense, and as much food, as possible.

**What the PCs Can Do:** Mid- to high-level PCs could be appointed to key posts. It is a good time to show their talents in war strategy.

## Flaurmont 9, AC 1019

### Texeiran Border.

**Location:** Town of Boa Mansão, *Estado de Texeiras*, Savage Baronies. SC

**Description:** *Barão* Bartolomeu dispatches spare troops to his northern border, across O Grande Escarpamento, to the limits of Terra Vermelha, which purportedly has been invaded by the armies of Torreón. They soon discover the extent of the Torreóner move, as they encounter units from *Baronesa* Isabel's army quite close to home indeed.

With such blatant confirmation of early reports from Texeiran prospectors returning from Terra Vermelha, whose recounts the baron initially dismissed as wild exaggerations, the *barão* has to decide on a course of action. Forcing a confrontation with Torreón so soon is risky, both because Torreón is battle-ready while Texeiras is not, and because his country relies heavily on Torreóner mercenaries for its land-based defense. The *barão* decides to see how the Signatory Council deals with this violation of the Treaty of Tampicos before committing to any decision, except for reinforcing his northern border. (*See Va. 26, Th. 16; Ya. 28, Kl. 17.*)

**What This Means:** The threat is very close to home for Texeiras, as in addition to its takeover of Terra Vermelha, Torreón is moving freely from *Bastión de los Caballeros* to its new conquest by crossing grasslands that are nominally part of Texeiras. The fact that Torreón is ignoring national borders is making *Barão* Bartolomeu even more nervous about the situation, as it suggests that *Baronesa* Isabel has not ignored only the part of the Treaty of Tampicos about Terra Vermelha, but all of it, and thus may have further territorial ambitions in mind. While the red land's *cinnabryl* is important to Texeiras's economy, the baron prefers to wait and see if the situation can be defused diplomatically before rushing to a military confrontation on terms set by the enemy.

**What the PCs Can Do:** All Signatory States, especially Texeiras, are recruiting spies and scouts to report on Terra Vermelha and Torreón. Also, the baronies are gearing up for a possible conflict over the disintegration of the Treaty of Tampicos, so PCs can find employment (including involuntarily employment from press-gangs) in the baronial armies.

### Back in the Wild.

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

**Description:** One hundred Heldannic Knights and Meghalan raiders leave Parthenaeum to resume their hit-and-run tactics. They are not to go further than a 72-mile radius from Parthenaeum. (*See Fl. 4, Fl. 8.*)

**What This Means:** In order not to attract Mivosia's attention, it is better for the harassment tactics to continue as usual. Plus, Mivosian officials might interpret it as the reason why messengers can't bring news to and from Parthenaeum.

**What the PCs Can Do:** They could be part or join the raiders to ride the wild plains looking for enemies.

## Flaurmont 10, AC 1019

### Annabelle's Stampede.

**Location:** Canal Construction Site, North of Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. HW

**Description:** The oldest caterpillar, *Annabelle*, runs amok and devastates the construction site. A lot of material is damaged, some beyond any repair, two dozen workers are injured, some of them severely, and three are dead. *Annabelle* has to be taken down. (*See Th. 6, Th. 25; Fl. 17, Ya. 3.*)

**What This Means:** This was a well-known risk to using the untested golem caterpillars in construction work. The project will go on, though.

**What the PCs Can Do:** Given that there is still some opposition to the project, Zas Ubul may secretly wonder whether *Annabelle* was sabotaged somehow—the wizard Dentarhadint, who is still trying to seek compensation for the loss of his petunias in court, may be a prime suspect. The PCs could be hired to determine whether the wizard had anything to do with it. The DM should decide whether Dentarhadint was responsible; this plotline assumes he was not.

## Flaurmont 12, AC 1019

### Veroth Opens Its Doors.

**Location:** Kingdom of Veroth, Continent of Bellissaria, Nayce. AS

**Description:** King Verothrics of Veroth announces that his kingdom will accept as many migrants as it can, to alleviate the worsening unemployment problem among the working classes. The Naycese Council praises this gesture of goodwill, and offers a small amount of money to assist the young kingdom in addressing any infrastructure needs that might arise from the relocations. (*See Th. 20, Th. 22; Ya. 9, Ya. 21.*)

**What This Means:** The Kingdom of Veroth is heavily militarized for its size, and has relatively few people to occupy the various niches in society that would support its army, such as craftsmen, general laborers, farmers, and the like. Veroth also has many aristocrats who are in need of mundaners to serve them, and a large amount of empty land waiting for development. Over the coming months, several thousand unemployed servants and freemen will migrate to Veroth in search of work, and many will find it. This will be a boon to the kingdom, because it needs a larger population base in order to hasten development efforts. In the years to come, several new towns and villages will be established throughout the kingdom.

The solution will not work out for everyone, however; some of the unemployed will find that they no longer like working for aristocrats, and some former freemen will resent their new servant status. Other migrants will find that they preferred living in established coastal cities to the comparatively isolated interior of Bellissaria, where there is much less in the way of amenities. These people will head back to the cities they left, and rejoin the thousands of people who never took Verothrics up on his offer.

Veroth's development will also be watched closely by the Kingdom of Notrion, whose southern territories were given to King Verothrics in AC 1016 by the Naycese Council. Although the territories ceded to create Veroth were largely uninhabited, the Verothians had been occupying the land secretly for several years, and King Corydon of Notrion felt slighted by the council's decision. Since then, relations between the two kingdoms have been cordial, but cool. Corydon will take note of anything even remotely resembling favoritism directed towards Veroth.

**What the PCs Can Do:** PC aristocrats might be able to petition Verothrics to grant them land, upon which they can establish dominions. The services of adventurers might also be called upon to clear lands designated for settlement of monsters and other perils that the Verothian army cannot handle.

### Isles of Steam Discovered!

*See map of Isles of Steam.*

**Location:** Isles of Steam, Sea of Steam. DV

**Description:** After a couple of weeks of sailing, the Thyatian expedition enters a region of dense, humid mist that reduces visibility to 500 feet or less. Holding to their course, as advised by the elves, the expedition presses on, and soon notes the

presence of sandbars and islets, which soon give way to small, swampy islands. Realizing that they have reached the Isles of Steam, the Thyatians sail carefully onwards for a few hours longer, until they find a larger, drier island by which they can drop anchor. (*See Th. 23, Th. 24; Fl. 23, Fl. 27.*)

**What This Means:** The elves of Everfeed know very little about the Isles of Steam, aside from their general location, and what supposedly lies hidden here. As the name implies, the Isles of Steam are blanketed with dense mists, a product of the surrounding wind and ocean currents. This great ring of mist reduces visibility greatly, except during the daily rainfalls. The islands are generally swampy and humid, with dense jungles further inland, but there are also hundreds of sandbars scattered throughout the archipelago, which could pose a threat to ships. This region is unknown to all but the most knowledgeable scholars in the Old World, and therefore could be considered a "lost world" area.

**What the PCs Can Do:** Julius Ambrosius will likely call upon the PCs to join any landing parties to help scout various islands. DMs are encouraged to throw any type of encounter at the PCs—strange animals, carnivorous plants, or other things. The *DM's Guide to Davania* contains information about the Isles of Steam that might give DMs ideas, but they are not obligated to use the information if they have other ideas that suit their campaigns better.

### Thyatians Reach Narvaez.

**Location:** City of Puerto Morillos, *Baronía de Narvaez*, Savage Baronies. SC

**Description:** Resuming its mission to explore the Savage Coast region, the Thyatian expedition commanded by Paulus Angelinus reaches the capital city of Narvaez, Puerto Morillos. The tension in the air is palpable as customs officials demand to see Paulus's documentation, including his imperial charter, signed by Emperor Eusebius himself. Grudgingly, the officials let Paulus and a handful of Thyatians disembark "for official business only;" the remainder of the crew is instructed to remain on board, unless they can prove their devotion to Ixion. (*See Th. 2, Th. 27; Fl. 13, Fl. 23.*)

**What This Means:** Through his charter, Paulus has the authority to speak for the emperor on matters relating to trade and forging diplomatic relations, and as such, he and his personal retinue must be treated with respect, wherever they go. This document does not protect the marines and other crewmembers, although they are indicated in the document as being answerable to Paulus—and therefore his responsibility—while serving on the mission. Normally, this is not a problem, but in a nation as strongly gripped by paranoia as Narvaez, incidents might happen. Paulus suspected that the Narvaezans would be suspicious of any foreigners, and so he briefed the crew beforehand about what might happen. Most of the crew will remain on board—the vessels count as Thyatian soil for diplomatic purposes—while a handful will go ashore to do some exploring. Paulus and his personal associates will meet with the prominent mercantile interests in the city while they wait for an audience with *Barón Hugo*.

**What the PCs Can Do:** The PCs should be part of Paulus's personal retinue, but they could opt to do some exploring on their own, instead. If they do, they could run afoul of the inquisitors if they are not careful, but they could also have a unique opportunity to make contacts of their own.

## Ruins Found in Mykonos.

**Location:** Island of Mykonos, City-State of Kastelios, Sea of Dread. OW

**Description:** An astonishing discovery is made by workers while clearing away trees and underbrush from the eastern fringes of the growing village of Mykonos. They stumble upon what appears to be an ancient stone tower, nearly overgrown with vines! The authorities are notified of the find, and Adonai Stephanos, who is here on business, arrives at the scene soon afterwards.

Accompanied by bodyguards, he enters the tower, and finds a large chamber, open to the sky, whose walls are covered with numerous carvings and crumbling mosaics. The workers show him the strange artifacts that they found inside the tower—a pair of broken coral statuettes, carved to resemble a vaguely hideous creature with three long tails, clawed arms, and a large, bulbous head. Adonai pays the men for their treasures on the spot, and arranges to have them sent to his home on the island immediately. (*See Fe. 9, Fy. 7.*)

**What This Means:** The tower could have been built by any number of now-extinct cultures of the Sea of Dread, including ancient Makai tribal folk, lizard men, or even Taymorans. The statuettes were carved to resemble kopru. Adonai, who recently returned to Mykonos to supervise the continued growth of the colony, recognized at once that the statuettes were valuable, and now he will try to sell them to collectors.

**What the PCs Can Do:** Interested PCs can explore the jungles around the ruins in the hopes of finding more archaeological treasures.

## Ceremony of Reconciliation.

**Location:** Canolbarth Forest, Colony of Aengmor, Shadow Elves' Territories. OW

**Description:** This day is Youngfire, the Winter's End festival for the fair elves and eve to the month of Crystals for the shadow elves. Another blessed day for Aengmor and the elven races, as a great ceremony is held at Rafielton among fair and shadow elves, to remember their common origins and forgive the past grudges, with the blessing of the elven Immortals. Fairies are continuing to return to the forest, and more fair elves will return to Alfheim in the next months. (*See Th. 1, Th. 7; Ya. 5, Kl. 11.*)

**What This Means:** The ceremony is held jointly by Princess Tanadaleyo and King Doriath, and blessed by Ilsundal, Mealiden and Rafiel Themselves. The elven Immortals have realized the folly of continuing to drive wedges between elven communities, and plan to unite the two races against common enemies, beginning with the cult of Atzanteotl.

**What the PCs Can Do:** For the elves who work against the peace from both sides this is an ideal time to prepare an attack against the pacifist leaders of the elves in Rafielton. But elsewhere in Canolbarth Forest evil is also at work: some of the Bad Magic Points become active and saboteurs will try everything to ruin the new friendship between fair and shadow elves, especially followers of Atzanteotl among the Alfheim Avengers and the shadow elves out of the subterranean city of Aengmor.

## Flaurmont 13, AC 1019

### I Have a Plan...

**Location:** Town of Kammin, Territory of Heldann, Heldannic Empire. OW

**Description:** *Freiherr* Karl Hundkopf, having arrived in Kammin the previous evening, is escorted to the chambers of *Ordensmeisterin* Anna von Hendriks first thing in the morning. Seeing her guest enter, Anna greets him, and, pulling out a sheaf of papers, invites him to sit down and tell her everything he remembers about the Oostdokian gnomes and their construction techniques. (*See Th. 27, Fl. 6; Fl. 15, Ya. 7.*)

**What This Means:** Although the Heldannic Order lost control of Oostdok in AC 1010, some of those who escaped managed to spirit away the designs of a number of gnomish flying devices, and bring them back to Heldann. Unfortunately, the Heldannic Knights did not know enough about the techniques used by the gnomes to build them; therefore, the information was not of much use, and was shelved in the face of more pressing needs. Also, as long as the *warbirds* were in service, there was very little incentive to investigate new methods of maintaining air superiority. Since last year [*Kaldmont, AC 1018. Ed.*], Anna has been searching for a new weapon, one that will aid her in her faction's drive to overpower Heinrich Straßenburger's forces.

Since the beginning of the year, Anna has been secretly locating those people who had extensive contact with the Oostdokian gnomes. Karl is among the last of these people.

**What the PCs Can Do:** If they served in Oostdok between AC 978-1010, the PCs might be among those contacted by Anna's most trusted agents. Alternatively, if they have served for several years with Anna, they might be among those dispatched across the Heldannic Territories to find anyone who served in Oostdok.

### Good News, Bad News.

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

**Description:** Heldannic messengers from Parthenaeum bring the good news that Ilioloosti will send troops and that Parthenaeum has fallen and is now in Heldannic hands.

Later in the day, reports from the south indicate that troops have been spotted coming from the Meghales Amosses Desert for the past five days—some of whom are mounted on huge and strange animals. (*See Fl. 4, Fl. 8; Ya. 11, Ya. 12.*)

**What This Means:** First, it's good to know that you are not alone in a war and that your efforts to forge alliances have proved successful. Now the real question is to know when the rest of the expeditionary troops from Ilioloosti will arrive and if they will be here before the expected spring Mivosian reinforcements.

**What the PCs Can Do:** They can be the messengers sent from Parthenaeum to bring the good news, or the ones from the southern borders bringing the bad news. DMs might have them experience any possible threat before getting to Polakatsikes.

## Davania (Incognita) at Long Last!

**Location:** Former Heldannic Colony of Schweidnitz, western coast of the continent of Davania, beyond the Adakkian Sound, Izondian Coast. DV

**Description:** At last the two Heldannic ships of the Folgen expedition to Davania arrive to the location of the forgotten colony of Schweidnitz, according to Wilhelm's grandfather's maps. The Heldanners find the old fort half-destroyed and burned, fifteen miles south of the coast. In a matter of a few hours after their landing, the Heldanners encounter red-skinned men half-naked and armed only with stone and wooden weapons. The red men are peaceful and seem to welcome the newly-arrived Heldanners. With a spell of *comprehend languages* Wilhelm is able to speak with them, and they say that they were awaiting the return of "the Knights of the Warrior Maiden." (See *Va. 2, Tb. 4; Fl. 16, Fl. 27.*)

**What This Means:** The native inhabitants of the old Heldannic colony are humans of Oltec descent, and they remember well the Heldannic Knights who came many years ago. The natives now are in great danger of being wiped out by hostile half-orcs to the southeast, and they hope that the returned knights will help them. In a few days, the Heldanners will learn of the great menace to the south, and Wilhelm will order his followers to rebuild the fort as quickly as possible. In the meantime the natives are happy to offer them fresh food and help them with their limited resources.

**What the PCs Can Do:** If the PCs are Heldanners, they could be sent to find the old fort and to speak with the natives. If they are the adventurers who boarded in Kastelios they have two options now: aiding the Heldanners, or escaping in the dangerous wilderness of Davania.

## An Unforgettable Evening in Narvaez!

**Location:** City of Puerto Morillos, *Baronía de Narvaez*, Savage Baronies. SC

**Description:** Paulus Angelinus and his closest advisors meet *Barón Hugo de Narvaez y Montoya*, ruler of Narvaez. Casual matters are discussed during the light meal, and the Thyatian ambassador to Narvaez, career diplomat August von Hendriks (a distant relation of his better-known cousins, Ludwig and Anna), is presented to the *barón*, after which more serious issues relating to formal ties between the *baronía* and the Thyatian Empire are raised. Just as everyone is getting into a particularly serious part of the negotiations, a loud crash halts the proceedings! A figure dressed in black stands perched on the windowsill amid shattered glass. Before anyone can react, the figure leaps into the room, vaults onto the dinner table, and grabs an assortment of valuable silverware, as well as a whole roast.

*Barón Hugo* orders his guards to seize the intruder, as the Thyatians assume defensive positions. The black-clad individual evades its would-be captors easily while holding onto the stolen items. Leaping with grace onto the windowsill, it turns back to its erstwhile hosts, and, in a deep, rich voice, thanks the *barón* for his gift of silver and dinner, on behalf of the free peoples of Narvaez and Garguña. The mysterious man then leaps to the courtyard below, and vanishes into the night. (See *Tb. 7, Fl. 12; Fl. 23, Fl. 24.*)

**What This Means:** Throughout AC 1017, the Narvaezan regime was humiliated by the exploits of a masked man, a swashbuckler who freed political prisoners, robbed *Barón Hugo*, and generally thumbed his nose at the Inquisition in general. It seems the masked man has struck once again, after a year of relative quiet. Afterwards, *Barón Hugo* will reflect on the attack, and conclude that the man in black must have known that the Thyatians would be present that evening, and mounted a production to ensure that the Thyatians would have a story to take home with them. Although he does not care about bad press, *Barón Hugo* would nonetheless like to avoid unwanted attention—especially if it attracts more vigilantes of the man in black's ilk. In response, *Barón Hugo* will increase the number of patrols in and around the city, in order to crack down on dissidents.

The Thyatians will remember the surprise encounter with the man in black, and Paulus will send instructions to his spies already in the city to find out as much as they can about the activities of the Inquisitors, and those who oppose them. As for the man in black... his daring move will mean that a number of poor families in Puerto Morillos will receive a surprise gift of silver to help them through tough times, and the meat will find its way into a communal cooking pot.

The intrusion, however, only delays business. The next day will be taken up by discussions between the *barón* (who has taken a personal interest in building diplomatic relations with the empire) and the Thyatians. *Barón Hugo* will try to secure official imperial recognition of Narvaez as the only "true" barony, but Paulus will only promise to raise the matter with the emperor. Thyatian policy will focus on building good relations with as many baronies as possible; giving Narvaez precedence over the others could ruin that plan. Nevertheless, promising to raise the issue later on will probably ensure that *Barón Hugo* remains hopeful of a positive response, which could make him more cooperative later on. In terms of trade, Narvaez will import wood from the Thyatian Hinterlands, in exchange for textiles.

**What the PCs Can Do:** If the PCs were present at the dinner, they would have been witnesses to the surprise visit. Alternatively, one of the PCs might even be the mysterious man in black, instructed to crash *Barón Hugo's* party, and to let the Thyatians know that the *barón* does not rule uncontested. As with similar events, should one of the PCs be of appropriate level, he or she might be designated ambassador in August's place. In the case of Narvaez, however, diplomatic sensitivities would demand such a representative be more senior than those posted to the other baronies, given that Narvaez was the first true barony in the region, and *Barón Hugo* would consider the appointment of a junior diplomat to be an insult.

## Flaurmont 14, AC 1019

### Alphatians Harassed.

**Location:** Kingdom of Karamaikos. OW

**Description:** There is some unrest among the Alphatians of Karamaikos, as their activities are closely monitored by agents of the king. They feel harassed by various bureaucrats, who question them about their travels, their relatives in Alphantian lands, and so on. The wizards, who are the most closely watched of the Alphatians, are infuriated by this infringement upon their freedoms—while they understand the need to keep an eye on commoners, they cannot tolerate such treatment for themselves. (*See Th. 5, Th. 15; Ya. 28, Kl. 1.*)

**What This Means:** Queen Olivia, suspicious of the Alphatians' true intents since the unclear departure of Master Terari, has convinced King Stefan to step up security regarding the Alphantian refugees who settled in large numbers in Karamaikos. She also has her spy network do some more in-depth investigation of the Alphantian elite, who, after all, were also the commanders of the Alphantian army.

**What the PCs Can Do:** Alphantian PCs who took refuge in Karamaikos, the apparently open-minded nation that was then welcoming them, may find themselves beset by bureaucrats (or more shady characters) investigating every time they ride out of town (much less out of the country), checking their income and whether their taxes have been properly collected (making it hard not to declare the spoils of their adventures), etc. Alphantian spellcasters used to the freedom given them by their chaotic empire may not be able to stand the intrusion.

### The Scarlet Death.

**Location:** Village of Eburacum, Territory of Torionensis, Hinterlands, Thyatian Empire. DV

**Description:** While passing through one of the more settled regions of this territory while en route to Castra Alexandras in Thratia, a small merchant caravan decides to stop in the village of Eburacum for some quick trading. Upon arrival, they find the village to be oddly quiet; no one comes out to meet them. Passing it off as nervousness in unsettled times—enemy Hinterlanders infiltrate Torionensis on occasion—the merchants enter the village anyway, to be confronted by a scene of utter horror! Everywhere they look, they see rotting corpses, their festering skin riddled with red pox marks. The caravan master orders a quick search of the nearest buildings to determine if anyone is alive, but no one finds any survivors.

Recognizing the peril of remaining in Eburacum, the caravan decides to make for Castra Alexandras, almost 50 miles to the south, with all due haste. (*See Ya. 4, Ya. 22.*)

**What This Means:** Although the wilderness regions of the Hinterlands are rife with all sorts of exotic diseases, it is still unnatural for an entire village to be apparently wiped out in this manner. Clearly, something strange is afoot.

**What the PCs Can Do:** If the PCs are employed by the caravan as guards, they could have been the ones to make the discovery. DMs may wish to play up the paranoia of the situation, and have the PCs become afraid that they might have

caught whatever disease killed the villagers, in order to add an element of drama.

## Flaurmont 15, AC 1019

### We Are in Deep Mud!

**Location:** City-State of Mivosia, Mivosian Empire, Meghala Kimata Plains. DV

**Description:** The triumvirate is forced to delay the departure of the new troops to be sent to Polakatsikes, because the roads and trails are not fit for the army to march on. (*See Fl. 4; Ya. 12, Ya. 21.*)

**What This Means:** After more than a week of heavy rain, the fields are flooded, and irrigation canals are obstructed by branches, rocks and mud. Even paved roads are unstable, especially the ones next to the river banks which are now overflowing in many places. The reinforcements, who were assembling and ready to depart, will have to wait for the weather to be more favorable and for the trails and roads to be fixed or drained. The troops have been ordered to help clean up the muddy mess before they go.

**What the PCs Can Do:** Mivosians with a natural talent for shoveling, this is your day of glory.

### Grauenberg's Time of Greatest Need.

**Location:** Town of Kammin, Territory of Heldann, Heldannic Empire. OW

**Description:** Messengers from the besieged city of Grauenberg arrive in Kammin, and provide the latest reports on the situation there. They also inform *Ordensmeisterin* Anna von Hendriks of the positions of troops loyal to Heinrich Straßenburger. (*See Fl. 6, Fl. 13; Ya. 7, Ya. 16.*)

**What This Means:** Although magical communication with Grauenberg is possible, messages have become increasingly sporadic, as spellcasters in the city have turned their energies to repelling enemy assaults and tending to the wounded. Thus, the information is quite valuable to Anna—especially the reported enemy positions. She will have the messengers healed, and send them back with fresh supplies—magical and mundane—as well as a few clerics she can afford to spare, to help the city hold out against the siege.

The strength of Grauenberg is critical to Anna's plans. As long as its garrison holds out, a significant number of Straßenburger's troops will be tied down in maintaining the siege, allowing her to consolidate her troops in preparation for the next stage of her campaign.

**What the PCs Can Do:** If the PCs were the messengers, they will have crossed many miles of hostile territory to complete their mission, and could conceivably have had many wilderness encounters. If this is the case, it is quite possible that they will be in bad shape by the time they reach Kammin. Alternatively, the PC clerics could be sent to Grauenberg with the messengers, in which case they will have to brave a potentially dangerous cross-country trip, sneak through enemy lines to get into Grauenberg, and contribute their magical energies to holding off the enemy.

## It Is All Fun and Games, Until Someone Gets Hurt.

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

**Description:** The young werewolves strike again. This night they decide to harass a small group of pedestrians walking through the Nobles' Quarter. Things go awry as one of the group, a young man, stands up to the werewolves when his date is verbally abused and issues a series of challenges and insults. Most of the werewolves draw back, uncertain exactly what to do, but one of them steps forward to face the young man.

Werewolf and pedestrian begin a long exchange of insults. Several of the young man's taunts even draw laughs from the other werewolves. Enraged, the werewolf lunges at the young man, who quickly sidesteps the attack. Drawing a silver dagger from the folds of his clothing, the man buries the blade into the back of the charging beast, then he produces a wand; pointing it at the wounded werewolf, he begins casting a spell.

As their comrade howls in pain, the other lycanthropes rush in to aid him. One sends him sprawling to the ground, disrupting his casting. The two wrestle, the young man holding his own against the werewolf. More werewolves join the fray and before long they have the young man disarmed and restrained. The werewolves begin beating the helpless man, stopping only after he loses consciousness. The werewolves flee before the constabulary arrives.

The constables arrive and take charge of the situation. The area is secured and searched, though no sign of the werewolf attackers is found. The wounded man is identified as Valachi Sulescu, the son of Baron Zemiro Sulescu of the Kingdom of Karameikos. The constables tend to the wounded man as best as they can before carrying him to his residence and sending for doctors to tend to his wounds. The young is gravely wounded, though expected to make a recovery in time.

Word of the attacks spreads quickly throughout the city. Combined with previous attacks, public sentiment turns against the werewolves. Allies of the lycanthropes quickly rally to try to reduce the damage done. Chief Constable Tianis Nicom assigns several of her constables to stand guard at the recovering man's residence. (See *Fl. 2, Fl. 7; Ya. 3, Ya. 13.*)

**What This Means:** The juvenile antics of the hooligan werewolves have turned deadly serious. The Sulescu family has a tradition of sending its children abroad to study, usually in Glantri or Thyatis. Glantri cares little for Karameikos; however, when one of its nobles chooses to send his sons to study in Glantri, as opposed to the rival school in Karameikos, it becomes a matter of national pride and prestige for the Glantrians. Likewise, the fateful attack on a student could undermine the faith that other foreigners may have in studying in Glantri.

The Canine Protection Society is primarily a lobbying and proponent group, established to protect and promote the acceptance of lycanthropes within Glantri, and the attacks have created some serious setbacks for the lycanthropic cause. With limited authority, the society threatens to call in the Wolves' Tribunal to enforce acceptable behavior. Glantri City's lycanthropes order their subordinates to use caution. While public opinion is a concern, the matter is now a serious criminal matter. The families of the involved werewolves move to restrict the activities of their kin and avoid drawing suspicion.

## Flaurmont 16, AC 1019

### The Lost City.

**Location:** Tang Hills, Ta'ang Province, *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** Explorers and militia investigating a rumor of goblinoid bandits in the northern foothills stumble upon ancient city ruins submerged in a valley lake. Caves in the hills, currently occupied by monsters, indicate the city people inhabited the hills at some point. (See *Nu. 11, Nu. 17; Fe. 15.*)

**What the PCs Can Do:** Submerged ruins of an ancient city surrounded by caves full of monsters, is there anything to add?

### Jibarú Plans.

**Location:** Town of Ankesh, Province of Ankesh, Kingdom of Nimmur, Orc's Head Peninsula. SC

**Description:** Prince Sheneser agrees to a joint military venture with Suneveh into the forests of Jibarú. (See *Nu. 17; Ya. 28, Fe. 15.*)

**What This Means:** Ankesh has long been plagued by raids from the phanatons of Jibarú, and has been unable to put a stop to this recurrent nuisance, as the forests and hills in the north constitute a difficult environment for the manscorpions and their war chariots. Never before has any such operation against the primitive phanatons been planned, but with Suneveh forces now operating out of the Wind Flats—Prince Enshurnasirpal has been eager to use them for something else than swatting killer flies—the operation was too tempting. If his incursion in the phanatons' preferred environment turns into a disaster, Sheneser will not hesitate to withdraw—he is eager to end the phanton nuisance, but only at a reasonable cost.

**What the PCs Can Do:** Scouts and fighters experienced in combat in a forested environment would be appreciated.

### A Warm Welcome in Schweidnitz.

**Location:** City-State of Schweidnitz, Izondian Coast. DV

**Description:** Just a few days after the arrival of the Heldannic expedition in the old colony of Schweidnitz, they are attacked by strange warriors, who seem to be black men with orcish or ogrish blood. The Heldannic Knights, aided by the adventurers from Kastelios, and by a few of the native warriors, are able to defeat the aggressors. Wilhelm Folgen questions the natives, and discovers that the aggressors are their bitter enemies, known as Mogluurs. (See *Va. 2, Fl. 13; Fl. 27, Ya. 16.*)

**What This Means:** Mogluur is a half-orcish nation southeast of the territories inhabited by copper-skinned men. The half-orcs have always raided their western neighbors, but now they have discovered a new, stronger enemy. Half-orc chiefs and shamans remember the "strange warriors arrived from the north sea" from histories of many years ago, and they will begin to make plans to wipe them out, as they did once before, in the times of the Wilhelm's grandfather.

**What the PCs Can Do:** Whether knights or adventurers, probably will have to do the same thing: fight for their lives!

## Flaurmont 17, AC 1019

### The Trial of Liberus Kliton.

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

**Description:** After a drawn-out investigation, Liberus Kliton, the *censor maximus*, is officially charged with misappropriation of imperial funds, and the trial against him begins. Kliton's advocates do their best to ensure that the trial is long, while he and Hildeborg work to mobilize popular opinion on his behalf. (See *Fl. 5*; *Ya. 10*.)

**What This Means:** It quickly becomes clear that Kliton is guilty as charged. He has used his office to enrich his friends and relatives, giving them sweetheart contracts and receiving kickbacks in return. He has also used his position to punish opponents, discretely, by denying them and their clients access and directing projects in ways that interfered with or hampered their commerce—for example, denying building permits, seizing land in the name of civic health, and the like. All this was at the expense of the very people Kliton claimed to be helping, who needed limited resources to be spent efficiently on their welfare rather than diverted to serve his personal ambitions. It is also revealed that funds that were intended to keep the granaries secure were among those Kliton diverted; because of this, Thothian agents were able to poison the grain supply. Thus, Kliton is probably the main corrupt politician in Thyatis responsible for the resulting thousands of deaths.

Kliton's defense is that this is standard practice within the government and the real reason he is being pursued is because he sided with the common people against the powerful. He is sorry that some of his underlings got out of hand in their efforts to fight on behalf of the poor of Thyatis, and wants to get back to work for the good of the people. He did all he could to secure the grain and feed the poor, he says, but was denied what he really needed by an obstructionist senate. Men working on his behalf go on the tavern circuit in the Heart, telling stories that cast him in a favorable light as the victim, and the trial authorities as power-mad villains out to destroy a man who made a few mistakes while trying to do his best under difficult circumstances. Every day outside the courthouse, mobs of downtrodden Thyatians assemble to protest on his behalf. Soon there are clashes with the Civic Guard, and many fear a riot should Kliton be convicted. Others want such a riot, as the only way to hold the establishment accountable to "the people."

**What the PCs Can Do:** Characters may still be working on behalf of Kliton and his wife. Given the nature of Thyatian politics, it is very believable that Kliton is being accused of doing what other politicians (possibly his very accusers) do, but is only being persecuted because of his populist ideals.

### Disturbing News from the Swamp.

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

**Description:** Ever since scores of young hin entered the Blight Swamp in search of oil, disturbing tales have begun to spread. While many would-be oil tycoons return home after a few weeks empty-handed, others have not returned at all, nor have they sent any word. While many clan elders blame monsters or bandits, others—particularly those living in the portions of Eastshire that border the swamp—believe that something more ominous may be afoot. (See *Nu. 9*; *Ya. 22*, *Ya. 25*.)

**What This Means:** Although the Five Shires is generally considered a peaceful land, it has its share of dangers. The Blight Swamp, and the lands immediately surrounding it, is one such area; it is known to be the haunt of lizard men and bandits, and some even claim that a dragon lives somewhere deep in the swamp. For the folk of Eastshire, however, the swamp is a land to be avoided, for reasons more terrifying than brigands and their ilk. There are Eastshire legends concerning haunted ruins, paths that appear and vanish to trap the unwary, and horrible monsters said to roam the swamp in search of prey.

Despite the news of the disappearances, the flow of prospectors will continue.

**What the PCs Can Do:** The PCs, if they are trying to find oil, could easily run into lizard men and bandits—though the latter are more common in the eastern regions of the swamp, for they are often people who have escaped the king's justice. At the DM's discretion, the PCs may run across ruins, which could be Taymoran, Traldar, or Hutaakan; they may be haunted or otherwise inhabited, and of course the DM is encouraged to drop in an interesting treasure or two.

If the DM wishes, the PCs could encounter the swamp's secret, but this will change the rest of this plot thread, and subsequent events may have to be modified accordingly. The rest of this plot thread assumes that the PCs will be hired later on to investigate the disappearances.

### Claudia and Benjamin Come Back.

**Location:** Canal Construction Site, North of Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Alphatia, Alphonian Empire. HW

**Description:** *Claudia* has been repaired and returns to her work, while *Annabelle* is removed. Zas Ubul wants answers concerning the reliability of the caterpillars and he wants to know whether Bleek and Daker can fix her or not. Also, *Benjamin* is back from evaluation. Fortunately no other juggernaut has to be rotated for maintenance at this time. (See *Th. 25*, *Fl. 10*; *Ya. 3*, *Fe. 2*.)

**What This Means:** If *Annabelle* cannot be repaired a replacement will have to be constructed—unless it turns out the caterpillars are not safe enough as a whole and cannot be used on construction sites at this stage. Work can return to full speed.



## Flaurmont 18, AC 1019

### A Count Against Counterfeits.

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

**Description:** The Count of High Sonden, Lord Pieter Verlien, addresses the parliament to declare his campaign against fraudulence amongst the Glantrian nobles.

His announcement invokes immediate reactions from the nobles, representatives, politicians and bureaucrats present—from scoffing laughter to howls of dissent, from surreptitious suspicious looks to fingers of accusations. The Chancellor of Princes, Prince Urmahid Krinagar of Bramyra, calls for order at the session, but the chaos is only ended when Pieter magically summons an enormous pile of heavy tomes, scroll cases stuffed with parchments, and leather satchels of legal documents.

Count Pieter calls forth for one thick scroll (a large white wolf is seen on the coat-of-arms when the scrolls magically unfurls) and begins to read from it, but Prince Urmahid stops the zealous count, declaring the evidence must first be examined and authenticated by the Supreme Judge of the Council, Princess Dolores Hillsbury. Dolores gives a decorous nod at Prince Chancellor Urmahid, and Lord Pieter gives a restrained nod of obeisance to his liege, Princess Dolores.

The parliamentary session ends, with many secret thoughts, unspoken words, and unfinished matters left up in the air, like so many *levitating* volumes and papers trailing the discontented Count of High Sonden. (*See Va. 27; Ya. 12, Kl. 12.*)

**What This Means:** This new Glantrian plot was hatched by Princess Dolores Hillsbury (the human guise of the evil Queen of the Night Dragons, Synn) and Count Pieter Verlien, a notoriously racist Flaemish nobleman feeling increasingly discontented with the ineffectual rule of Glantrian nobles. While Princess Dolores mainly wants to wreak havoc with the Glantrian political system, and perhaps strike some blows against her enemies—such as Prince Malachie du Marais, the White Wolf of Morlay—Lord Pieter's intentions actually run much deeper...

Since Pieter Verlien took the title of Count of High Sonden in AC 1016 (after deposing his insane mother Sinaria Verlien), he has fallen under the power of a malevolent artifact once in Lady Sinaria's possession, the *Crown of Halzynthram*. Already a proud and racist Flaemish patriot, Pieter has become more megalomaniacal under the crown's sway, and fervently believes that the Flaemish race should once again dominate the Highlands, with him as the supreme ruler!

Prince Urmahid (Dolores's present ally and alleged lover) plays the voice of reason in this otherwise extreme and dangerous political plot, although the extent of his complicity is unknown, since the primary target of Flaemish racism has often been those of Ethengar descent.

**What the PCs Can Do:** The PCs may be tasked to safeguard the documents presented by Pieter Verlien, or even the Count of High Sonden himself, until the evidence is brought to the proper authorities. On the other hand, the PCs may have to steal or alter the evidence, attempt an assassination on Pieter, or uncover the true motives behind his campaign. Pieter is a powerful pyromancer, hailing from a long and proud tradition of Flaemish fire wizards.

## Flaurmont 21, AC 1019

### A Plague of Caterpillars!

**Location:** *Mumlyket* of Gunjab, Kingdom of Sind. OW

**Description:** For weeks now, the *rishiyas* have allowed the Sacred Larvae of the Earth Mother free reign in the land, but this only results in Gunjab being overrun by caterpillars! With the hills eroded, crops destroyed, and homes infested by hundreds of large crawling caterpillars, the people have sought refuge in the city of Raneshwar, while others have fled to the mountains, or to other settlements, to Mahasabad to the south or Chandbali to the east.

The priests gather at the outskirts of Raneshwar, saying prayers and holding rites, in the hopes of staving off the Sacred Larvae. Meanwhile, *Maharajah* Sarojun Sur orders his soldiers to stand ready for an invasion, and secretly sends agents to ask aid from the followers of Gareth, as starvation and disease are imminent in the overcrowded city. (*See Th. 26, Fl. 2; Fl. 28, Ya. 4.*)

**What This Means:** The situation at Gunjab has reached a crisis point. Whether through arrogant self-delusion or manipulation by the evil devotees of Kala, the *rishiyas* have come to believe in their own fabrications that the caterpillars were sent by the Immortals, and are not the extraplanar elemental creatures that they are!

Though *Maharajah* Sarojun Sur is willing to let the *rishiyas* prove themselves (if only as failures), he calls for more realistic solutions, and with the Hulean occupation of Sind not too long ago, his warriors are not unfamiliar with nor unprepared for a siege.

**What the PCs Can Do:** At this point, the *maharajah* will be willing to call on any able-bodied hero to aid Gunjab, especially foreigners who are not under the sway of the *rishiyas*. The PCs may be secretly assigned to the followers of Gareth, on a dangerous mission that may lead to the Monastery of Gareth, high in the Kurish Massif. Besides the usual encounters in the mountain wilderness, PCs may have to face the horde itself, and the *rishiyas*, especially the followers of Kala and other chaotic Immortals.

### Skaddri the Skald.

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

**Description:** Skaddri the *Skald*, a Soderfjorder adventurer, returns home after several years' adventuring in Norwold. He quickly charms the local populace with his songs and tales of faraway lands. His willingness to spend gold in large quantities doesn't hurt, either. (*See Ya. 10.*)

**What This Means:** Skaddri is actually a Mortal Identity of Loki, here to create chaos and advance the cause of Entropy in the Northern Reaches. His arrival in Soderfjord City is merely the first step in an intricate plan. With the removal of the king from power, Soderfjord is fertile ground for Loki's plots.

## Land Grants.

**Location:** Kingdom of Oceansend, Tranquil Coast. NW

**Description:** King Olaf Yarrvikson announces a number of land grants to Ostlander settlers, principally along the new border with the Heldannic Empire. Over the coming months, land will be cleared for the construction of a series of fortified villages. (*See Va. 5, Th. 3; Ya. 10.*)

**What This Means:** Although Ostland is allied to Thyatis, the empire often assures the kingdom's continuing allegiance by granting plundering rights against hostile territories, as well as land grants in acquired lands. Ostland is a country where good land is scarce; therefore, there is no shortage of Ostlander warlords eager to make a name for themselves, and many of these younger Northmen pledge fealty to the empire in exchange for a chance to see the world, and possibly be granted lands to govern someday. This is exactly what happened here—four younger sons of prominent *jarls* undertook service with the empire several years ago (knowing that they would never rule in Ostland). Each man, also a leader of his own clan and retainers, will rule the equivalent of an 8-mile hex. In addition to clearing land for farming and paying taxes to the king, the settlers will be given the responsibility of watching the Heldannic Knights to the west. In all respects, they will follow Olaf's orders.

Shortly after it fell for the second time to the Heldannic Knights [*AC 1016. Ed.*], former *Oberherr* Wulf von Klagendorf tried to ensure that it would be far more difficult for the city-state to rebel in the future. One means of doing so was by transferring large swaths of territory previously controlled by the kingdom to Heldland proper, and colonizing them. Many of these territories were strategic in that a relatively small force could use them to hold off a much larger foe; thus, a potentially rebellious Oceansend would be that much weaker because it would not have access to those lands. Following the deal between the Thyatian and Heldannic Empires concerning the fate of Oceansend, some of the ceded lands were restored to the city-state, and their Heldannic populations resettled elsewhere in Heldland. The Heldannic Empire, however, retained a number of key territories, some of which are now fortified. It would not be difficult for the Heldannic Knights to increase their military presence in these areas, and use them as launching points for another invasion. Association with Thyatis, however, gives Oceansend access to resources it would not otherwise have—including additional settlers to help defend the realm.

The settlements, however, are not on as large a scale as those taking place in the Barony of Canium and the new *thanedoms* off Oceansend; many more Ostlanders have been granted lands there to make productive for the empire. Again, Oceansend is benefiting, but not quite as much as it might were it part of the empire—this is another facet of Eusebius's efforts to make his case.

**What the PCs Can Do:** Ostlander PCs of Name level, who have served Thyatis well for several years, could be among those granted a dominion. The land gained is untamed, and will require thorough investigation, and there may even be a monster lair or two to clear out. An additional peril could come in the form of Heldannic spies, who will observe the establishment of the border dominions with interest (knowing full well what they are for). More than likely, such spies will be of native Heldanner stock (i.e. Antalian), the better to blend in.

## Flaurmont 22, AC 1019

### The Death of Innocenti di Malapietra!

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

**Description:** Two months have passed since the first rumors sprang up about the death of the former Prince of Caurenze and Viscount of Sirecchia, the mad *Signor* Innocenti di Malapietra—"He was burrowing a tunnel into the center of the earth with his magic and found an entire underworld beneath a red sun!" is the latest and most fantastic of such rumors—and his sister, *La Signora* Lucrecia di Malapietra, officially announces the matter of his death at parliament.

Seemingly distraught with grief, she declares that her brother died at the hands of the clerics of Valerias, who are constructing their temple in the Caurenzan region. The parliament immediately explodes, denouncing the clerics and the "unprecedented, idiotic, treasonous, and un-Glantrian" sanction of their religious structures last year—most of which are aimed at its author, the former Alphatian Prince of Blackhill, Sir Volospin Aendyr.

*Signora* Lucrecia adds that the Valerian clerics are not entirely to blame, as Innocenti was murderously insane and trespassing on their property. But in the same breath, she emphasizes the importance of monitoring clerics' activities, and thus the vital role that Sirecchia plays, despite being a fief in a ruined wasteland. To conclude her impassioned address, Lucrecia implores the parliament to acknowledge her claim for the rulership of House Sirecchia and the title of Viscountess of Sirecchia.

Prince Ralindi Virayana of Krondahar raises the matter of Bartolomeo di Malapietra, the scholarly son and presumed heir to *Signor* Innocenti, but Supreme Judge of the Council Dolores Hillsbury states that despite his legitimacy to the throne of Sirecchia, *Signor* Bartolomeo has hardly been seen outside of the Great School of Magic and has thus far manifested no political intentions. A second contender, introduced by *Visconte* Griseo Fulvina di Verazzano, comes as a shock to all in attendance. *Signor* Agostino di Malapietra, brother to Innocenti and Lucrecia and recently thought killed by the latter during an alleged attempt at her life, makes an appearance to accuse Lucrecia of murder and to stake his claim on Sirecchia.

All at once, the parliament breaks into chaos, with various nobles and politicians rallying to one rival Malapietra or another. The session ends abruptly with the matter left undecided. (*See Th. 4, Fl. 18; Fl. 26, Ya. 2.*)

**What This Means:** As a consequence of Count Pieter Verlien's personal investigation to expose fraudulence in the ranks of the Glantrian nobility, Lucrecia di Malapietra decided to reveal the truth of her brother's death—or at least, her version of the truth. In a masterful display of political skill, Lucrecia managed to pin the blame of Innocenti's murder on the hated clerics of Valerias (thereby gaining the support of anti-clerical factions), quelling any questions about the viability of Sirecchia, and eluding the issue of her keeping Innocenti's murder a secret, all in one speech! Lucrecia even insinuated a jibe against Volospin Aendyr, a longtime rival of Caurenze. But most importantly, she elegantly established herself as the sole and rightful heir for the noble title of Sirecchia—or so she thought.

Though the more scholarly nobles, such as Prince Ralindi and *Prinz* Harald Haaskinz of Sablestone, would prefer a more intelligent, more sane Sirecchia—and a loyalty to the Great School of Magic rather than Glantrian politics—Lucrecia has thus far eliminated her nephew Bartolomeo from the running, with threats that have kept him virtually exiled in the Great School of Magic. But Agostino's second and sudden appearance was totally unexpected.

Lucrecia will learn that the person she killed was not Agostino, but Cesare Fulvina (magically disguised as Agostino); though confident she can find a way to get away with his murder, legally, she will fear reprisals from the Fulvinas (their Caurenzan allegiance is tenuous at best) will jeopardize her bid for the viscounty.

## Flaurmont 23, AC 1019

### Expedition Encounters Kara Kara.

**Location:** Isles of Steam, Sea of Steam. DV

**Description:** While exploring one of the larger islands, a Thyatian landing party encounters a slightly larger group of kara kara, an offshoot of the orcish race that inhabits many of Mystara's more remote tropical islands. With a loud bellow, the natives charge, thrusting their stone spears and swinging their clubs. Although a few blows find their marks, tempered Thyatian steel slices through the kara kara warriors, felling a number of them before the initial attack is complete. Undaunted, the kara kara continue to fight with ferocity, utilizing their great strength in bashing enemy skulls and crushing limbs.

Suddenly, one of the Thyatians unleashes a blinding flash of light, which disorients the natives long enough for the party members to extricate themselves from the situation, and stage a fighting withdrawal. The kara kara give up pursuit before long. (See *Th. 24, Fl. 12; Fl. 27, Ya. 2.*)

**What This Means:** The Thyatians have encountered one of the more common races in this part of the world—the kara kara. The expedition had found no indication that anything intelligent lived on these islands, thereby leaving them unprepared for the encounter. Despite the element of surprise, the Thyatians' better weapons and armor prevented the encounter from turning into a rout, and the judicious casting of a *light* spell dissuaded the natives from pursuing the humans too closely. Once Julius Ambrosius receives word of the encounter, he will order landing parties to include at least one spellcaster. Nevertheless, three men were killed, and several more sustained serious injuries.

**What the PCs Can Do:** If the PCs are present, they can reduce the number of casualties, and, depending on their spells and skills, they might be able to detect the kara kara before they can obtain any element of surprise.

### The Shadow Spreads Eastward.

**Location:** Eastern passes of the Adakkian Mountains, Valley of Lions. DV

**Description:** Makeshift Hrissopolian forts across the Adakkian Mountains receive frantic reports from fleeing

scouts—the enemy has arrived! Within the hour, observers report seeing columns of armed lizard men marching along the mountain trails leading to their positions. The vanguard of the foe is dispatched easily enough by archers and spearmen, as the narrow confines of the passes provide little cover, but the lizard men simply surge over the bodies of their fallen to continue their advance. Soon, melee combat erupts along the mountain range, and for a time it seems the line will hold, but, one after another, the scattered garrisons are overwhelmed, and the Hrissopolian army retreats to the foothills to regroup. They are not pursued, but are dismayed to see their enemy blacken the mountainsides, like a festering wound, as more of their number enter the valley unopposed. (See *Fl. 4; Fl. 27, Ya. 1.*)

**What This Means:** Although they had a tactical advantage, the Hrissopolians were too few in number to man all of the passes that lead to the Amalur Lowlands adequately. That, combined with the fanatical resolve of the lizard men—who surged onwards regardless of how many of their own were killed—almost guaranteed a lizard man victory. At best, the Hrissopolians delayed their enemy's advance by a few hours, although they will have enough time to re-establish defensive positions for the next strike.

**What the PCs Can Do:** Powerful PCs have the chance to make a real difference here. A few well-placed, high-level spells could destroy hundreds of lizard men, and buy valuable time for the Hrissopolians. Skilled PC warriors can also lead brave sorties against the enemy, and perhaps beat them back for a while. Ultimately, the lizard man army will still push the Hrissopolians eastwards—there are too many mountain passes to defend—but the PCs' actions could save many lives.

### Pirates?

**Location:** Off coast of *Baronía de Gargoña*, Savage Baronies. SC

**Description:** While sailing south towards Almarrón, the lead ship of the Thyatian expedition is intercepted by four smaller vessels as they sail past the Isla del Cayo. Bolts from light ballistae mounted on the foreign ships rake the Thyatian vessel. Return fire from the other three Thyatian ships make short work of two of the enemy ships, which are light-hulled by comparison. All but one of the attacking ships change course and head straight for the mainland. The remaining vessel, surrounded by the Thyatians, lowers its Gargoñan colors as a gesture of surrender, and is boarded. The ships then proceed to the Isla del Cayo—which is nominally Gargoñan territory, but has been under the control of its few inhabitants since the *baronía* was invaded by Narvaez—where they dock for the rest of the day to regroup, and interrogate their prisoners. (See *Fl. 12, Fl. 13; Fl. 24, Ya. 2.*)

**What This Means:** From their discussions with the Narvaezans, the Thyatians felt that they had no reason to expect an ambush; since the collapse of Gargoña following the Narvaezan invasion of AC 1017, and the subsequent disruption of trade in the region, traffic along the coast has fallen off considerably, and therefore there would be very little for pirates and other raiders to attack. This encounter has proven this belief to be wrong, although the attackers underestimated the strength of the Thyatian ships. In the meantime, the Thyatians will question their erstwhile attackers.

**What the PCs Can Do:** The PCs could be present during the ambush, in which case they could take part in a short battle.

## Flaurmont 24, AC 1019

### Men Support Women's Rights.

**Location:** *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** Upon hearing of the *exarch's* decision to limit polygamy (no one hears that he is only considering it) many poor and lower middle class young men spontaneously demonstrate in support of the *exarch* since historically finding a bride has been quite difficult when the higher classes have taken more than their proportion of women. Secretly, many clerics and monastic masters mourn for the potential loss of so many poor and lower class men who, unable to wed, traditionally entered into religious service. (*See Th. 13, Th. 26; Kl. 7, Ei. 3.*)

**What This Means:** The winds of change have their supporters as well as their opponents. In such a tight and slowly moving culture as Ochalea's, abrupt changes can shake the society all the harder—for better or worse. Oddly enough, many Ochalean men favor the emancipation of females, at least in the lower circles of the society.

### Raiders... or Freedom Fighters?

**Location:** *Isla del Cayo*, Savage Baronies. SC

**Description:** Cursory questioning of the enemy sailors captured during the previous day's skirmish has revealed that the men are all Gargoñans, and they all claim to be fighting the "Narvaezan occupiers"—they all state that they thought the Thyatians were merchants, and had hoped to raid the vessels to secure resources for their cause. Intrigued, Paulus Angelinus, the leader of the Thyatian expedition, asks the prisoners why they oppose the Narvaezans, and he is told about the imposition of the inquisition on the people of Narvaezan-occupied Gargoña, and that those who voice support for the old regime often disappear. They explain that they were declared heretics by the Narvaezans, and were driven from their homes. (*See Fl. 13, Fl. 23; Ya. 2, Ya. 18.*)

**What This Means:** Obviously, Narvaez's plans to expand are not unopposed. Eager to strengthen his country's hold on northern Gargoña, *Barón* Hugo de Narvaez y Montoya directed his armies to sweep the countryside for any and all potential sources of dissent. Clerics of Immortals other than Ixion were arrested, and their temples were confiscated by the Narvaezan Church of Ixion—the same punishment was meted to Gargoñans who refused to convert to the worship of Ixion, as well. A system of informants (some of them willing) has been established in the region, and as a result opponents of the Narvaezan regime are tracked down ruthlessly.

Some of the rebels see the Thyatians as potential allies, however, and hope that, by telling their side of the story, they might be able to gain some support.

**What the PCs Can Do:** The PCs could take part in the interrogations, or they could provide Paulus with additional information, if they have adventured in this part of the world before. Either way, if they are well known to Paulus, he may call on them to provide advice, as he is loath to involve his empire in what could turn into a very nasty insurrection.

## Edge of the Jungle Ahead!

**Location:** 200 miles north of Town of Tyrnae, edge of the Davanian Jungle. DV

**Description:** The Heldannic party has ridden for the last 17 days and has reached the edge of the jungle. Up to now, they have been observed every day if possible by Governor Wolfgang Stimmel, who has learned to use the magical basin. Their progress will now become very slow since traveling through a jungle is never as easy as it seems on the map. They hope they can trek 12 miles a day, but from now on nothing is sure. They enter the jungle with donkeys to carry their packs and leave a small party at the jungle's edge to build a camp and look after the horses.

The region has been visited a while ago. They find abandoned encampments but the tracks are months or years old. (*See Fl. 1, Fl. 7; Ya. 12, Ya. 13.*)

**What This Means:** The first part of the journey went well since they circumvented Tyrnae's eastern hills and thus avoided most of the Mivosian patrols. It took a few more days than going straight north, but the governor's instructions were clear about how careful they should be regarding the possibility of being spotted by the Mivosians.

The tracks they found were those of the Milenians who fled the region when Mivosia invaded the region in AC 1017 and later entered the jungle.

**What the PCs Can Do:** They can hunt to improve the daily menu.

## Flaurmont 25, AC 1019

### 1,001 Tales Told.

**Location:** City of Ylaruam, *Emirate* of Alasiya, *Emirates* of Ylaruam. OW

**Description:** Mujibur and the Khalid “Tale-Teller” have been telling stories for seventy days. Today, the university faculty declares a winner, Mujibur al-Jaboor. (*See Va. 11, Th. 20; Ya. 5, Kl. 12.*)

**What This Means:** The decisive end came when the faculty realized many stories of Khalid “Tale-Teller” were extremely good accounts of the *Nabmeh*, whereas Mujibur’s stories were not only personal accounts of his travels; they all compared the *Nabmeh* to real life, with a few surprising twists. In all, it is said 1,001 stories were told. The word spread so quickly that even the *sultan* made an appearance to hear the last tales of the battle. The *sultan* is impressed by the last story recounted by Mujibur, as it answers his main question about his loyalties. Mujibur states that all men of the desert are like sand in an hourglass: if one blocks the others, they only block the progress of time. If they all run smooth, then they all progress to the end, only to start again; it is for the *sultan* to decide in which direction the sand flows, and he can only determine this by the sounds in the desert. When questioned about Mujibur’s travels abroad and telling of stories to non-Ylari, Mujibur answers that those who do not accept the truths of al-Kalim are seen as animals possessing the virtues of courage and fighting, but nothing else; just as animals have only the virtues of strength and carrying loads. At the end of the day, it is overheard that Mujibur told Khalid “Tale-Teller” he would have only done better by having Farid tell his stories, thus confirming many other people’s beliefs in Khalid “Tale-Teller” being al-Kalim.

**What the PCs Can Do:** The PCs may actually hear Mujibur’s last comment, and may have to report it to the *sultan* as an affirmation or a very well deserved compliment. PCs in attendance should be left with a feeling of unity between all who believe in al-Kalim, Kin or Preceptor; and that Mujibur will always be a staunch ally of the *emirates* as a whole, and to anyone that can repeat from memory the *Nabmeh*. Foreigners and non-believers alike can also fear the sword and tongue of Mujibur.

## Flaurmont 26, AC 1019

### The Death of Lucrecia di Malapietra.

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

**Description:** At the Silver Tower Inn, the most fashionable haunt of the Glantrian elite, the controversial *Signora* Lucrecia di Malapietra is seen at luncheon with Princess Dolores Hillsbury of Fenswick, her ally and strongest political backer. But when the princess shares news to Lucrecia that *Signor* Agostino di Malapietra, her brother and primary contender for the rulership of Sirecchia has just declared Bartolomeo di Malapietra, Innocenti’s son, as the official heir, Lucrecia leaves in a huff!

At the parliamentary session later that afternoon, where the succession of Sirecchia is to be settled by voting, Princess

Dolores makes a sad announcement that *La Signora* Lucrecia has suddenly passed away. According to the reports of the Glantrian constabulary (under the authority of Princess Dolores, as the Supreme Judge of the Council), *Signora* Lucrecia took her own life with poison, leaving a note where she confessed her guilt over the death of *Signor* Cesare Fulvina (whom she murdered when he was magically disguised as Agostino) and admitted to conspiring to hide the fact of Innocenti’s death.

With Lucrecia’s fortuitous and all too suspicious suicide, *Signor* Agostino di Malapietra is confirmed as the new Viscount of Sirecchia. (*See Th. 4, Fl. 22; Ya. 2.*)

**What This Means:** This is a classic Glantrian plot where the behind-the-scenes moves are much more important than any of the aboveboard action. Agostino di Malapietra was well aware that, on his own merit, he would not have been able to defeat Lucrecia in the political arena. He thus made two crucial moves to gain enough political support to back his bid for Sirecchia.

Agostino’s first move was to visit the Great School of Magic to see his nephew Bartolomeo. They forged an alliance, which earned Agostino the votes of the nobles who support the scholarly Bartolomeo; this includes Prince Harald Haaskinz of Sablestone, the Grandmaster of the Great School of Magic, and his protégé, Prince Ralindi Virayana of Krondahar.

The second, and much riskier, move of Agostino was to offer Princess Dolores Hillsbury his allegiance, should he become Viscount of Sirecchia. Agostino cunningly deduced that Dolores cared only for the vote of Sirecchia, not so much which Malapietra ruled it. In the light of Lucrecia’s recent overtures to *Frau* Hildegard von Drachenfels of the rival House Ritterburg, and considering that Agostino is indebted to Dolores’s other adherent, Antonio di Tarento—Antonio harbored an exiled Agostino in AC 1007, when Lucrecia had first attempted to assassinate him—Princess Dolores decided that the less treacherous Malapietra to deal with would be Agostino.

Together with the support from Agostino’s present allies, *Signor* Griseo Fulvina and House Igorov, Agostino would have garnered an overwhelming margin over Lucrecia at the parliament, if the matter had come to a vote.

**What the PCs Can Do:** There is still the matter of the *Signora* Lucrecia’s death to investigate. Did she really commit suicide? Was she perhaps murdered by Agostino? Was she killed by Griseo to avenge the death of his son Cesare? Did Princess Dolores perhaps decide to tie up loose ends and have her eliminated? Was *Signor* Antonio di Tarento, the secret leader of the Unseen Hand, involved in such an assassination—by order of Dolores, Agostino, or maybe even Bartolomeo? Or did Lucrecia stage her own death, knowing her loss of power would bring about reprisals from Agostino, Dolores, and the Glantrian law?

Whatever the scenario, the PCs may be called to investigate. But they must keep in mind that the supreme judge of the council is Princess Dolores Hillsbury, and what the PCs discover may not be to her liking...

## Flaurmont 27, AC 1019

### Battle of Claw River.

**Location:** A few miles west of the City-State of Hrissopoli, Valley of Lions. DV

**Description:** The lizard man host has resumed its march eastwards, sweeping down the Adakkian Mountains into the Valley of Lions itself. All the while, the Hrissopolian army has been giving ground, until both forces reach the Claw River, the largest and fastest-flowing river in the valley. Here, the force of humans and rakasta, plus a handful of their lizard man auxiliaries, form a defensive line at the western end of the only bridge that crosses the river, while archers form up on the other side.

They do not have to wait long before their enemy is upon them. At the forefront of the assault are tall, dark-skinned lizard men wielding great spears, who crash into the Hrissopolian phalanxes. As arrows sing overhead, the lizard men are forced to retreat, their momentum dissipated. The defenders are heartened, and the rakasta general unleashes his light cavalry to turn the enemy's retreat into a rout, but as the dark lizard men begin to flee, they are reinforced by sword-wielding, armored troglodytes, who rush the defenders once more, and press them back. Cut off from the main body of the Hrissopolian army, the light cavalry regroups and tries to rejoin their own lines, but many are taken down by enemy spearmen, or pulled off their horses by the throng.

It soon becomes apparent that the line cannot hold, and the Hrissopolian general orders a withdrawal to the eastern shore under the cover of arrow fire. This is accomplished in good order, while engineers attack the bridge itself in an effort to collapse it. Enough cover fire is provided that the lizard men do not approach the bridge too closely, allowing the Hrissopolians to destroy it. A general retreat to Hrissopoli is then ordered, and the remainder of the army pulls back. (*See Fl. 4, Fl. 23; Ya. 1, Ya. 7.*)

**What This Means:** The Hrissopolians knew that their enemy would have to cross the Claw River bridge. The only alternatives are to march many miles north, to circle around the river's source in the mountains, or to circle around a small lake at its southern end. Either way, such a move would take days to accomplish for such a large force. The Hrissopolians have bought themselves more time.

Unfortunately, even though their strategic situation was still advantageous, the defenders could not prevail against the lizard men; there were simply too many of them. As it stands, Hrissopoli has lost almost all of its light cavalry, and roughly a third of its pikemen. The army will now retreat to the city itself, and prepare for the final battle.

**What the PCs Can Do:** As with the battle in the mountain passes, skilled PCs can make a difference here by killing large numbers of the foe, and possibly saving more lives on their own side. They will not be able to defeat the enemy army in its entirety, though.

### A Shadow Caught.

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

**Description:** Shadow is caught and the stolen necklace of Allana Mauntea recovered. In another attempt to fence her stolen goods, the guards step in to catch her in the act. This time they are prepared and prevent her escape. She is sent to Darokin City in chains to face justice for her crimes. Rumors circulate that agents of Linton House were instrumental in her capture. (*See Va. 13, Th. 10; Ya. 19, Ya. 26.*)

**What This Means:** There is more going on here than meets the eye. Indeed, Shadow has bargained to save herself from her fate. It has not escaped her notice that her theft has hurt Mauntea House, and her subsequent investigations have revealed that Linton House is the main opposing power. To redeem herself, she made an agreement for leniency with Mauntea House, by returning the necklace and discrediting Linton House at the same time. Then she offered to sell the necklace to agents of Linton House, so that they could gain prestige by finding his wife's lost trinket for the poor chancellor. Linton House agreed, although with the intent of catching both Shadow and the necklace, but Shadow was actually counting on that and had agents of Mauntea House on hand to witness her shady dealings with the Lintons. None of this is likely to ever become official, since it's not in anybody's interest—Linton House doesn't want it be known that they were dealing with a criminal to conspire against the chancellor, and Mauntea doesn't want to admit that they struck a deal with a notorious thief to discredit their opponents. And naturally Shadow will say nothing, since her fate depends on her silence. Shadow is eventually revealed to be Dawn Henry, a former merchant in the Toney House, though only a select few people, primarily important members of the DDC, will be made aware of this.

**What the PCs Can Do:** The PCs can be agents of the Linton or Mauntea Houses in the plot. For the Lintons they would have to meet Shadow to get the necklace and then catch her. Once the agents of Mauntea House step in, however, they had better claim immediately that the whole matter was an attempt to recover the necklace and catch the thief for the chancellor, or else their lives could become very difficult, as Linton House would wash its hands of the whole matter and deny any association with the PCs, then hire someone to quietly have them silenced. If they claim to work for Linton House in the interests of the chancellor, however, Linton House could still claim some glory from the whole matter, and so would reward the PCs for quick thinking. If the PCs are with Mauntea House, however, they could be sought out by Shadow, who wishes to propose the idea to discredit Linton House. They would have to carry all the risks themselves, though, as Mauntea House will insist on maintaining distance from the matter in case anything goes wrong.

## First Signs of Drought.

**Location:** Meghales Amosses Desert, south of Mivosian Empire. DV

**Description:** The light rains, which normally water the fringes of the Meghales Amosses Desert, have not come this year. Cattle and other livestock are dying, slowly but surely. (See *Fl. 4, Fl. 15; Ya. 12, Ya. 21.*)

**What This Means:** This event has its cause in the intervention of Vanya, who managed to deflect the rain clouds from their regular course in order to flood Mivosia and its surroundings. The rains normally follow a three-year cycle and fall in early Flaurmont. This year should have been the one with rain, but it shall not be anymore and is going to be the fourth year without rain instead. Most of the natural springs are now dry and the future shall be hard for the nomads, known by the people of the plains as the Meghalese, who make their homes in this hard land. An exodus is considered.

**What the PCs Can Do:** If they have clerical or magical powers, they can assist the shepherds who also suffer from the drought.

## An Alliance against a Common Enemy.

**Location:** City-state of Schweidnitz, Izondian Coast. DV

**Description:** After the courageous resistance of the Heldannic Knights against the half-orcs, two great delegations of natives come before Wilhelm Folgen to offer an alliance against the common enemy. Wilhelm gladly accepts, and begins to prepare with the native chiefs two united armies to fight the half-orcs. (See *Fl. 13, Fl. 16; Ya. 18, Fe. 15.*)

**What This Means:** The natives, two great tribes called Tikul and Makal, know that they can defeat their ogre-kin enemies with the aid of the Heldannic Knights. They know of the battle prowess of the knights from the time of Wilhelm's grandfather.

**What the PCs Can Do:** If the PCs are on the Heldanners' side they could be very useful to Wilhelm as scouts for the army. If they are on their own side only, they could try to escape the new colony avoiding patrols of half-orcs, who seem to be everywhere.

## A Ferbently Hoped-for Discovery?

**Location:** Isles of Steam, Sea of Steam. DV

**Description:** After many more days of sailing and exploring the nearest islands, the Thyatian expedition notices a very large island due west—quite possibly the largest island in the entire chain. A sizeable landing party is sent ashore that afternoon. (See *Fl. 12, Fl. 23; Ya. 2, Ya. 3.*)

**What This Means:** Aside from the initial encounter with the kara kara, and a subsequent sighting of lizard men (who promptly vanished into the jungle once they realized they had been seen), the Thyatians have not encountered any indigenous civilizations. At the same time, however, most of the islands they have charted are fairly small—large enough to sustain a few villages at most, and little else. Julius Ambrosius is beginning to despair that the elves misled him when they told him that these islands would give him insight into this part of the world, but the sighting of such a large island has renewed his hopes that something besides plant and animal specimens might be awaiting discovery.

**What the PCs Can Do:** If the PCs are participating in this expedition, it is probably a given that they will be part of most landing parties.

## Flaurmont 28, AC 1019

### *Rishiyas* Repel the Horde.

**Location:** *Mumlyket* of Gunjab, Kingdom of Sind. OW

**Description:** The elemental horde of caterpillars plaguing Gunjab, declared Sacred Larvae of the Earth Mother, creep southward past Raneshwar. The *rishiyas* proudly claim it was their faith and clerical magic that diverted the “Wrath of the Earth Mother” and saved Raneshwar from devastation. They are met with lukewarm reception from the people of Gunjab. (See *Fl. 2, Fl. 21; Ya. 4, Am. 10.*)

**What This Means:** The inscrutable movement of the horde, and coincidental deliverance of Raneshwar, was not the work of the *rishiyas*—and the Gunjabi known this. The religious pronouncements of the *rishiyas* will do little to restore the faith of the populace, and some might even say that their interfering only caused more destruction and loss.

The people are now faced with the arduous task of restoring the livelihoods and industries of Gunjab, and *Maharajah* Sarojun Sur has concerns about the horde, which relentlessly follows a path towards the fertile agricultural lands of Nagpuri.

## Topic of the Month

### Minutes from the Black Eagle's Trial

The following magically-recorded closing argument of the Black Eagle can only be read by the landed nobility of the Kingdom of Karamaikos, or after one century and one day after the verdict of the trial.

"The hin claim that I was constantly attacking them. Well, I don't deny that there were skirmishes, small and large, between forces from the Black Eagle Barony and the Five Shires. But do not make any mistakes: It is the hin that were harassing the barony, and I defended Karamaikos from their encroachments. It is well known that the hin practice piracy, and they especially like to target Thyatian shipping; when we came to the lands of Traladara with Stefan Karamaikos, they viewed us as more Thyatians and they raided the Karamaikan ships in the Gulf of Halav as if they were Thyatian, and they raided the Black Eagle Barony. I did my duty of protecting the western border against their incursions, and in so doing I helped Karamaikos maintain its border and become a strong nation, whereas it would certainly have fallen to outside forces otherwise. The hin branded me as their enemy then and never changed their opinion since then, but it is not the truth: I was keeping Karamaikos's border safe, and with it the whole grand duchy.

"I renamed the barony's main city Fort Doom. It does not mean I was an evil ruler bent on bringing doom to the people, as some would have you believe. But at the beginnings of the Grand Duchy of Karamaikos, the Traladaran population was hostile, and every one of the new Thyatian lords had to take measures to prevent uprisings, and even the duke had to put down a rebellion in Marilenev. Duke Stefan renamed the capital Specularum to emphasize the change of rulership, and so did I. Fort Doom was a name that, hopefully, would make rebellious Traladarans and hostile hin think twice.

"There was no slavery in the Black Eagle Barony, nor servitude. The Black Eagle Barony was a law-abiding Karamaikan dominion. The misconception arose from the fact that, unlike in the rest of Karamaikos, local law did not grant freedom to slaves who managed to escape supervision. While it may seem like the barony was acting barbarously and against the duke's wishes, it was an economic necessity for the barony in order to keep the business of the slave ships from the west on their way to the Thyatian Empire or further east. Thus, within the barony, slavers could recapture their escaped slaves, and sometimes even with the help of the local authorities. People who did not know the law assumed that slavery was authorized, and even practiced by the baron's men; but it was in fact the rounding up of escaped slaves, not the enslaving of freemen and freewomen.

"The Black Eagle Barony employed humanoid mercenaries. They were led by humans, though, and behaved as a well-disciplined force, much like that of New Kolland or the Orclands. They were not rogue warriors bent on raiding, slaying, plundering, enslaving, torturing, or any other purported villainy, but professional soldiers in the service of the barony. Orcs have a bad reputation as a whole, but the Black Eagle orcs were under strict supervision and behaved in a civilized manner, like any other Karamaikan subject.

"The Black Eagle Barony was plagued by slavers from the Iron Ring like the rest of the kingdom. As some people were thus enslaved within the barony's borders, and as the orcish guard occasionally helped slavers recapture their escaped slaves, the two were mixed up in the minds of some people who thought I condoned slavery. It was a totally unfair assumption. I naturally opposed the slaver rings and tried to root them out, but was not any more successful at it than any of you. I suppose the Iron Ring was more prevalent in the Black Eagle Barony than in the rest of Karamaikos, due to the fact that the barony was a stop between Jaibul and Thyatis, but its activities were of course illicit and stopped whenever discovered. Even suggesting that I was leading the Iron Ring is preposterous.

"My cousin King Stefan was abducted by foreign hin—a grave crime for which they were not even prosecuted—and shown the seediest parts of the Black Eagle Barony. Was there injustice in the Black Eagle Barony? Certainly, but no more than in other parts of the kingdom, I am afraid. What would fair King Stefan do, were he forced to witness the darker goings-on in some quarters of the city of Mirros? Based solely on what he was shown—a biased tour of my dominion by my foes—and without giving me the opportunity to show him what was working fine in the barony, he convicted me without the benefit of a trial, to which every Karamaikan subject is entitled according to the very King's Law except when the king wishes otherwise, and then abandoned his vassal to his fate at the hand of a foreign power. What is this trial about, then, when the king already found me guilty and applied the sentence on a whim? Could you oppose your king's decision and reinstate me as ruler of my former barony? Even if you did, how could I rule this dominion again, after I was made destitute and abandoned by the king, and consequently could not defend it against invasion? The king used his self-bestowed regal power to eliminate one of his faithful vassals, and would you, my former peers, have approved his decision a posteriori—but then, it would mean he could do it again, to any of you, and that the kingdom is not ruled by right of law but by its ruler's whims like an Alphetian kingdom. No, you must rebuke the king's reckless ruling, even though it is rather pointless as far as my ruling the Black Eagle Barony is concerned, since the king's whim undermined my authority beyond recovery. In fact, I believe it is time King Stefan step down from the throne of Karamaikos."



# Yarthmont

## Yarthmont 1, AC 1019

### Hrissopoli Evacuated.

**Location:** City-State of Hrissopoli, Valley of Lions. DV

**Description:** Having been briefed of the situation, King Katamvos issues a decree—all women and children who wish to leave Hrissopoli must do so by its eastern gate, and head for Ilioloosti along the Silver Road. They are to be accompanied by retired soldiers deemed unfit to defend the city, who will serve as a rear guard if necessary. The evacuation is to begin immediately. (*See Fl. 23, Fl. 27; Ya. 7, Ya. 8.*)

**What This Means:** Katamvos knows how much larger the lizard man army is—its soldiers outnumber his own by at least eight to one—and that, having been blocked by the destruction of the Claw River bridge, it simply split in two by marching through the mountains to the north, and around the lake to the south. When the two halves of the army rejoin, a brutal siege is sure to begin, and, based on the reports of his general, no mercy is to be expected from these creatures. During such a siege, the presence of noncombatants within Hrissopoli's walls would only hinder the defenders. Katamvos hopes that, by sending so many people away, at least some will make it to safety. Most of Hrissopoli's citizens will heed the king's warning and leave, but some will remain to help defend their homes as best they can.

**What the PCs Can Do:** If the PCs are mercenaries, the king might offer them the chance to escort the citizens to safety, in which case a long, dangerous trek to Ilioloosti lies ahead of them. PCs motivated by glory might stay and help defend the city, in which case they will have the king's undying gratitude.

### No Race This Circle?

**Location:** City of Baraga, Merry Pirates Seas. HW

**Description:** For two circles Captains Luciano "Barbarossa" Saviola and Theodor Merryweather have challenged each other to compete in a ship's race around the Merry Pirates Seas. Many captains have flocked to the Golden Skull this circle, eagerly waiting for the competition to continue. Merryweather seems determined to challenge his old rival. Every pirate who enjoys a good sea story (i.e. every one of them) knows that his ship sank in the Sound of Baraga last circle, and it seems to be plausible that Merryweather is seeking revenge. Saviola does not show up, though, to everybody's disappointment. Merryweather entertains the visitors, but he is not as engaging as usual. Later on this evening—according to the old ship's chronometer at the wall—he declares that he will challenge every pirate willing to compete with him. The captains are stunned, and nobody says a word. (*See Fl. 3; Ya. 2, Ya. 27.*)

**What This Means:** The last race was a severe blow for the hin, and he desperately wants to perform a spectacular deed this circle. As the race has become a sort of a tradition, albeit only with Merryweather and Saviola racing, the captains are too surprised to react quickly.



## Yarthmont 2, AC 1019

### Unexpected Benefactors?

*See picture of the Thyatian ship approaching the rebel Gargoñans.*

**Location:** *Bosque de los Ojos*, Narvaez-occupied region of the *Baronía de Gargoña*, Savage Baronies. SC

**Description:** Two vessels—one Thyatian, one belonging to the Gargoñan rebels—drop anchor not far from the rocky shore near the *Bosque de los Ojos*, a heavily wooded and sparsely inhabited land. A handful of figures come ashore from each ship, and, in response to a shrill whistle made by one of the men on the shore, a large group of armed men creep silently out of the surrounding vegetation. Some of the men from the ships introduce themselves as representatives of the Thyatian Empire, and offer their expertise in repairing the rebels' vessels, furnishing them with additional weapons, and other minor aid. This offer is accepted. (*See Fl. 23, Fl. 24; Ya. 14, Ya. 18.*)

**What This Means:** After several hours of discussion, Paulus Angelinus, the commander of the Thyatian expedition to the Savage Coast, decided to render aid to the Gargoñan rebels, without granting them unconditional support. By cultivating an alliance with the rebels, Thyatis hopes that it could gain some influence over Gargoña should it ever become free of Narvaezan occupation. If the rebels fail, the assistance provided will have been relatively inexpensive, and the Thyatians were careful to ensure that nothing could be traced back to them very easily. A strengthened resistance movement will hinder Narvaez's plans to expand further in the short term. Thyatis is eager to establish a trade network of its own in the region, and, should Narvaez come to dominate the other baronies, imperial plans could be threatened. This is one lesson that they learned during their visit to Hule—the hagiarchy does not wish any single barony to become dominant over the others, for fear that such a power could become a threat. This seemed to Paulus to be a logical policy, given the nature of the region, and the presence of such valuable commodities as *cinnabar* and *red steel*.

The rebels know that Thyatis has not given them its full support, and they suspect that the empire has interests in Narvaez that it would like protected, but at the same time, the assistance that it will provide will help them immensely, and perhaps allow them to advance from their hideouts scattered throughout the *Bosque de los Ojos*. For the moment, that is all that matters. The Thyatians will be operating covertly out of the *Isla del Cayo* over the next few weeks, taking in rebel vessels for repairs and upgrades, and shipping weapons and other supplies to coastal locations near the *Bosque de los Ojos* selected by the rebels. After the Thyatians depart, the rebels will take over the island as well.

**What the PCs Can Do:** The PCs could take part in the discussions with the rebels, or they could spend the next few weeks exploring the *Bosque de los Ojos*, which contains its share of monsters and other perils (this is one of the reasons why the Narvaezans have not established much of a presence in this part of occupied Gargoña).

## Strange Creatures in a Stranger Land.

**Location:** Isles of Steam, Sea of Steam. DV

**Description:** While exploring the largest island the expedition has yet discovered, the landing party hears high-pitched barking noises deeper within the jungle. None of them have any idea what could possibly make such noises, but they would not be made by large creatures. Cautiously, the party advances towards the source of the sounds. Suddenly, the noises cease, and the party stands silently, waiting to see if they resume. Seconds later, just as they prepare to advance once more, the party is surprised by the arrival of about 20 small, furry creatures, armed with clubs and other crude weapons, who drop from the surrounding trees.

While the fighters draw into a protective circle, the creatures advance slowly, and then stop. One of their number advances further, and peers intently at the Thyatians, and mutters something to its nearest companion. Seizing the opportunity, one of the Thyatians raises his empty hands in a gesture of peace, quietly telling his companions that they might be able to negotiate their way out of the situation. The gesture startles some of the creatures, causing a few to advance menacingly, but the man holds his ground, and tries to convey the message that he and his companions mean them no harm. Seeing that he does not appear to be getting anywhere, he tosses some salted meat and dried fruits onto the ground, gesturing to them.

One of the creatures approaches the offerings cautiously, sniffs them, and takes the fruit, nibbling at it at first, and then devouring it quickly. It then speaks to its companions in a barking language, and many of the warriors lower their weapons, drawing closer to the humans. At their companion's urging, the other Thyatians give the creatures some of their rations, and these are consumed in short order. Once all the creatures appear to be sated, one of them points to the party, and gestures to them to follow it deeper into the jungle. Curious, and seeing that not following the instructions would probably offend their "hosts," the Thyatians comply. (*See Fl. 23, Fl. 27; Ya. 3, Ya. 6.*)

**What This Means:** The Thyatian landing party has encountered a hunting party of phanatons, one of the intelligent races of the Isles of Steam. The portion of the large island that they are exploring, the easternmost region, is a phanton stronghold, and is ruled by several tribes. The phanatons were hunting kara kara, who live further to the west, and raid the neighboring territories from time to time. The natives thought that the Thyatians were kara kara at first, based on their size and the amount of noise they were making, and so they lured them into an ambush. Much to their surprise, their potential victims turned out to be creatures unlike any they had ever seen before. Nevertheless, their hostility towards strangers governed their actions, until one of the Thyatians offered them food. Now, the landing party will be taken to the phanatons' village, where the reason for their presence on the island might be determined.

**What the PCs Can Do:** If the PCs are part of the landing party, DMs should pay close attention to what they do. Any move that could reasonably be seen as being remotely hostile could incite the phanatons to attack. Although the phanatons are not physically strong, and would likely lose the battle, there could be nasty repercussions in the future, if word spreads to other tribes in the area. Conversely, if the PCs have spells that facilitate communication, the phanatons might even become friendly to the Thyatians, instead of being wary towards them.

## The Death of Agostino di Malapietra.

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

**Description:** The newly-confirmed Viscount of Sirecchia, *Signor* Agostino di Malapietra, commemorates his good fortune with a grand celebration at the Malapietra estate. Having been away from the fashionable nightlife of Glantri City, *Visconte* Agostino's victory gala is jaunty, chic and swanky to the point of extravagance.

All the glitterati of Glantri is in attendance—including Bartolomeo di Malapietra, the scholarly nephew and heir of the new viscount, who makes a very public but nevertheless sober social debut outside the confines of the Great School of Magic. Of course, the Glantrian nobles who helped establish Agostino as viscount are there, but the more serious politicians, like *Prinz* Harald Haaskinz and *Prinz* Jagger von Drachenfels, keep their appearances brief.

But at the height of the party, *Signor* Agostino begins clutching his throat and choking. His body convulses and his face turns purple. He falls on his back, wheezing violently, and when his nephew Bartolomeo comes to his side, Agostino speaks one last word in his dying gasp: "Lucrecia..."

The guests start to leave, and then panic ensues. But over the mayhem is heard the cries, "Long live the new viscount, *Signor* Bartolomeo di Malapietra!" (*See Fl. 22, Fl. 26; Kl. 12.*)

**What This Means:** This is one final twist in the murderous plot of the Malapietras. Scholars, speculators, and rumormongers will spend years trying to determine how Agostino died that night and who was responsible. The suspects would include Griseo Fulvina, Antonio di Tarento, Bartolomeo di Malapietra, and even the ghost of Lucrecia di Malapietra! There will even be a fantastical theory that directly links the elimination of Innocenti di Malapietra to the enthronement of Bartolomeo, and further states that only *Frau* Hildegard von Drachenfels and House Ritterburg would have the power to accomplish the former in order to gain the benefits of the latter. (*Frau* Hildegard is the High Mistress of the Secret Craft of Earth Elementalism, in which Bartolomeo is in good standing—or at least, better standing than the conniving Lucrecia.)

Within the week *Signor* Bartolomeo di Malapietra will be confirmed as the *Visconte* di Sirecchia, with an official allegiance to House Haaskinz—and an unofficial alliance with House Ritterburg.

**What the PCs Can Do:** Agostino's victory party itself is a security nightmare—even before his sudden death and the ensuing chaos. The Glantrian constabulary may employ additional men-at-arms for the event, or the Malapietras may hire extra bodyguards privately—fitting jobs for PCs in good standing with the law or looking for action.

On the other hand, undercover work and espionage will be called for on the political intrigues around this event, whether before, during, or after the murderous Malapietra affair.

## A Bigger Race This Circle!

**Location:** City of Baraga, Merry Pirates Seas. HW

**Description:** While the captains are still quietly pondering the surprising challenge, a man enters the Golden Skull. It is the famous Barbarossa, winner of last circle's race. At the very moment he recognizes his rival, Captain Merryweather loudly challenges him from afar. Saviola seems to consider the challenge for a few moments, but then he declines politely. Due to the combat he won only by the narrowest of margins against the Milenians, neither his ship nor his crew are fit for such a race. Besides, he remarks wryly, he demonstrated in the last race which of the two captains is the better seaman. Infuriated, Merryweather attacks him, and a nice little tavern brawl begins. After sorting out the dead and wounded, Merryweather repeats his all-out challenge, and this time three captains accept. (*See FL 3, Ya. 1; Ya. 27, Fy. 3.*)

**What This Means:** The race around the island is now on its way to becoming a tradition. This circle, there are twice as many captains than the last time, although Saviola has decided not to compete.

**What the PCs Can Do:** Unless they are captains unto themselves, the PCs will be no more than spectators, if they are even allowed to be in the tavern.

## Yarthmont 3, AC 1019

### Turnabout Is Fair Play.

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

**Description:** Members of the constabulary are alerted by the screams of late-hour partygoers. Arriving, the constables find a group of pedestrians staring down at a body floating in the waters of a canal near the Nobles' Quarter. Though the discovery of a corpse in the canals is not uncommon, the witnesses state that the dead individual was a werewolf that had jumped at a woman as she walked by.

The lycanthrope's killer was a woman of short stature and slim build. One witness even states that they had initially feared for her safety and would have intervened had that fear played out. Another states that he had won a 50-*ducat* wager from one of the other witnesses, betting on her victory. Yet another witness mentions that the woman stated, "For Sulescul!" as she delivered the final death blow. Though details are limited on her identity, all agree that the battle was brief, one-sided in her favor, and she fled as she dispatched the creature with weapon and spells. The whole incident is explained as a werewolf that attacked the wrong person, probably an elf.

The corpse is fished from the waters and quickly identified as Lorne Hart, the son of a merchant within the city. Several of the witnesses testify that Lorne had been at the same party they had been. The constables take statements from the witnesses while a few search the area's streets and canal-ways. Satisfied, several constables escort the witnesses to their residences. Lorne Hart's corpse is taken charge of by a servant of the d'Ambreville household pending turning it over to the Hart family. (*See FL 7, FL 15; Ya. 13, Fe. 9.*)

**What This Means:** Typical of Glantri, this incident is rife with deception and half-truths. Lorne Hart was a member of the witnesses' group, all being werewolves. They were out running the streets and canals of Glantri, in human form, after a night of partying. Emboldened by wine and youthful rebellion, Lorne had been goaded into a wager with several of his friends. Their target was a young woman whom they encountered in their walks. As his companions watched from across the canal, Lorne ducked into a side alley, assumed beast form, and attacked her. The woman was no soft mark, instead proving to be a formidable warrior and spellcaster. Lorne fell quickly before the woman, much to the horror of the rest of the lycanthropes. In a panic, several offered a cry of alarm that caused the woman to flee as the constables responded.

The witnesses quickly disassociated themselves from Lorne, knowing that the attack would draw trouble—the city's lycanthropic youths have already been chastised about their conduct and threatened with harsh punishments should it continue. Many know that the Canine Protection Society will not be happy once the news of the attack spreads, much less it resulting in the death of a lycanthrope in such a visible manner.

The slaying is now a matter for the Canine Protection Society, the advocates stress. The slaying will be investigated by the lycanthropic organization and they will supervise any retribution. The identity of the slayer will have to be discovered, the political alliances will have to be determined, and the possible ramifications will have to be discussed before any action is taken. For the time being, the society will forbid any unauthorized action to be taken on the matter by any of its members. To many, it becomes apparent that the death was a case of Hart attacking the wrong person, as was bound to happen eventually.

**What the PCs Can Do:** The PCs could be called upon to investigate the matter. Given the intrigue often seen in Glantri, their employer could be the constabulary, and the work could be either official or unofficial. The Canine Protection Society could also hire them to investigate, using a prominent member to cover their influence. Or, PCs infected with lycanthropy could be sent to investigate the attack.

### Xaver Buzzes to Work.

**Location:** Canal Construction Site, North of Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Alphatia, Alphonian Empire. HW

**Description:** *Xaver* arrives to replace *Wilhelm* during the latter's maintenance period, and *Daker* comes with good news about *Annabelle*. He and his sister believe that *Annabelle* will be fully operational soon, though he does not disclose the reason for her breakdown. (*See FL 10, FL 17; Fe. 2; Fe. 27.*)

**What This Means:** A magician never reveals his secrets—especially if it might hurt his business. *Wilhelm* will be back at work by the end of Yarthmont, and *Annabelle* will return by the beginning of Klarmonth.

**What the PCs Can Do:** Opponents of the canal project might hire the PCs to uncover the truth behind *Annabelle's* breakdown, in the hopes of obtaining some damaging information. Likewise, the PCs might be responsible for identifying and exposing potential spies within the project's workforce, who might be trying to harm its credibility.

## The Sky Village.

**Location:** Unknown phanaton village, Isles of Steam, Sea of Steam. DV

**Description:** The landing party of the Thyatian expedition is brought to a phanaton village, located high above ground in a great banyan tree. They are guided along narrow walkways towards a great platform, nestled in the midst of the village. There, they are presented to a group of wizened-looking phanatons, who, after one of them delivers a long address in its own language, describe through gestures and drawings on dried skins fierce creatures who attack and kill the phanatons of this village. The elders then sit on their haunches, and look at the foreigners expectantly. One of the Thyatians, thinking they are describing kara kara, tries to explain, through gestures and simple words, that he and his companions have killed such creatures in the past, showing a handful of spearheads that he had collected from fallen kara kara warriors as trophies.

One of the elders takes a spearhead and examines it closely. It then confers quickly with its fellows, and then, holding a dried spider, describes what appears to be a conflict of some sort, ending with a pantomime of killing the spider, then draws what appears to be a mountain or hill. On this drawing, he piles many small bones, speaking all the while in a grave voice, and, pointing to the various phanaton warriors around them, makes several killing motions. The elder gestures to the hill on bones he has created, points to the northwest, and then, pointing to the sun overhead, makes a rising and falling gesture three times.

The Thyatians confer amongst themselves, and one of them gestures thanks to the elders, offering them a gold necklace. One of the phanaton warriors presents a leather sack, and with a word from one of the elders, the Thyatians are escorted back the way they came. (See *Fl. 27, Ya. 2; Ya. 6, Ya. 7.*)

**What This Means:** The hunting party escorted the humans, who demonstrated no ill intentions towards the phanatons, to their village, where their tribal elders could examine them in more detail, and question them. Unfortunately for both parties, their languages were too dissimilar to foster any sort of communication over a short period of time, but basic ideas were conveyed. The elders told the Thyatians about the troubles they have been facing at the hands of the kara kara, and, once they had understood that their strange guests had fought the same creatures—and therefore could not be enemies, by their logic—they decided to share some of what they knew about the island. They told the Thyatians a little bit about their history, first as slaves of the araneas, and then as independent tribes after they won their freedom. They also mentioned a mountain, about three days away by foot that no one has ever visited, and returned. The phanatons call it “the mountain of dead stones,” but one of the elders used bones to illustrate his point, and thus the Thyatians will understand it as the Mountain of Bones.

Unfortunately, the Thyatians only understood a fraction of what the elders tried to convey. They did understand that the kara kara have been a source of trouble to the phanatons, and that there is a dangerous mountain three days’ journey away. Despite the lack of comprehension on both sides, the parting was amiable, and the elders provided the Thyatians with charms that, they hoped, would protect them on their journey ahead.

**What the PCs Can Do:** PCs can participate in this encounter. If they possess spells that foster communication, or if they speak the phanaton tongue, they can be of great assistance here.

## Yarthmont 4, AC 1019

### An Investigation of the Peril.

**Location:** Castra Alexandras, Territory of Thratia, Hinterlands, Thyatian Empire. DV

**Description:** The merchant caravan that discovered the grim fate of the village of Eburacum reached Castra Alexandras late last night, and demanded to meet with the garrison commander to share their news. That meeting lasted for several hours, and now, after having dispatched a message to Raven Scarp, the commander has ordered roughly one third of his troops to fan out to the north, to determine whether the mysterious plague has struck other communities. (See *Fl. 14; Ya. 22, Fe. 11.*)

**What This Means:** Torionensis and Thratia, being the most unsettled of the Thyatian territories in the Hinterlands, depend on the existing network of fortresses for protection as well as news and a place to trade. The army proved its effectiveness as a means of keeping the various colonial settlements connected to the rest of the empire during the failed Hinterlander invasion of AC 1017, and it will serve this purpose now.

**What the PCs Can Do:** PCs stationed at Castra Alexandras, or serving as mercenaries, could find themselves comprising one of the survey teams being sent out. The DM will have plenty of opportunities to throw wilderness encounters at them.

### The Horde Reaches Nagpuri.

**Location:** *Mumlyket* of Nagpuri, Kingdom of Sind. OW

**Description:** High above the ground, observing safely from *flying carpets*, *Rajah* Salmahlin Kalkiin and his trusted advisors study the thousands of clay-like caterpillars crawling and creeping into their borders from the Kurish Massif to the north.

Following their brethren in Gunjab, the *rishiyas* maintain that these are sacred creatures sent by the Immortals and should not be harmed, despite the fact they already wreaked havoc on the lands of Gunjab. Instead, the priests propose that sacrifices and holy rituals must be made in honor of the Immortals, particularly the Earth Mother, known alternately as Prithivi, Jaivana, and Kala.

However, the wizards and scholars of Nagpuri determine that the caterpillars are simply elemental creatures from the Plane of Earth, and back in the city of Mahasabad, the followers of Gareth (most of whom have just arrived from Raneshwar) are spreading their doctrine that mortals should not easily submit to the whims and schemes of the Immortals. (See *Fl. 21, Fl. 28; Ya. 8, Ya. 11.*)

**What This Means:** Nagpuri is a realm of fertile agricultural lands and a dominant *jadugerya* (magic-user) caste, rather than the *himayas* (warriors) or *rishiyas* (clerics) of other *mumlykets*. Thus, the magic-users of Nagpuri have no qualms in disputing the dubious proclamations about the horde, just as the followers of Gareth have become emboldened to oppose the *rishiyas*.

**What the PCs Can Do:** The *Rajah* of Nagpuri will be calling for magic-users of the *jadugerya* caste, as well as foreign wizards, to aid in this magical threat. But PCs from other classes will also be useful as support in this mission, as guards and scouts for the wizards, or spies and negotiators with the *rishiyas*.

## Yarthmont 5, AC 1019

### Celebrations in Cinsa-Men-Noo.

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

**Description:** Mahmud-ibn-Rachid celebrates his second year as *Emir* of Nithia. In the celebrations, he announces the installment of a long-time family friend, Mujibur al-Jaboor, as the new *Caliph* of the Blessed Truth. (See *Th. 20, Fl. 25; Kl. 12, Fe. 28.*)

**What This Means:** The *sultan* was not the only one fully impressed with Mujibur's tales, and Mahmud-ibn-Rachid knows very well what Mujibur and Torcreft are up to, and his new *emirate* would be the better benefactor of these ambitions. Not wanting to bow down to Mujibur's leadership, he keeps him close to his side. Mahmud-ibn-Rachid also promises to build a duplicate canal and aqueduct system for the *sultan* from the Hardanger Ranges to Abbashan—a feat fully funded by Mujibur, as he hands over his taxes from the last twenty years to the *emir*. Mujibur is more than happy to lead the Blessed Truth, as he wants the desert to hear the will of truthful Immortals and not ravenous *balors*.

**What the PCs Can Do:** PCs can now petition directly to Mujibur for membership in the Blessed Ones in an attempt to be his new scion. Foreign PCs can also now get involved as Torcreft starts mustering a large work force to begin building canals, cisterns, locks, and aqueducts to feed the dry sands with precious water. The *sultan* may ask the PCs to spy on Torcreft to build a duplicate canal for Abbashan.

### Squatters in Bear Clan Lands.

**Location:** Bear Clan Lands, Atruaghin Territories. OW

**Description:** Just a month after gold was discovered in Bear Clan lands, hundreds of hopeful but uninvited gold-diggers now live in the area, combing the hills between Falcon and Rattlesnake and discovering more and more gold deposits every day. Already there are clashes between the miners and Bear Clan warriors, because the squatters are encroaching on Atruaghin hunting and farming grounds. (See *Fl. 2; Ya. 22, Kl. 17.*)

**What This Means:** Gold is a compelling call for humans, particularly for Darokinians. Increasing numbers of miners will rush in over the following months if the Darokinian government does not stop them. And there is no telling what will happen to the Atruaghin Plateau once word reaches Rockhome.

**What the PCs Can Do:** The PCs could be diplomats for the Bear Clan and travel to Akesoli or Darokin City to ask Darokinian authorities to stop the squatters' invasion. Or they could be DDC envoys to the Bear Clan, and try to obtain the rights to mine the land in exchange for a supply of food. Otherwise, they could be miners or Bear Clan warriors busy fighting each other.

## Some Want Another Elven Civil War.

**Location:** Canolbarth Forest, Colony of Aengmor, Shadow Elves' Territories. OW

**Description:** Throughout the Canolbarth Forest fights and quarrels erupt among the shadow elves and the growing population of fair elves, particularly near Rafielton and Selinar. Most of these fights are provoked by followers of Atzanteotl, who long for another elven civil war. Luckily the Aengmorian army, firmly under Princess Tanadaleyo's control, quickly quells all the fights without killing anyone, and the evil elven Immortal's plot fails. (See *Th. 7, Fl. 12; Kl. 11, Fe. 2.*)

**What This Means:** Atzanteotl is losing power among the elves, and a civil war would be a great boon for Him. Unfortunately for Him, Rafiel and Ilsundal keep close watch and, with the help of Princess Tanadaleyo and King Doriath, some adventurers discover the plot and destroy it. Not only does Atzanteotl fail, but His hand is exposed in all the elven problems. His stronghold in the underground city of Aengmor remains untouched, however. Now that other Immortals, like Atruaghin and Danel in Atruaghin lands, are acting against Atzanteotl, even Ilsundal and Rafiel want to smite Their new common enemy.

**What the PCs Can Do:** Obviously the PCs could be the adventurers who expose the evil plan of the Church of Atzanteotl.

## Infestation Incoming.

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

**Description:** Adventurers arrive from the depths of the monster caverns and warn about an invading army of undead dwarves. The authorities consider how to respond, since they have heard similar stories before. A short time after, however, a large number of the described dwarven undead arrive on the surface along with a number of similar human skeletons. The sheer number of undead push the defenders back, as the priests in the area seem unable to turn the undead. (See *Th. 7; Fy. 19, Sn. 4.*)

**What This Means:** These monsters are *dusanu* and so are not undead, though the defenders are excused for thinking so, since they indeed look like decaying remains of dwarves and humans. The human *dusanu* are the remains of adventurers killed by the *dusanu* in the caverns below. Naturally, other humanoids may also be among the rot fiends, such as elves, hin, or orcs. The defenders are pushed back to the city of Ionace itself, where the stronger magics of the aristocrats and the city's wards are able to hold them off. This does not halt the invasion, however, which will continue to sweep the surrounding island and encircle the city of Ionace over the following weeks.

**What the PCs Can Do:** There are plenty of undead to fight here. Clever PCs should be able to note that these "undead" are actually not undead at all, though discovering that they are spores infecting and animating their victims might be rather more difficult. Obviously the *dusanu* are not unknown to sages in Nayce, but it's not a generally well-known monster. Even so, there are plenty to fight, since there are still *dusanu* emerging from below. The PCs better beware, though, or they might become infected themselves.

## Barthmont 6, AC 1019

### New Ochalean Colony.

**Location:** Sea of Dread, *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** An Ochalean trade combine sets up a colony on a previously uncharted island between the Thanegioth Archipelago and Ochalea proper. (See *Va. 7*, *Va. 12*.)

**What This Means:** In another demonstration of the changes that are propelling Ochalea toward a more outward-looking posture, the nation colonizes a new island for the first time since it reached the natural boundaries of its large island and the small island chains off of it.

**What the PCs Can Do:** Ochalean PCs who want to boldly go where no Ochalean has gone before may apply.

### A Great Revelation.

**Location:** Isles of Steam, Sea of Steam. DV

**Description:** The landing party returns to the rest of the expedition, seemingly no worse for wear, and bearing a large sack. Julius Ambrosius is happy to see that the party returned safely, and asks them what they have discovered. The party members describe their encounter with the phanatons, and relate the information given to them by the tribal elders. Julius is intrigued by the notion of a “Mountain of Bones.” The party members then present the contents of the sack, which consist of carvings and other items made by the phanatons, explaining that they were given as gifts, possibly to provide luck and protection on the journey ahead. Julius thanks the party members for their hard work, and makes arrangements for them to receive healing if they need it. Once this is done, he orders the crew to set a course that will bring the vessel close to the mysterious mountain of bones. (See *Ya. 2*, *Ya. 3*; *Ya. 7*, *Ya. 8*.)

**What This Means:** Julius and the other expedition members on the ship were beginning to fear that something had happened to the landing party, which was expected back the previous evening. The tales they told interested Julius greatly, but none so much as the mention of the Mountain of Bones, as though something was compelling or urging him to investigate it, promising him that this, perhaps, is where he will find the answers hinted at by the elves of Everfeed.

**What the PCs Can Do:** If they were part of the landing party, the PCs will probably end up delivering their own report of what happened. This is a good opportunity for roleplaying.

## Barthmont 7, AC 1019

### Frau Hildegarde Visits an Old Friend.

**Location:** Marquisate of Berrym, Principalities of Glantri. OW

**Description:** The idyllic and otherwise uneventful countryside around Berrym is shocked to witness as strange a sight: a large, heavily-armed retinue of Aalbanese soldiers, escorting a massive and stately carriage made of what seems to be solid granite. What onlookers cannot take their eyes off from (and at the same time fearfully avert their eyes from) is a team of twelve massive basilisks, reined in and in full regalia, drawing the impossibly heavy stone carriage.

News quickly spread that the Grand Dame of Aalban, *Frau* Hildegarde von Drachenfels, mother to *Prinz* Jaggar von Drachenfels, has come to surprise an old friend, Lady Mariana Terlagand, the reclusive Marchioness of Berrym. However, the Drachenfels matriarch is surprised when the marchioness’s seneschal has the audacity to turn her away, pleading that the marchioness is suffering from a very contagious strain of Alphan pox!

Despite her Glantrian fear of diseases and her Aalbanese fear of all things Alphan, *Frau* Hildegarde stubbornly insists on meeting her friend, if only through some magical intermediary or scrying device. After over an hour of impromptu preparations, one of *Frau* Hildegarde’s living crystal statues holding a *crystal ball* is sent into the Lady Mariana’s private chambers, and the matriarch has her first glimpse of the marchioness, though the latter is obscured by shadow and pink mists—allegedly of medicinal properties.

But after the *tête-à-tête*, the Aalbanese matron is heard muttering in disgust about “that despicable Alphan menace called zzonga.” (See *Va. 27*, *Fl. 18*; *Ya. 12*.)

**What This Means:** The great Drachenfels matriarch has never traveled for social reasons, especially outside of Aalban and Glantri City, and this visit is no different.

For years, rumors have persisted that the Marchioness of Berrym has died and been replaced by an impostor, but there has been no conclusive proof or serious danger of exposure until now. With Count Pieter Verlien’s personal crusade to expose fraudulence among the nobility, *Prinz* Jaggar von Drachenfels decided to ascertain the truth behind the rumors, lest he and House Ritterburg be embroiled in political scandal. His mother, *Frau* Hildegarde, one of the few surviving Aalbanese aristocrats who knew Lady Mariana personally, was the best agent for the task.

However, the impostor posing as the marchioness, Narda Shelyn (assistant to the Guildmaster of Spokesmen, *Meister* Rannigar Budulug), has been playing the role for nearly forty years, and cleverly eluded the confrontation. She also provided the impression that the Lady Mariana is a recluse because of a zzonga addiction (and merely pretending to be ill with some rare disease), a deplorable but completely plausible explanation.

Narda Shelyn, however, does realize the end of the charade is coming very, very soon...



## Death in the Ostbergen.

**Location:** Near Town of Altendorf, Territory of Heldann, Heldannic Empire. OW

**Description:** A force of almost 2,000 men, led by one of Heinrich Straßenburger's most trusted *ordensgeneralen*, marches northeastwards through the lightly forested hills known as the Ostbergen in an effort to secure the region, and put greater pressure on the enemy stronghold of Kammin, which lies to the north. While passing through an area of dense woodland, a brief hail of arrows, plus an *earthquake* spell, hits the left flank hard. While Straßenburger's men regroup quickly, seven *fireballs* arc from the east, laying waste to the vanguard, and scattering the surviving infantrymen like rats. The *ordensgeneral* regains his composure and orders his own mages to sweep the enemy spellcasters with *lightning bolts*, followed by a detachment of heavy cavalry. More heavy cavalry units are dispatched to the west, to flush out the enemy archers, who continue to loose arrows from their places of concealment in the bushes.

As the ambushers begin to fall back, Straßenburger's men become emboldened, and press their enemies with more vigor. So convinced do they become that victory is imminent, that no one expects the strength of the sudden attack on the rearguard. A series of *barrier* spells cut off the main body from its reinforcements in the rear (inflicting their share of casualties in the process), and a large force of Anna's soldiers sweep out and decimate the rearguard. The battle is joined between the two armies once the spells run their course. Those who were sent to pursue the ambushers are recalled, and soon Anna's forces are forced to give ground. A loud horn blast surprises the *ordensgeneral*, who, turning to see what caused the noise, sees several columns of Thyatian legionnaires crest the hills to the east, and smash into the rear of his force. Caught between two enemy armies, Straßenburger's soldiers fight bravely, and bring many men down with them, but ultimately the lines break.

Within the hour, Anna's forces have won the day, and the remnants of Straßenburger's army who managed to flee make their way southwards, towards Freiburg. (See *Fl. 13*, *Fl. 15*; *Ya. 16*, *Ya. 20*.)

**What This Means:** Heinrich Straßenburger, knowing full well how draining the ongoing civil war will be on Heldann's resources, decided to muster a large portion of his armies in the east, and throw them against Kammin in the hopes of taking the town. If he had been able to do so, Anna's faction would have lost a great deal of its power, and their remaining holdings in Heldann would probably have surrendered, or fallen, in due time.

Unfortunately for Heinrich, Anna's scouts were aware of the troop buildup, and their march eastwards, and she was able to draw upon the military aid promised by Thyatis in exchange for the Heldannic withdrawal from Oceansend. Emperor Eusebius Torion made one of the *thematic exercitii* available to Anna for the duration of her campaign. The unit comprises 2,000 soldiers, and it operates in cooperation with Anna's *ordensgeneralen*. Although Anna's forces lost about 600 men, Straßenburger's side came out even worse, with over 800 men dead, and another couple hundred taken prisoner.

Straßenburger will be furious once he learns of the battle's outcome, but will think twice before sending another force of that size into the Ostbergen, or anywhere near Kammin.

**What the PCs Can Do:** PCs can take part in the battle, on either side. For Thyatian PCs, this event presents an opportunity for them to begin a campaign in Heldann.

## Hrissopoli in Shadow.

**Location:** City-State of Hrissopoli, Valley of Lions. DV

**Description:** Barely two days after the evacuation is completed, the lizard man hordes become visible to the north and south of the city. Soldiers stationed along the walls wait tensely as the black host swells on the horizon, and approaches Hrissopoli's walls so closely that individual lizard men can be discerned. Within two hours, the army stands assembled outside the city walls, just outside of bow range, making no noise. Moments pass, as the human and rakasta soldiers along the battlements eye their enemies warily, bracing themselves for the expected assault, but nothing happens.

Suddenly, a tall, pale-skinned lizard man, wearing a worn black robe, approaches Hrissopoli's main gate on foot, and proclaims himself the Voice of the Great Army of Urr'Ath, "appointed by the True Lordsss to treat with the unbelieversss." The Voice makes a simple offer in his loud, rasping voice—if the city surrenders to the Great Army, and dedicates itself to the glory of the True Lords, its strong soldiers will be spared, and may be allowed to fight for the old empire that arises once more. The city's ruler, his family, and retainers will be sacrificed to the True Lords, as will those who refuse to repent their old ways.

Standing on the battlements, King Katamvos spits in the Voice's direction, and shouts that Hrissopoli will never surrender so long as any of its warriors draw breath. "Tell your False Lords that they will have no welcome here, and every inch you advance will be paid in blood," he says.

Before returning to his army, the Voice tells Katamvos to enjoy his last breaths, for he will not be able to do so on the morrow. (See *Fl. 27*, *Ya. 1*; *Ya. 8*, *Ya. 11*.)

**What This Means:** Although small, Hrissopoli's army has managed to kill at least three enemies for every man it has lost, on average. This has not gone unnoticed by the Voice, who hoped to use such soldiers to augment his force's strength. Whether or not such an offer of mercy would have been honored, had the city surrendered, is another question entirely. The battle will commence tomorrow in earnest.

**What the PCs Can Do:** If the PCs remained in Hrissopoli after the evacuation, they may be ordered by the king to find a way to infiltrate the enemy, and learn what lies in store for the city. Such a mission would be extremely dangerous, it goes without saying, but with the combination of the right skills and spells, the PCs might be able to obtain valuable information.

## The Mountain of Bones.

**Location:** Isles of Steam, Sea of Steam. DV

**Description:** The expedition, after sailing northwest for a day, comes within sight of a lone mountain, partially jutting out from the coast. Looking up, heavily weathered, tumbled walls can be seen. Convinced that he has arrived at the so-called Mountain of Bones, Julius Ambrosius leads a landing party ashore, where they make their way up the mountainside.

After a fairly easy climb, the Thyatians find themselves in the midst of ancient ruins—far older than anything they have yet seen, according to a scholar; they are even older than some mysterious ruins found in Tel Akbir and the Hinterlands. A cursory search reveals nothing of interest, except for several skeletons of small primates that are comparatively recent, which one party member identifies as resembling the phanatons he had met recently. After spending a few hours mapping out the ruins, a more detailed search commences, during which one person finds a half-buried doorway hidden behind a partially collapsed wall. Seeing this as a golden opportunity, Julius leads the party through the doorway. (*See Ya. 3, Ya. 6; Ya. 8, Kl. 1.*)

**What This Means:** Julius and his companions have indeed found the fabled Mountain of Bones, which also happens to be the final resting place of numerous phanaton warriors. At the summit of the mountain are the crumbling ruins of a keep, built thousands of years ago by the largely forgotten Lhomarrians. The Thyatian party may soon learn why this mountain is so feared.

**What the PCs Can Do:** This is an excellent opportunity for adventurers to prove their mettle. What secrets lie hidden within the strange ruins? Trust the intrepid PCs to find out... provided they survive, of course.

## Yarthmont 8, AC 1019

### The Academy Tower Will Be Built.

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

**Description:** As deliberated at last year's Gathering, the Mages' Guild of Darokin meets today. During the proceedings the wizards finally agree to build a great tower in Darokin City as an academy and a school for all the magic-users of Darokin. They agree that the academy should be completed by the end of the year, and that its courses should commence as soon as possible thereafter. Bastian Rodens, who had the idea in the first place, is nominated guild master and head of the new school. (*See Kl. 13, Am. 3.*)

**What This Means:** Darokin is trying to rise up to the challenge of the Karameikan School of Magecraft, and the Glantrian Great School of Magic, by building its own school. Only time will tell if the academy will be a success. For now, it is a good sign that many powerful Darokinian wizards have agreed to participate in the building of the tower.

**What the PCs Can Do:** Again this year, Bastian Rodens could hire PCs to seek Darokinian wizards who haven't yet joined the guild and persuade them of the worthiness of his idea. Last year's adventurers were able to track down many wizards and persuade them to join in the endeavor, after all.

## The Lion and the Snake.

**Location:** City-State of Hrissopoli, Valley of Lions. DV

**Description:** In the gloom of pre-dawn, thunderous horns sound throughout the lizard man army, followed by a great surge towards Hrissopoli's walls. The defenders are at first surprised, and then relieved, to see no siege ladders or similar tools, but then relief turns to dismay as many lizard men simply climb up the walls! Archers placed along the battlements rain death on their enemies, but for every lizard man sent falling to his death, it seems that two more take his place. The defenders' morale is raised by the presence of King Katamvos, who, with his great ironwood longbow, deals more than his share of death from his place on the walls.

Suddenly, a wail of panic erupts from the front gate! Katamvos rushes to meet his soldiers there, only to see the formidable gates themselves—thick wood banded with huge iron bars—disintegrate and melt. As the acrid smoke clears, lizard men charge into the breach and engage the defenders. Katamvos leads a counterattack, which manages to keep the enemy from entering the city. The din of battle is interrupted by the sound of falling rain, and loud sizzling noises, followed by screaming. All around the gate, men and rakasta are being burned by a falling rain—of acid! Many are overcome by agony and their injuries, while others frantically break ranks to seek shelter. The lizard men are affected as well, and many of those exposed to the lethal rain succumb to it.

Katamvos, leading a squad of soldiers who did not break, leads them to the shelter of the gate, and manages to hold off a renewed lizard man assault for a time, but one by one his men are cut down, until he alone defends the gate. He manages to slay many more lizard men, before finding himself face-to-face with the Voice, who raises a hand, utters a guttural command, and shoots a stream of acid at the king, which almost disintegrates him. (*See Ya. 1, Ya. 7; Ya. 11, Fe. 13.*)

**What This Means:** King Katamvos led a spirited defense of the city, but even his exceptional valor was not enough to overcome forgotten magics from a dark era of Mystara's past. With the king fallen, and many of his soldiers dead, demoralized, or heavily wounded, Hrissopoli will fall within hours. Those civilians who did not flee will be enslaved if they are deemed able-bodied, or sacrificed if they are not. Some soldiers will manage to escape the city while the lizard men are busy looting and slaughtering, and try to harry their enemy as long as they occupy the valley.

**What the PCs Can Do:** PCs can help protect King Katamvos if they are with him during the battle, and depending on their strength, they might be able to prevent his death at the gate. They may even be able to kill the Voice (a carnifex mage), although this would be a tough fight, given his power, and the sheer number of enemy warriors present. If the Voice is killed, the army will still fight on, as there are other leaders among them committed to their dark cause, although they are unlikely to be as powerful. If King Katamvos still lives at the end of this battle, he and the PCs could lead the surviving soldiers in a fighting withdrawal from the city, and from there try to seek help elsewhere. Alternatively, they could try to lead another counterattack—a risky proposition, but one that could do serious damage to the lizard men, as they do not know the city. In any case, the PCs will not be able to prevent the city from falling; though they could mount a campaign in the valley to keep their enemies occupied until help arrives.



## Out of Tragedy Comes a New Purpose.

**Location:** Isles of Steam, Sea of Steam. DV

**Description:** During the mid-morning after Julius Ambrosius led his party up the Mountain of Bones, sentries posted on the ship note the return of their companions—only six of the eleven who ventured ashore have returned, and one of them is carried by two others. After the survivors return to the ship, they tell everyone else what happened, and many crewmembers mourn the passing of their companions. Julius orders the crew to plot a southward course. (See *Ya. 6, Ya. 7; Kl. 1, Kl. 3.*)

**What This Means:** The landing party discovered the entrance to an underground complex amidst the ruins, and they found many interesting things in those forgotten chambers and dusty passages. They also learned that the ruins were inhabited by intelligent giant spiders—araneas—who tried to eliminate the intruders. Julius and the other survivors managed to fight their way out, but not before finding a few treasures, including a strange golden star, which Julius is keeping close to his person. This star has several mysterious properties, which will make themselves apparent over time, but in the meantime, it is drawing him south. Julius also saw, and copied, an ancient map, which offered tantalizing clues of what might lie to the south, as well.

The other crewmembers will notice a definite change in Julius over the next few days. Every so often, he will stare blindly at his golden star, and be oblivious to the world around him. He will also appear to be more driven in many ways, as though he was highly impatient to reach some location south of the Isles of Steam, whereas beforehand he was in no particular hurry to go anywhere. Interspersed with these periods he will seemingly revert to his old self. What has happened is that Julius has become entranced by the star, and has become subject to spontaneous visions of strange lands. At the same time, the star is urging him to go south as quickly as possible.

**What the PCs Can Do:** If they were part of the party, some of the PCs could very well have died. The araneas living in those forgotten passages have discovered a great deal of lore left behind by the original builders of the ruined keep, and thus their spellcasting abilities are far greater than would be the case for regular araneas. Due to their many years of isolation, and the nature of some of the magics they have studied, the araneas have become increasingly insane over time; PCs will not be able to reason with them.

If the DM wishes, one of the PCs can take the place of Julius, in which case that character will fall under the spell of the golden star. In this case, treat the item as a highly intelligent, powerful magical sword for the purposes of contests of will—or an Ego score of 34 in OD&D terms.

## Jadugeryas Dispel the Horde.

**Location:** *Mumhyket* of Nagpuri, Kingdom of Sind. OW

**Description:** Amidst the preparations in the city of Mahasabad for an army of warriors and wizards to face the plague of elemental caterpillars, news reaches *Rajah* Salmahlin Kalkiin that the horde has already reached and eroded the peasant farmlands in the outskirts of Nagpuri. Hastily, the *rajah* organizes what forces he has gathered (including the magic-users in his own family) and leads his cohorts against the horde.

Two cabals of magic-users, each led by the *rajah's* elder sons Javas and Rohan, flank the mass of enchanted larvae, and with elemental magic of water and ice, contain the horde along a straight path, while a third cabal, led by the *rajah's* younger sons Almiron and Lais, drives the caterpillars forward with magical flames and fires. And in a fourth cabal directly in the path of the horde, the *rajah* and his most trusted wizards (including his first wife Nipa) bravely take their stand; together, they cast a spell to open a huge portal into the Elemental Plane of Earth, large enough to fit the routing horde.

After almost an hour of continual and arduous spellcasting, the wizards under the *rajah's* sons begin to cheer with exaltation as the horde is drawn into the planar *gate*. Their jubilation, however, proves to be premature...

There is a sudden magical implosion as the magical *gate* collapses onto itself. Clusters of the elemental caterpillars, being separated from the main body of the horde, begin to crumble into the soil. But the bodies of half a dozen wizards, including that of *Rami* Nipa Kalkiin, are later found transmuted into clay, while the wizards closest to the *gate*, including *Rajah* Salmahlin Kalkiin himself, simply disappeared! (See *Fl. 28, Ya. 4; Ya. 11, Ya. 19.*)

**What This Means:** The *rajah* had underestimated how fast the horde would invade his lands, but nevertheless, he and his advisors had devised an effective strategy against it. Instead of attacking or *dispelling* the elemental threat of such magnitude, the *jadugeryas* simply sent it back to its own plane—not that driving the horde into an extra-large magical *gate* was simple. Clearly, the Sindhi magic-users lacked the mastery to handle a planar problem of this magnitude.

**What the PCs Can Do:** Wizardly PCs would probably be engaged into the service of *Rajah* Salmahlin Kalkiin for the frontline against the horde, while rogues, warriors, and clerics would be assigned as bodyguards for the *jadugeryas*—or the *rishiyas*, whom the *rajah* suspects might try to sabotage his efforts to dispel the “Sacred Larvae of the Earth Mother.”

## Yarthmont 9, AC 1019

### Empty Vaults in Notrion.

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

**Description:** King Corydon of Notrion notifies the members of the Naycese Council that his kingdom is officially bankrupt, and is therefore unable to contribute any further to ongoing projects such as undersea dome construction. He asks, on behalf of his kingdom, for emergency funding to allow his officials to continue to pay the army and cover other essential costs. (*See Th. 22, Fl. 12; Ya. 21, Kl. 9.*)

**What This Means:** Notrion was the hardest-hit Naycese kingdom, once the economy began to falter, in large part due to falling Thyatian demand for its grain, and ongoing commitments to fund various Naycese projects. Since that time, Corydon has imposed additional taxes to make up for the shortfalls in revenue, but to no avail; the main problem is that the kingdom's largest export, grain, is simply not selling for a high enough price, or being sold in a large enough quantity, to cover all of its expenses.

The consequences of this state of affairs will become apparent in the coming months. Promises made by Notrion to contribute to various Naycese projects will be considered void, and it will not be possible to collect on any debts owed by the kingdom. This will make Notrion a far less appealing place in which to do business, and thus some foreign merchants will shift their traffic to other ports.

**What the PCs Can Do:** Although they will not likely be involved in this event directly, the PCs could be affected by it in the longer term.

### The Grass Is Greener on the Other Side.

**Location:** Southern fringes of the Meghala Kimata Plains, between Town of Polakatsikes and City of Mivosia. DV

**Description:** Communion with their Immortal patrons have informed the Meghalese nomads that rain should not naturally fall for at least a new cycle (i.e. three years). Meghalese scouts who have ventured some distance into the Meghala Kimata Plains have obviously found much better pastures. They report their discoveries to their clan leaders. (*See Fl. 15, Fl. 27; Ya. 12, Ya. 21.*)

**What This Means:** Life has become so harsh in some portions of the desert that even the nomads who are fit for this difficult kind of existence have had enough. They have heard about the war and they think that their coming will not raise any complaints. And even if they do, they are so desperate that they are ready to fight for their survival. Not being able to cross the desert to go south, this is their only chance.

**What the PCs Can Do:** They can be sent ahead to find good spots for the future encampments. Securing wild areas could be challenging for low-level parties.

## More Airships for Darokin.

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

**Description:** Straight from the factory of Montgolfière & Urbaal Ltd., in Leenz, two brand-new Glantrian airships land in Corunglain. The *Happy Faenare* and the *Nephele* are airships manufactured for aerial trade, part of Glantri's reparations to Darokin for the Alexander Day Massacre of AC 1017.

Whereas last year, the first two commercial ships were greeted with much ceremony, these next two crafts are received by Darokinian authorities with the barest of formalities. Airship manufacturer Sir Yarov Urbaal, and a few Glantrian bureaucrats, sign papers and documents with Nathalie Kalimi, head of Corun House and the official representative for the Darokinian government in this matter. Several high-ranking priests of Valerias from the local temple witness the transaction.

The Glantrians take the next flight to Leenz on the *Blue Swan*, one of the first two airships launched the previous year. (*See Kl. 14, Ka. 26.*)

**What This Means:** The Glantrians are merely fulfilling their reparation obligations to Darokin for the Alexander Day Massacre, where clerics and devotees of Valerias (many from Darokin) were killed in Glantri City. Understandably, the Glantrians are doing no more than is necessary in this awkward affair.

One potential point of conflict will be what aerial trade routes the two new airships will take. For purposes of maintenance and repairs, one port will necessarily be in Glantri (either Leenz or Glantri City), which Darokinian city will become the other port is a matter the Inner Council and Darokinian merchant houses will decide.

## An Elusive Quarry, Indeed!

**Location:** Town of Ciudad Tejillas, *Estado de Almarrón*, Savage Baronies. SC

**Description:** While reviewing reports of the ongoing reconstruction of the *Castillo de Tordegena*, *Barón Maximiliano de Almarrón y Escudor* receives a dispatch from one of his operatives in the field. Hurriedly, he breaks the magical seal, and is frustrated by what he reads—there is still no sign of *Don Esteban* in Almarrón. (*See Kl. 10, Fe. 13.*)

**What This Means:** Ever since he was forced to flee Ciudad Tejillas in AC 1017, there has been no sign of Esteban at all. Maximiliano does not believe for a moment that his adversary is dead, or that he has abandoned all hope of ruling Almarrón. The *barón* is certain that Esteban is lurking somewhere in the region, waiting for a chance to strike.

**What the PCs Can Do:** Maximiliano may order the PCs to conduct some investigations of their own. Whether they find any useful information is another matter entirely; Esteban is leaving nothing to chance this time.

## Yarthmont 10, AC 1019

### An Imperial Fortress in the North.

**Location:** Kingdom of Oceansend, Tranquil Coast. NW

**Descriptions:** A ship docks in port carrying several Thyatian engineers and, more importantly from the point of view of Oceansend, imperial treasury officials dispatched to spend, rather than take, gold. With the blessing of King Yarrvikson, they hire locals for construction work, at good pay, and spend lavishly buying building supplies. Their project is a considerable one: repair and strengthen the walls of Oceansend, which have taken a beating over the last several years.

The Thyatians do not just rebuild; they plan to improve and strengthen the city's fortifications. At the same time, work commences on the construction of a large citadel adjacent to the port, in the Thyatian Quarter (the area of the city inhabited by recent Thyatian immigrants) and the improvement of the harbor facilities there. The Thyatian fighting order, the Knights of the Air, also announces the opening of a chapter in Oceansend. Its members are local Thyatians, and Oceansenders favorable to the empire. (*See Va. 5, Fl. 21; Ya. 28, Kl. 1.*)

**What This Means:** Until now, Oceansend's invaders have shown an interest in destroying the city's defenses and exploiting its wealth. Eusebius is keen on changing that impression—though he is keen, also, on maintaining the possibility of using it as a means of enriching the Thyatian Empire and establishing an imperial presence in this region. This is a demonstration of the benefits of being part of a great empire, one that can finance the reconstruction of Oceansend and assist its recovery. The empire's spending, which puts locals to work and fills the coffers of various Oceansender businesses with gold, does much to make them see that there are benefits to having an imperial protector in this oft-fought-over region. The improved defenses are set up to make it virtually impossible for anyone to successfully assault the city, and allow it to withstand a siege indefinitely so long as the imperial navy dominates the Western Sea of Dawn and is thus able to supply the city with food from the Barony of Canium and the Isle of Dawn.

As is normal with Eusebius, however, everything is not as benign as it seems. This massive injection of capital is also a tool used by the empire to tighten its grip on the city in less noble ways to ensure perpetual Thyatian dominion over it. The defenses are improved—considerably—against landward assault and even aerial attack, but not against attack from the sea. The imperial fleet, which now dominates the Western Sea of Dawn, will provide that. But this also means that same fleet will be easily able to transport troops to march into the city should it ever rebel. The citadel and area around the Thyatian Quarter, once completed, will provide a secure dock, and a redoubt that will hold until the fleet can relieve it. This area is the only part of the city where the seaward defenses were strengthened. The Thyatians intend to hold onto Oceansend.

But Eusebius is not interested in expanding Thyatian territory in the rest of Norwold, beyond the lands of the Kingdom of Oceansend. He is more than happy to let the Heldannic Knights take, hold, and bear the costs of defending those lands—spending money and troops patrolling large swaths of sparsely inhabited countryside is not a sound investment, at

least at a time when the empire has plenty of land elsewhere to develop. Thyatis will profit more by indirect influence, and enriching itself through trade with the knights and the rest of Norwold—trade that increasingly passes through the Barony of Canium and the Thyatian Quarter of Oceansend.

Interestingly, the development of Oceansend as a strong Thyatian base is also intended as a guarantor of another dominion's allegiance. With the city of Oceansend under Thyatian control as a potential base, Heldun will likely think twice about declaring independence, should that ever cross Asteriela's mind. Eusebius intends the empire's strength to be mutually reinforcing, centripetal. Indeed, it is precisely for that reason that he allows regions like Heldun greater latitude in local rule than the empire permitted before. As long as they are bound to the empire when it matters, and as long as he pulls the strings on issues important to him, he does not mind letting them handle other matters as they see fit.

### Kliton Convicted.

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

**Description:** Liberus Kliton is convicted of several charges of misappropriation of imperial funds, most of these on the grounds of good intentions, and lying to an official out of self-interest. He is fined 1,000 *lucins*, sentenced to a month of hard labor at the granaries, and stripped of his office and noble title.

After the verdict is announced, there is much grumbling amid the mob assembled outside the courthouse. But Kliton himself calms them, saying he will continue to fight on their behalf but now is not the time for violence. Hildeborg Kliton speaks next, in a soothing tone, saying the establishment may have won this round, but the fight goes on. She announces that she will run for senate, and asks for their support. (*See Fl. 5, Fl. 17.*)

**What This Means:** Thyatis is far from a populist democracy, and Kliton was not able to escape punishment for his crimes by whipping up popular support. Nonetheless, his sentence was relatively light, given the consequences of his dereliction. The fact is that the same influential senators who charged him realized the risk of another destructive riot, and so used their influence to get a verdict that Kliton would accept, in exchange for calming the crowd and preventing an outburst.

Many of those involved in trying Kliton have also paid a high price. Their reputations have been damaged by the countercharges made by Kliton and his supporters, revealing—so they claim—the venality they were similarly engaged in. This does little to reduce the Thyatians' reputation for corruption.

**What the PCs Can Do:** Kliton may have promised to reward them for their efforts on his behalf, but he now claims impoverishment. He says that he spent all he had fighting the charges against him, and paying the fine. He promises to make it up to them if they help his wife's campaign—her opponents are dirty crooks, and if they help uncover these facts and reveal them, then she will be in a position to reward them greatly.

In the meantime, both Kliton and his wife continue to live a life of luxury. Kliton pockets a good deal of money writing a book telling his side of his struggles against the Thyatian establishment, and opens an office in Axetown to be near the people who stuck with him. PCs trying to collect what he owes them are directed to this office, but they never find him there.

## Skaddri Heads South.

**Location:** *Jarldom* of Ozurford, Kingdom of Soderfjord. OW

**Description:** After a couple of weeks of boisterous living in Soderfjord City, Skaddri the *Skald* has gotten restless. He travels south to the *Jarldom* of Ozurford, to help the warriors there in their battles against the humanoids of the region. (See *Fl. 21*; *Kl. 25*.)

**What This Means:** Loki's plan continues to unfold. Skaddri is already popular in Soderfjord City itself; now, Loki plans to make His Mortal Identity well-known and respected elsewhere in the *jarldoms*.

## Parthmont 11, AC 1019

### A Land with No *Rajah*.

**Location:** *Mumlyket* of Nagpuri, Kingdom of Sind. OW

**Description:** With *Rajah* Salmahlin Kalkiin missing (presumably sucked into the collapsing gate to the Elemental Plane of Earth while vanquishing the horde) and *Rani* Nipa Kalkiin transformed into a statue of clay, Javas Kalkiin, the eldest son and heir apparent of the *rajah*, calls upon his family, allies, and the *jadugerya* (wizard) caste to help rescue his father and restore his mother to life. Kalindi Kalkiin, the ambitious second wife of the *rajah* anxiously agrees to this. But the ancient Kalkiin matriarch, Ambika Kalkiin, wisely reminds her grandson that the ruling of the nation is a more important matter, and so Javas, with a heavy heart, agrees to bear the responsibility of governance. He does however insist not to have an official succession ceremony until all efforts to return his father are exhausted. (*Ya. 4*, *Ya. 8*; *Ya. 19*, *Kl. 3*.)

**What This Means:** Present attempts to save the *rajah* and the *rani* have thus far failed mainly because the most powerful magic-users of Nagpuri have either disappeared with the *rajah* or were also transmuted into elemental clay.

Prince Javas' concern and love for his father is true, but so is Ambika's patriotism and love for Nagpuri. On the other hand, Kalindi's wish to see *Rajah* Salmahlin returned is borne out of fear of her fall in status and the loss of possibility of one of her sons to ascend the throne of Nagpuri.

### Armies in Sight!

**Location:** 40 miles northwest of Town of Parthenaeum, Dominion of Polakatsikes, Heldannic Empire, Meghala Kimata Plains. DV

**Description:** Parthenaeum scouts have spotted dust columns in the wild, some 40 miles northwest of Parthenaeum. The army is estimated to comprise several hundred men. (See *Th. 13*, *Fl. 3*; *Ya. 12*, *Ya. 14*.)

**What This Means:** The Ilioloostian troops had to go straight to the river to address their lack of drinkable water. For unknown reasons the Heldannic clerics were not able to produce water. Now the Ilioloostian army has been somehow misidentified as being the Mivosian reinforcements expected to arrive in the region.

**What the PCs Can Do:** Check the source of the dust and tell Parthenaeum the good news.

## Out with the New, In with the Old.

**Location:** City-State of Hrissopoli, Valley of Lions. DV

**Description:** The surviving citizens of Hrissopoli are gathered in what was once one of the major market squares, under the watchful eye of the assembled lizard man army. The Voice appears before them, and tells them in his rasping voice that they are now subjects of the Carnifex Empire, and must worship the True Lords who hold sway over it, and who ruled the world before the first civilization of men arose. All of Hrissopoli's temples will either be destroyed, or be rededicated to the True Lords, who, he assures the frightened humans and rakasta, hear the prayers of the truly devoted.

The Voice then pronounces that, henceforth, their city will be named Az'Azhat; mentioning the city's old name will be punishable by death. He also orders them to present their children to him, so that he might choose who will one day join the Great Legion, and who will serve in the temples. (See *Ya. 7*, *Ya. 8*; *Fe. 13*, *Am. 7*.)

**What This Means:** The Carnifex Empire is entrenching itself in Hrissopoli. The lizard men and troglodytes did not kill everyone in the city after it fell, although several hundred commoners were sacrificed that night. Over the coming days and weeks, those who remain will be forced to pledge fealty to the Carnifex and their mysterious True Lords, and toil for their new masters. They will forge new weapons and armor, clear away the rubble from the battle, and convert the former palace into a grand temple to the True Lords, all under the watchful eyes of their lizard man overseers.

The Voice is determined to use the locals to his masters' best advantage. By taking in the city's able-bodied and sharp-minded youth, he plans to create useful pawns, who may one day be sent to human lands where they will pass unnoticed. He is fully aware that it will take many years to indoctrinate them, but his masters are patient.

**What the PCs Can Do:** If the Voice was killed by the PCs, the DM should substitute him for another high-ranking leader of the lizard man army. If they are still in the city, the PCs could be laying low, possibly trying to gather information on behalf of those who would oppose the Carnifex. Even if they are no longer working for anyone, the PCs should realize that something evil is brewing, and that any information they obtain could be crucial. Needless to say, things could go very badly for them if they are discovered.

## Parthmont 12, AC 1019

### Mivosian Troops on the Road.

**Location:** City-State of Mivosia, Mivosian Empire, Meghala Kimata Plains. DV

**Description:** Despite the bad weather conditions, the triumvirate has decided to send new troops to the front as soon as possible. They want to crush the Heldannic Knights before next winter. For this, they are to send 2,500 new men to ensure victory. They leave the city by the first hours of dawn. (*See Fl. 4, Fl. 15; Ya. 21, Ya. 23.*)

**What This Means:** The triumvirate suspects clerical involvement caused the worsening of the weather during the past two weeks. They order their troops to go slowly but steadily, even changing their planned itinerary if needed. They should not follow the Meghala Fithi River, but instead go due east along the hills.

In many ways, Vanya's meddling in this affair might save Parthenaeum for the weeks to come. Her flooding of the valley has had the troops go north and avoid passing through Parthenaeum. Thus the taking of the city will go unnoticed for a while longer.

**What the PCs Can Do:** Find the best way to reach Polakatsikes as soon as possible.

### Out of the Jungle.

**Location:** Hills of Desolation, Jungle Coast. DV

**Description:** After a 16-day journey through the tropical jungle the Heldannic party sent to retrieve the *Conqueror's Heart* enters the plains which lead to the supposed location of the ruined city of Desperia some 100 miles northeast of their present position. They rest for a full day before commencing the last and most dangerous part of the mission. Bertolucius, their self-proclaimed scout, seems worried by the apparent absence of animal life around them and the presence of heavy smoke to the northwest. He thinks a volcano is responsible for these. (*See Fl. 24, Fl. 7; Ya. 13, Ya. 14.*)

**What This Means:** The party is exhausted. They lost two donkeys, which were taken by giant crocodiles while crossing a river. They now need some rest to fulfill their mission.

The absence of major animal life is caused by the approach of a big savannah fire, which has scared them away.

**What the PCs Can Do:** The night will be hot!

## The Missing Marchioness.

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

**Description:** Count Pieter Verlien of High Sonden announces at the parliament that the Marchioness of Berry, Lady Mariana Terlagand, has been dead for over forty years, and that she has been impersonated by an agent of Rannigar Budulug, Guildmaster of Spokesmen.

The constabulary is sent to arrest the false Lady Mariana and *Meister* Rannigar, but the former has already disappeared, while the latter has committed suicide. Witnesses and suspected accomplices are interrogated and arrested, but none are charged and prosecuted.

Supreme Judge of the Council, Princess Dolores Hillsbury of Fenswick, tries to implicate her archenemy *Prinz* Jaggar von Drachenfels of Aalban in the grand conspiracy, allegedly in order to keep the marchioness's votes with House Ritterburg, but Count Pieter has no evidence of the prince's involvement or even knowledge of Lady Mariana's impersonation. (*See Fl. 18, Ya. 7; Kl. 12.*)

**What This Means:** In his campaign to rid the principalities of fraudulent nobility, this will perhaps be the only official finding of Count Pieter Verlien, and even then, the results are equivocal. The fraudulent marchioness (Narda Shelyn) was forewarned of the endgame by *Frau* Hildegard von Drachenfels's visit last week, and made plans for her escape and for her accomplice *Meister* Rannigar to hang—and hang he did, since, for all his corruption, Rannigar Budulug did not want to sully the good name of the Spokesmen's Guild. Ironically, his replacement as guildmaster is his assistant, Narda Shelyn herself!

The vacancy in the noble ranks leads to an Awards Festival, which will take place in a month—enough time for campaigning for support, buying votes and favors, or blackmailing and backstabbing enemies.

**What the PCs Can Do:** The PCs may be called on as investigators, negotiators, spies, thieves, assassins, and agents of all sorts—whether to investigate the Mariana Terlagand affair, or to help Glantrian nobles in their powermongering for positions in the coming Awards Festival.

## Ilioloostian Troops Identified as Such.

**Location:** 24 miles northwest of Town of Parthenaeum, Dominion of Polakatsikes, Heldannic Empire, Meghala Kimata Plains. DV

**Description:** As soon as the advancing troops have been identified as allies, messengers are sent to the Ilioloostians to invite them to rest in Parthenaeum. (*See Fl. 3, Ya. 11; Ya. 14, Ya. 21.*)

**What This Means:** The Ilioloostians are very happily surprised to find a friendly city on the road to Polakatsikes. They head straight to Parthenaeum, which they enter by nightfall.

**What the PCs Can Do:** They could be the scouts sent to identify the approaching army.

## Barthmont 13, AC 1019

### The Official Investigation Ends.

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

**Description:** Chief Constable Tianis Nicom announces that Lorne Hart is most probably the werewolf responsible for the attack upon Valachi Sulescu. She states that Hart seems to have acted alone, the attack being an isolated incident. She ends the investigation, the case being endorsed by the Glantrian judiciary. The investigation's findings are forwarded to Karamaikos. (*See Fl. 15, Ya. 3; Fe. 9, Fe. 11.*)

**What This Means:** Under pressure of the Glantrian School of Magic, the Canine Protection Society, and the judiciary, the investigation has been ended. Hart, guilty or otherwise, has been made the scapegoat for the attack upon Valachi Sulescu. The lycanthropic advocates have worked behind the scenes to settle the matter as quickly as possible, placing complete blame upon Hart, a situation that does not please all of the lycanthropes, especially the Hart family.

**What the PCs Can Do:** If the PCs are involved in the investigation, they may be called upon to refute the Glantrian claim of Lorne Hart's attack upon Valachi Sulescu. Likewise, the Hart family may call upon the same PCs to try to clear Lorne's name. Evidence would be difficult to find, beyond that the troublemaker was part of a larger group. The scar from the silver dirk wound and testimony from other werewolves are the main options, and each would implicate another of their group.

### Fire!

**Location:** Hills of Desolation, Jungle Coast. DV

**Description:** Five hours after dark, while Bertolucius, the rogue of the Heldannic party, is on watch, packs of wild animals—including lions and other dangerous predators—run through the camp and flee northeast. Bertolucius wakes everyone and explains to them that the prairie is on fire—that's why the animals have fled. The red line of the fire is visible and advancing fast toward them. They cannot go back to the wet jungle so they must run for their lives northwards. The donkeys are not easily controlled and some flee, taking away food and other precious supplies. (*See Fl. 7, Ya. 12; Ya. 14, Ya. 15.*)

**What This Means:** This is another setback the questing party has to face. A lightning bolt ignited the dry region, which has not received its normal rainfall this spring. This is due to Vanya's meddling with the rain clouds around Mivosia. She deflected not only the rain clouds from the south but also from this region to be sure to really flood the Mivosian region. Even an Immortal cannot predict everything, especially weather.

**What the PCs Can Do:** Run, don't look back, save the supplies, and try to find a safe place to hide.

## Barthmont 14, AC 1019

### Shelter Found in the Hills of Desolation.

**Location:** Hills of Desolation, Jungle Coast. DV

**Description:** At sunrise, after hours of running from the advancing fire, the Heldannic party finds an abandoned and ruined stone building. There they hide in a semi-crumbled cellar, waiting for the fire to devour the prairie outside. Exhausted, they all fall asleep while one of them fights to stay awake and on watch. (*See Ya. 12, Ya. 13; Ya. 15, Ya. 18.*)

**What This Means:** Sheer luck (or Immortal help) had them find an unexpected shelter from the raging fire.

**What the PCs Can Do:** Wait for the fire to pass.

### Unrest in Gargaña.

**Location:** *Baronía de Gargaña*, Savage Baronies. SC

**Description:** Across the land, Gargañans are making their dissatisfaction over the fate of their nation known to the provisional government appointed by *Barón* Balthazar of Saragón. With no clear successor to the deceased former *baronesa* identified, minor nobles throughout the *baronía* have come forward to demand acknowledgment as the ruler of the land. The appointed governing council has been appealing for calm, but to no avail. (*See Fl. 24, Ya. 2; Kl. 10, Fe. 13.*)

**What This Means:** The reigning *Baronesa* of Gargaña, Esperanza de Sotto y Rivera, was executed by the Narvaezan army during its invasion of the *baronía* in AC 1016. The subsequent year saw Gargaña turn into a battlefield, as occupying Narvaezan armies sought to drive out would-be liberation forces from Guadalante and Saragón. Hostilities ended in Felmont, AC 1017, with the signing of a treaty between Narvaez, Saragón, and Guadalante that left the northern half of Gargaña in Narvaezan hands, and the remainder of the *baronía* without a formal government. *Barón* Balthazar did what he could to set up an interim government, but the effort was hasty, and the *barón* had little knowledge of the politicking that went on between the more powerful families in Gargaña, resulting in an interim government that few people supported. Making matters worse was the fact that Gargaña was not a signatory to the treaty, and therefore the people feel that they have been forced to accept the loss of half of their country, while having to deal with hundreds of refugees fleeing from what is now Narvaez across the *Río Copos*. Tensions increased throughout AC 1018, to the point that several nobles have begun to make noises about asserting themselves militarily.

**What the PCs Can Do:** Unless the PCs are Gargañan nobles, or directly employed by them, there is little they can do at this point. Otherwise, they could find themselves enmeshed in politics, trying to put themselves or their patron into a position of power by threatening or eliminating rivals.

## Ilioloostian Troops Leave Parthenaeum.

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

**Description:** Since the town was taken, defenses have been erected and consolidated. Men have been healed and new soldiers have been trained to participate in the defense of the city. Some Ilioloostian engineers and Heldannic priests will stay to coordinate the defense, but the rest of the troops are preparing for the last part of the journey. (*See Ya. 11, Ya. 12; Ya. 21, Ya. 27.*)

**What This Means:** Officers are aware that the main front will be Polakatsikes once again. But this time they have the means to cut the supply lines coming from Mivosia, at least until someone starts suspecting something is at work in Parthenaeum. That's why the army is ready to depart at dusk and heads due south for several miles before turning southeast.

**What the PCs Can Do:** People with infravision or celestial navigation skills would be useful to guide the army by night in the wilderness.

## Parthmont 15, AC 1019

### Norwold Confederacy Convenes.

**Location:** City of Alpha, Kingdom of Alpha, Nayce. NW

**Description:** The Norwold Confederacy convenes in Alpha, to discuss the decision by Nayce to prospect and establish mining towns in Norwold, using unemployed commoners from economically depressed kingdoms. (*See Th. 19, Th. 28; Ya. 28, Kl.1.*)

### The Journey Resumes.

**Location:** Hills of Desolation, Jungle Coast. DV

**Description:** The party of Heldannic adventurers resumes its journey. They are quite concerned since the last two setbacks have lowered their chance of reaching the lost city of Desperia alive. They have only five donkeys left. Their supplies would just be enough for twenty more days, but the priest and clerics are confident in their ability to create water and food. (*See Ya. 13, Ya. 14; Ya. 18, Ya. 21.*)

**What This Means:** Feeling down for the loss of two friends, the party has everything to prove. It seems fortune is against them.

**What the PCs Can Do:** Hope for the best. Any side encounter can be run to break the routine.

## Parthmont 16, AC 1019

### Kildorkak Enters the War Effort.

**Location:** Barony of Kildorkak, Territory of Heldland, Heldannic Empire. NW

**Description:** Hölger Scholz, Overseer of the dwarven stronghold, summons Gard Rocktooth, Clan Chief of Kildorkak, to discuss urgent business of the Heldannic Order. After the dwarf is presented to him in his chambers, Hölger presents him with a small pile of diagrams and written testimony, explaining that the diagrams are gnomish in origin. He goes on to say that *Ordensmeisterin* Anna von Hendriks wishes to build as many gnomish zeppelins as can be afforded at this stage, in order to obtain a measure of aerial superiority over Heinrich Straßenburger's forces. She instructed him to consult with the dwarves, as their skills in building would be required.

Gard ponders Hölger's words in silence for a few moments, and tells him that, while the dwarves could certainly build a zeppelin, the inner workings of its machinery would require further study. Anna must obtain the service of some gnomish engineers, who would be able to explain the inner workings of the devices to the dwarves, as the gnomes would be loath to share their secrets with humans.

Hölger ponders this, and requests, on Anna's behalf, that construction of one zeppelin commence immediately. When gnomish engineers are found, they will be brought to Kildorkak. Gard assents to this, and Hölger sends a message to Anna reporting on the outcome. (*See Fl. 15, Ya. 7; Ya. 20, Ya. 28.*)

**What This Means:** Although the Heldannic Order has its share of military engineers, they are not as skilled as their dwarven equivalents. Since the conquest of Kildorkak in AC 1016, Heldannic rule has been imposed very lightly. The dwarves' system of government under the clan chief was left intact, and internal affairs are left to the dwarves to handle as they wish. In large part this is because the Heldannic authorities want to ensure that the dwarves remain cooperative, and place their considerable skills at the order's disposal, but also because the dwarves outnumber the humans in Kildorkak by a wide margin, and a successful revolt would entail a costly campaign to retake the citadel—something neither the late *Herr* Wulf, nor Anna von Hendriks, wished to do.

**What the PCs Can Do:** PCs would be suitable candidates for locating the required gnomish engineers.

## A Great Victory (for Now)!

**Location:** City-state of Schweidnitz, Izondian Coast. DV

**Description:** The united army of native warriors and Heldannic Knights defeats a great army of Mogluur half-orcs in a great battle, after twenty days of useless skirmishes. The half-orcs retreat to their deep forests in the southeast, and the Heldannic Knights now can draw the border of their new colony. (*See Fl. 16, Fl. 27; Fe. 15, Fj. 7.*)

**What This Means:** The Heldannic Knights had their first great victory. Now the knights have a lot more faith in Wilhelm Folgen. However, now that the common enemy has been defeated, continued cooperation between Heldanners and natives may prove more difficult in the following months.

**What the PCs Can Do:** If the PCs are with the Heldanners they can fight a great, and long, battle, and if they are of high enough level, they could even be able to make the difference.

## Barthmont 18, AC 1019

### Secret Compact.

**Location:** City of Greatrealm, Hagiarchy of Hule. SC

**Description:** After extended discussions that began soon after the Thyatian expedition arrived in Hule, the Empire of Thyatis, the Heldannic faction led by *Ordensmeisterin* Anna von Hendriks, and the nation of Hule sign a secret compact, outlining spheres of interest in Eastern Brun and pledging cooperation against “mutual threats.” (See *Fl. 24, Ya. 2; Ya. 23, Kl. 2.*)

**What This Means:** None of the parties to this compact fully trusts the others, and all have ambitions that ultimately conflict with each other. But all were troubled by the establishment of the Western Defense League, which they see as a potential obstacle to their interests. Thyatis and Hule, for example, both wish to retain their influence in Sind. Eusebius believes that the league was founded as an anti-Thyatian organization, while Hosadus knows that it stands against him in his efforts to gain control over Darokin. With this compact, the signatories will not have to stand alone. If Thyatis is ever confronted by the Western Defense League, Eusebius wants to arrange things so that Hule will invade Darokin from the west. He does not want such a war, but if presented with such a situation, he would like as many options as possible. Likewise, Hosadus grew worried when Thyatis intervened in Sind in AC 1017, and he feared that the improving relations between Thyatis, Karameikos and Darokin would mean that the empire might be added to Hule’s foes. With this compact, he neutralizes that possibility and hopes that the empire will squeeze Karameikos from the east should Hule ever need the aid.

Note that this compact does not extend to the Savage Coast. While Hosadus tried very hard in negotiations to get the Thyatians to accept that region as part of Hule’s sphere of influence, the most the empire would do is acknowledge Hule’s traditional interest in the region, while leaving its own options open—Eusebius’s goal here was to contain Hule as much as possible. Eusebius has no interest in seeing Hule gain the upper hand here as Hosadus hopes, which would make it a rival to the empire. Thyatis did, however, make anti-Zuyevo gestures. While the empire has no real influence that far west in Brun, it does not want to see Zuyevo become a rival anymore than it wants Hule to reach that status. Eusebius also wants to leave the door open for possible involvement in the “liberation” of Richland, hoping that if such an event comes to pass Thyatis will gain a foothold (Thyatian Quarter) there as a result—while keeping the city out of Hosadus’s hands and putting it back in Cimarron’s.

## Charybdis to Scylla.

**Location:** Hills of Desolation, Jungle Coast. DV

**Description:** In the morning, the party discovers that the biggest of their goatskin bottles has leaked and is almost empty. The clerics are unable to cast any spells; it seems their mystical link to Vanya is broken. The magic-users are also unable to cast most of their spells; it is as if the spells in their memories were fading and coming back, so they cannot be sure they can proceed with a full incantation. They are now in a dire situation since they are almost out of water and they are still journeying in a very arid place. They decide to move only by night, when it’s cooler. (See *Ya. 14, Ya. 15; Ya. 21, Ya. 23.*)

**What This Means:** The region around Desperia is located in a kind of weird magic zone. Clerics cannot contact their Immortals or cast spells while wizards can experience erratic effects if they cast any spells. DMs can devise fun or dangerous effects for the miscast spells, but nothing too harmful. This curse is the result of a major magical backfire, which happened centuries ago and resulted in the desertification of the region. This is now a forsaken place where almost nothing can grow.

As for the party’s misfortune, some of it is the result of bad luck, but a traitor within the group punctured the water bottle. One of the soldiers is a Mivosian agent sent to investigate the artifact and its possible use.

**What the PCs Can Do:** They can try to figure out whether all these misfortunes are just bad luck or something darker.

## Barthmont 19, AC 1019

### Shadow’s Trial.

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

**Description:** Shadow, the thief who stole the necklace of Allana Mauntea at the Darokin Masked Ball last year, is officially put on trial for the theft. The matter is mostly a demonstration, since the outcome is a foregone conclusion. (See *Tb. 10, Fl. 27; Ya. 26, Kl. 13.*)

**What This Means:** Though Shadow has made a deal to return the necklace and help Mauntea House against its enemies, this still does not absolve her from her crime, and Mauntea House does not want to officially admit to having made an agreement with the thief for obvious reasons. Besides, having caused public damage to the reputation of the chancellor, they need to make an example of her. Then they can quietly decide later what to do with her, once the topic has faded from public view. This is also a major reason why Shadow’s real name, Dawn Henry, has not been made public. After only a few days, Shadow will be officially sentenced to four years in prison for her theft. In reality the matter will be decided later, especially once it is confirmed that Shadow has indeed helped Darokin in the past—during the war with the Master in AC 1006, her actions were instrumental in recapturing Akorros from the Desert Nomads, since she infiltrated her occupied home city and helped open the city gates for the counterattack by Darokinian forces.



## Peeling Back the Onion.

**Location:** Thyatian Hinterlands, Thyatian Empire. DV

**Description:** Ever since he failed in the quest for the crown, the Thyatian scholar Flavius Nucius Justinus has sought to redeem himself. He was sent—exiled, really—to Davania by Emperor Eusebius, and directed to conduct archeological research into the origins of the Thyatian people. Based on his own researches, he has conducted digs in a site that was continuously inhabited by the Thratian people until the Thyatians drove them off in their initial wave of conquest in Davania, in the lands southwest of Raven Scarp. He believes that this was the birthplace and home of Vanya, and also that the Thyatians and the Thratians share a common historical origin, and calls the dig site *Castra Vanyae*.

With the help of priests specializing in archeological Divination, discoveries have proceeded quickly. Justinus has finally put together pieces of the puzzle that prove his theories. These include artifacts dating back to the time of the Milenian conquest, a cairn with pictographs showing the Thyatians in the region, the onslaught of the Milenians, ships sailing north, and finally bands remaining behind under the leadership of a warrior-maiden, depicted in the pictograms in a style traditionally reserved for depictions of Vanya. There are also signs that the village was overrun by the Milenians shortly afterwards, and became a settlement inhabited by Milenians overseeing conquered slaves. Centuries later, coincidentally just a few decades before Zendrol began plotting to overthrow Alphatian rule in Thyatis, there is evidence that the natives of *Castra Vanyae* rose up in revolt against the Milenians, defeating them with the help of barbarian invaders and helping participate in the collapse of that empire. The evidence is in the form of a diary written by the wife of the Milenian Governor of *Castra Vanyae*. She was a member of a secret cult dedicated to Vanya and to the “destruction of the Milenian Empire and liberty of women and the Thyratian People.” To Justinus, the terminology used to describe the natives, “Thyratian,” is too close to both Thyatian and Thratian to be coincidental. After the Milenians were defeated, the natives intermingled with the migrating barbarians, absorbing many of their customs until their culture became that of the modern Thratians. Julinius notes that after the fall of the Milenian Empire the village built over successive layers of past settlement continued to be inhabited until the Thyatian legions arrived in AC 986 and conquered the area, driving the Thratians from it after a sharp battle for the hillfort village. (See *Fy. 7*.)

**What This Means:** There have long been hints that the Thyatians and the Thratians might have common origins, but both sides, blinded by the conflict between them, have refused to acknowledge it. While the archeological discoveries conclusively prove that they had once very close ties (possibly even being one people), many on both sides will not want this to be investigated further, or even known. Others will try to put it to political use of all types—either to draw the Thyatians and Thratians together, or to further estrange them, by suggesting that the Thratians are the “debased who were conquered” or the Thyatians the “decadent who fled,” and thus unworthy.

After over sixteen centuries of separation, much divides the Thyatians from the Thratians. But these finds will help those who are trying to live together, both Thyatians and Thyatianized Hinterlanders, find common ground, and will give each reason to respect the other. Some argue that the “lost tribe” of

Thyatians will and should take its rightful place as a pillar of the *imperium*.

In more concrete terms, some of the relics and artifacts found at the site may be magical, and others will be highly valuable because of their artistry and age. Ultimately, because *Castra Vanyae* was the birthplace of the Immortal of that name, the site is sacred to all Her followers, not just the Thyatian branch of Her faith, but also the Heldannic Knights. Though Her tomb is elsewhere, this will still be an important pilgrimage site for Her followers, and orders dedicated to Vanya, such as the Brotherhood of the Grey Lady in Thyatis or the aforementioned Order of the Heldannic Knights, will be rivals for control of the site and relics found in it. These may include weapons once wielded by Vanya, which may be endowed with some of Her power. Whether they are or not, they will be highly sought after by fanatics dedicated to Her, but also by the imperial government.

Finally, given the site’s significance, the Thyatian Senate will issue a charter for the area, under the name of *Castra Vanyae*. What started as a camp for those working on the archeological dig will be chartered as a town, and colonists sent to settle it permanently. The Thyatian Empire will consider it a matter of imperial prestige to fortify and populate the site and return it to its glory. Ironically, they are likely to restore some of the buildings constructed when the settlement was a Milenian city.

**What the PCs Can Do:** With raids being conducted by both sides of the conflict in the Hinterlands, Justinus will need heightened security around the dig site to protect it. Rumors will fly that this or that relic contains magical power that could tip the balance of the war in favor of whoever controls it. It is quite possible that one or more artifacts found at the site will be magically potent, perhaps a ring of sacred stones or a cairn or shrine, the possession of which will provide those who control it with a means of dominating the surrounding lands. It is up to the DM to decide if any of the finds have such powers, but the fact that many will believe that such an artifact was found will draw people to try and take control of it, keeping PCs busy.

Once Justinus has gathered the evidence to prove his theory of the historical link between the Thyatians and the Thratians, he will need characters to guard it as he makes his way to Raven Scarp, and then all the way to Thyatis City.

## The *Rishiyas'* Refusal.

**Location:** *Mumlyket* of Nagpuri, Kingdom of Sind. OW

**Description:** At the palace of Mahasabad, the unconfirmed ruler, Prince Javas Kalkiin (son of the missing *Rajah* Salmahlin) has an audience with some high-ranking clerics and officials of the *rishiya* caste, most of whom are seething with indignation at the recent “sacrilege against the Sacred Larvae of the Earth Mother.” With all the diplomacy he can muster, Prince Javas inquires if the priests have any cure for his mother *Rani* Nipa Kalkiin and the other *jadugeryas* who were transmuted into elemental clay during the vanquishing of the said “Sacred Larvae.”

But *Maharishi* Tayib Badahur, the highest ranking and quite possibly most aggressive of the *rishiyas*, adamantly denies that they would have such a divine cure for the *rani* and boldly declares that her accursed state is her *karma* and punishment for her transgressions against the Earth Mother.

At this point, the enraged Prince Javas demands silence from the *rishiyas*, but *Maharishi* Tayib only persists to bemoan “the spiritual squalor that has befallen Nagpuri,” warning that the land has become “another godless Glantri of heathen wizards!” The other priests go so far as comparing the “heretical, new-fangled fiction” of the Immortal Gareth to the Immortal Rad, the “imaginary figment from the delusional minds of the pagan Glantrian wizards!”

Prince Javas, a supporter of the followers of Gareth, would have struck down the *rishiyas* then and there, had not Lady Kalindi Kalkiin graciously intervened and ended the audience tactfully—though without resolution. (See *Ya. 8*, *Ya. 11*; *Kl. 3*, *Kl. 14*.)

**What This Means:** Neither the *jadugeryas* nor the followers of Gareth have been able to find a solution to the disappearance of *Rajah* Salmahlin or the petrification of *Rani* Nipa, and it has taken over a week for the *rishiyas* to respond to the call for help of the Kalkiin ruling family.

The *rishiya* caste has always been rather resentful of the privileged status enjoyed by the *jadugerya* caste in Nagpuri—which they believe should be rightfully accorded to them, as is anywhere else in Sind. The recent confrontation with the elemental horde has raised both religious and political issues, and widened the rift between the castes, in spite of the losses suffered on both sides—loss of life and loss of face and credibility. The presence of the followers of Gareth in Mahasabad does nothing to ease their wrath.

And if that were not enough, there is one more player in this Sindhi intrigue, Lady Kalindi, who has not yet fully played her hand...

## A Coup in Vastergard.

**Location:** *Jarldom* of Vastergard, Kingdom of Soderfjord. OW

**Description:** A sudden change in rulership occurs in the *Jarldom* of Vastergard. Atli Harekson, the *jarl*, is attacked by *berserkers* loyal to his brother Hogni; his life is saved only by the assistance of Atli's other brother, Hoskuld, and the *jarl's* old uncle Kalf. Hoskuld and Kalf come too late to save Atli completely, though; the *jarl* has lost both his eyes and his sword arm to the *berserkers'* attack.

Acting on the *jarl's* behalf, Hoskuld exiles his brother Hogni. He appoints himself to serve as regent of Vastergard until his brother can either be healed of his injuries or until his brother's oldest child reaches manhood. (See *Am. 3*, *Am. 9*.)

**What This Means:** The attack on Atli is genuine—but Hoskuld, not Hogni, is to blame. Hoskuld showed treacherous tendencies in his younger days: he was inducted into the priesthood of Hel and plotted to charm his father into exiling his two older brothers. Though that plot failed, this one has succeeded.

Needless to say, Hoskuld will now quietly block any attempts to cure Atli's injuries. He has received substantial aid from the cult of Loki in staging the coup, and will continue to be helped by the followers of the Immortal of Deception.

**What the PCs Can Do:** Though a group of experienced PCs might be capable of preventing the attack on Atli, they shouldn't receive the opportunity to do so. Hoskuld and his allies have been planning this coup for a while now, and will arrange distractions for any group of adventurers that might interfere.

## Street Brawl in Minrothad.

**Location:** City of Minrothad, *Exarchate* of Minrothad, Thyatian Empire. OW

**Description:** A brawl in Minrothad City between two guilders' sons and their lackeys leaves a man dead. All involved are taken into custody, interrogated, and tried under Thyatian law. Most of the participants are sentenced to a week in prison; the young man identified as the killer—Calahim Elsan, son of one of the Elsan cousins—is given five years in a prison colony in the Thanegioth Archipelago.

The Minrothaddan guildmasters, particularly those of the Elsan clan, protest the sentence. The Thyatian judge ignores their protests. (See *Ya. 22*, *Ya. 25*.)

**What This Means:** The Minrothaddans have had a few years to get used to the swift and impartial brand of justice practiced in the Thyatian Empire, so most of the sentences are not that much of a surprise to them. The application of the law to a scion of the Elsan family, though, is an unwelcome shock. Guild tradition before AC 1016 was always to handle criminal accusations against members of their highest families behind closed doors, exacting punishment in political consequences. The public application of the law to one of their own is something new.

**What the PCs Can Do:** There is likely little the PCs can do at this stage; though they may very well have heard of the trial.

## Barthmont 20, AC 1019

### Althaven Threatened.

**Location:** Town of Althaven, Territory of Heldann, Heldannic Empire. OW

**Description:** The garrison of Althaven—the port of Freiburg—is startled by the arrival of several warships, sailing up the Naga River. At first thinking that the vessels are part of Heinrich Straßenburger’s fleet, the garrison rejoices; tales of the rout of Heinrich Straßenburger’s eastern army have been circulating for weeks, and everyone is edgy. As soon as the vessels are within hailing distance, the chief dock warden asks the nearest ship captain for his port of origin, and what news he has of the war. The captain stands aside, and presents a bound man, wearing the cloak of an *ordensgeneral*, who identifies himself through gritted teeth as the former commander of the eastern army, who has surrendered to Anna von Hendriks, “the true leader of us all.” The captain informs the dock warden that the garrison of Althaven has been blockaded. His ship then pulls back before a concerted response can be brought to bear. (See *Ya. 7, Ya. 16; Ya. 28, Kl. 7.*)

**What This Means:** The forces loyal to Straßenburger in eastern Heldann feared that, after winning a major victory in the Ostbergen, *Ordensmeisterin* Anna von Hendriks would soon turn her attention to Freiburg, and gain control over all of eastern Heldann if she conquered it. Although their fears appear to have been confirmed, what they do not know is that Anna hopes only to keep the garrisons of Freiburg and Althaven bottled up, to allow the remainder of her forces to secure other strongholds. She knows that Straßenburger has improved Freiburg’s fortifications greatly since he took the city; he is too shrewd to allow the same circumstances, that gave him his victory, to take it away. In the meantime, about 200 of her soldiers have taken up positions around Althaven to prevent anyone from leaving, but they will not mount a formal siege—yet. After putting on a bit of a show, the ships will sail out to sea again, but will return periodically to harass the garrison.

**What the PCs Can Do:** PCs on Anna’s side could be given missions to sabotage enemy vessels moored around Althaven, and to intercept messages coming from, or going to, Freiburg. Otherwise, they should give the garrison the impression that there are many more soldiers than there actually are. PCs loyal to Straßenburger could be given missions to sneak out of Althaven to determine the enemy force’s true strength, and if it is weak enough, to lead an offensive to clear them out.

## Barthmont 21, AC 1019

### Bread Dole Announced.

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

**Description:** As part of a plan to relieve the heavily indebted Kingdom of Notrion, the Naycese Council announces that it will purchase the majority of the kingdom’s grain stocks, and distribute it to the populace through public bakeries, which are slated to be opened within the coming weeks. (See *Fl. 12, Ya. 9; Kl. 9, Fe. 4.*)

**What This Means:** The Alphetians have long been aware of the distribution of free bread in Thyatis City, which has helped alleviate some of the suffering of the poor, and has helped maintain order by ensuring that every denizen of that city has access to at least one basic staple of life. With increasing unrest following the sharp rise in unemployment among the freeman class, the authorities in most major Naycese kingdoms have been trying to find a way to maintain order. At the same time, the Kingdom of Notrion, one of the breadbaskets of the former Alphetian Empire, has found itself bankrupt, and in possession of vast stocks of grain that it cannot sell in large volumes at a reasonable price.

Thus, the council has decided to buy most of Notrion’s remaining stock, and, emulating the Thyatians, distribute it. The benefit of this plan is that Notrion will get some money out of it—although not as much as it could when it had international buyers—and the people will receive free bread. Unfortunately, it will take some time for the network of public bakeries to be established, and even so, some regions will receive their bread sooner than others, which will likely breed resentment among the lower classes, once word gets out. These problems will be due in part to Nayce’s fractured, chaotic nature, but also because the council is trying to distribute the grain across a huge territory, not just a city.

**What the PCs Can Do:** It is unlikely that the PCs would be directly involved in this event, but their work for King Corydon of Notrion might have been brought to the attention of the Naycese Council—they might even have informed the council of the urgency of the situation themselves. PC spellcasters might be approached to lend their assistance to the effort by *teleporting* vast sums of grain, and adventuring parties could be hired as guards for caravans or vessels transporting the grain, to protect the cargo from bandits or political opponents.

### Undead Off Alinquin.

**Location:** City of Alinquin, Kingdom of Dawnrim, Continent of Bellissaria, Nayce. AS

**Description:** The Ullana, a merchant vessel out of Spearpoint, Surshield, arrives at the docks. The ship’s captain, Wyndell, alerts the city’s authorities that they had spotted a group of undead, numbering perhaps one hundred, a few miles west of the city. The garrison is alerted and the city’s naval patrols are sent out. The sighting is reported to the military. (See *Ya. 26, Fe. 2.*)

## Nomad Encampments!

**Location:** 100 miles southeast of Town of Deletria, Meghala Kimata Plains. DV

**Description:** Going along an old trail in the savannah, Ilioloostian troops spot a very large nomad encampment. (See *Ya. 12, Ya. 14; Ya. 27, Ya. 28.*)

**What This Means:** Those nomads have fled their barren lands in the Meghales Amosses Desert and have settled here with their cattle, out of the patrol radius of Meghalan raiders. There are about 250 warriors, with their families and herds, but they have shown no signs of aggressiveness, just curiosity.

**What the PCs Can Do:** Meet different people, and discover their intentions without too much curiosity or aggressiveness.

## I'm Singing in the Rain.

**Location:** Hills of Desolation, Jungle Coast. DV

**Description:** Two donkeys die from exhaustion from having to carry most of the party's gear. As the night grows darker, the party is shaken by a loud thunderbolt. Rain suddenly pours over men and beasts. The adventurers do their best to collect every last drop of water. Fifteen minutes later, the rain stops. The party is ready to resume its journey in the dark with replenished water supplies. Hope is restored, and the city is only a few days away to the north now. (See *Ya. 15, Ya. 18; Ya. 23, Ya. 24.*)

**What This Means:** Vanya has arranged to have a druid who owed Her a favor to concentrate every drop of humidity he could find in the region and release it in a very particular place at a very particular time.

**What the PCs Can Do:** The DM can have a good session just aimed at figuring out a good way for the PCs to save the water falling heavily from the sky on a very dry soil. This is a life and death situation.

## Mivosian Troops 100 Miles North of Parthenaeum.

**Location:** 72 miles due north of Town of Deletria, 100 miles northeast of Town of Parthenaeum, Meghala Kimata Plains. DV

**Description:** Going along the driest portions of the savannah, the Mivosian troops are at their closest to the towns of Parthenaeum and Deletria. A mounted party of ten soldiers is sent to each settlement to help them organize and coordinate the war efforts to come. They have orders to enlist every able-bodied male over the age of 15 and have them ready for combat around Polakatsikes at the latest in early Felmont. (See *Fl. 15, Ya. 12; Ya. 23, Ya. 24.*)

**What This Means:** The unexpected delay the Mivosian troops had to endure does not allow them to rest in the conquered cities along the road. Also, the officers are worried that the closer they get to the river, the more difficult it shall be to go on. Entrusting some qualified officers to enlist and train troops might win them precious days or even weeks.

**What the PCs Can Do:** Mivosian PCs might be sent to the two towns to recruit and train new troops.

## Parthmont 22, AC 1019

### No Trespassing on Our Lands.

**Location:** Bear Clan Lands, Atruaghin Territories And City of Akesoli, Republic of Darokin. OW

**Description:** A squatters' camp in Bear Clan lands is burned by Atruaghin warriors from Falcon and Rattlesnake. There are no fatalities among the miners, but this act may trigger retaliation against the Bear Clan villages. (See *Fl. 2, Ya. 5; Kl. 17, Kl. 20.*)

**What This Means:** The attack was the initiative of a group of hot-blooded warriors, who acted against the advice of their chiefs and elders, but enough Bear Clan villagers were tired of seeing their hunting and farming grounds overrun and destroyed, with the Darokinian government doing nothing to stop the miners. Actually there is a political struggle in Akesoli, as Umbarth House would like to stop the squatters in order to preserve its trade with the Atruaghin, while the young and daring Ystran House would like to mine the gold to enrich itself while reducing Umbarth's profits. Umbarth House suspects that one of the great houses, maybe Franich or Toney, is secretly supporting Ystran House.

**What the PCs Can Do:** If the PCs are Darokinian, they could expose the ploy of Ystran House, maybe working for Umbarth House or the DDC. If they are miners or adventurers hired by Ystran House they will have to fight the Atruaghin warriors, maybe provoking full-scale war if they kill some of them. If they are Atruaghin warriors they may try to scare the miners away from their lands without killing them.

### Some Things Are Best Left Alone.

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

**Description:** After several weeks of continued disappearances, matters come to a head. Several clan elders urge their counterparts in Eastshire, especially those of the Journeyfoot Clan who live on the margins of the Blight Swamp, to help them find out what happened to their relatives. The responses range from full cooperation (including petitioning the Sheriff of Eastshire and his *krondar* to investigate) to reluctant promises of aid from clans based closer to the swamp. The eastern branch of the Journeyfoot Clan, which lives on the swamp's edge, promises nothing, saying that some things are best left undisturbed. (See *Nu. 9; Fl. 17; Ya. 25, Fe. 1.*)

**What This Means:** Although everyone acknowledges that the disappearances must stop, the responses given by those clans living on the swamp's edge are completely unexpected, and hint to many that there is a secret surrounding the swamp that those living near it are loath to divulge. Clan elders across the shires will demand answers, and action, but the sheriffs will be the ones who will take charge, since the issue is clearly one that threatens the well-being of the hin, and possibly the nation.

**What the PCs Can Do:** The PCs could be hired to commence investigations, in the place of the proper authorities.

## Plague Area Evacuated.

**Location:** Region surrounding Village of Eburacum, Territory of Torionensis, Hinterlands, Thyatian Empire. DV

**Description:** After spreading throughout the countryside, the soldiers dispatched from Castra Alexandras have managed to evacuate all of the Thyatian citizens they could find who lived around the now-abandoned village of Eburacum. They now begin cordoning off the area by putting up signs along all of the trails entering the region, and notifying dominion rulers in neighboring regions of the situation. (*See Fl. 14, Ya. 4; Fe. 11, Fe. 27.*)

**What This Means:** Fearing that whatever killed the people of Eburacum might spread to other settlements, the army tried to evacuate everyone that they could find who lived within ten miles of Eburacum. This was not an easy task, as much of this region of Torionensis has not been mapped out in detail, and many of the settlements tend to be isolated. The authorities hope that the disease might be better contained in this manner, until some means can be developed to eliminate it.

**What the PCs Can Do:** PCs could help locate and evacuate everyone living in the area. This might provide interesting roleplaying opportunities, as some of the people might not wish to give up the lands that they have carved out of the wilderness on the suspicion that some sort of disease might be present in their area.

## Prison Raid.

**Location:** Sea of Dread, Thyatian Empire. OW

**Description:** The ship carrying Calahim Elsan from Minrothad City to the Thanegioth Archipelago is attacked by a trio of small sailing ships as it rounds the northern cape of Minrothad Island. The ships harass the vessel with arrows and slung canisters of Lucinian Fire; the attacks do little damage, but rivet the attention of the crew. After a few exchanges of fire, the unknown ships pull away.

The relief of the ship captain does not last long. Upon checking around for damages, his men discover that Calahim Elsan is gone. (*See Ya. 19; Ya. 25, Kl. 6.*)

**What This Means:** The attacking ships were a diversion, part of a plot concocted by Calahim's relatives to free the young man. While the obvious threat drew off the crew's attention, the actual prison break was carried out by an agent armed with several *potions of gaseous form*.

**What the PCs Can Do:** If the PCs are traveling on the ship for some reason (it is scheduled to stop at a few other locations on the Thyatian mainland), they can assist in driving away the harassing ships—possibly doing so very effectively, if they have access to spells such as *fireball* or *dimension door*. Any prisoners captured at this point will know nothing of the plot to free Calahim Elsan—they were hired by middlemen.

## Yarthmont 23, AC 1019

### The Uneasy Realm.

**Location:** Town of Ciudad Tejillas, *Estado de Almarrón*, Savage Baronies. SC

**Description:** The Thyatian expedition arrives in Ciudad Tejillas. *Barón Maximiliano de Almarrón y Escudor*, upon hearing of the Thyatians' arrival, sends a delegation to meet them, and escort them to his chambers, as soon as they have cleared customs.

Once the Thyatians have arrived, *Barón Maximiliano* accepts Cassandra Massalios, a leading Thyatian merchant, as Thyatian ambassador, and, over a light meal, questions his guests extensively as to the purpose of their visit, and their plans. Paulus and his associates answer the questions truthfully, yet ensure that only the most necessary information is conveyed. Seemingly satisfied, *Barón Maximiliano* wishes his guests all the best during their stay in his country, and expresses his fondest hopes for friendly relations with the empire. (*See Ya. 2, Ya. 18; Kl. 2, Kl. 9.*)

**What This Means:** Although it is relatively new to the region, Thyatis is aware of the recent unsuccessful bid by Narvaez to conquer its neighbors, and of the unsettled situation in Garguña and Almarrón—in the latter case due to the machinations of *Don Esteban*, whose current whereabouts are unknown. As a result, Paulus and the rest of the expedition can certainly understand why *Barón Maximiliano* would be suspicious of outsiders; they might be in the employ of his rival, or they might have their own designs on his country.

Nevertheless, *Barón Maximiliano* is well aware of what is required in diplomatic circles, and he knows full well what might happen if the Thyatians were treated with hostility—the town of Kladanovic is now an outpost of the Thyatian Empire because of an initial altercation, the news of which spread quickly throughout the Gulf of Hule region. Besides, Thyatis could be a useful ally, if Narvaez embarks on another expansionistic drive.

The Thyatians ensured that their host did not learn the true intent of their visit—although Paulus is sure that *Barón Maximiliano* has already figured it out—namely, not only to forge ties with the baronies; but also to get a sense of the balance of power. Although Thyatis harbors no ill intentions towards the baronies, there is no benefit in making substantial political or economic investments in a nation that is either weak, or is unlikely to have much influence of its own in the region. The Thyatians know full well that the Almarrónians heard about their visit to Narvaez, and wish to know whether or not a strategic alliance was made, so that they can respond appropriately—a Thyatian alliance with Narvaez could change the balance of power in the region.

**What the PCs Can Do:** Assuming that the PCs are part of the expedition, they could be present at the initial meeting. Otherwise, they could be given the task of investigating the political situation in Almarrón.

## Desperia in Sight.

**Location:** Hills of Desolation, Jungle Coast. DV

**Description:** Invigorated by the water they have saved in their waterskins, the party reaches the first slope upon which Desperia is built at midnight. A strangely large eagle flies away from the city at dawn and a very loud roar is heard, echoing all around them. The city is ruined and seems to have vomited sand from its open gates.

Determined to have a general tour of the city by noon, the party circles the ruined city walls and comes back to its starting point, the southern gate. As they pass through the gates, they are welcomed by a terrible roar. A sphinx is looking down at them from a nearby pedestal; they had thought it was a mere statue. Bertolucius, who is at the head of the group, falls down to his knees trembling and shaking. The other members seem frozen in fear. Alatia steps forward and salutes the noble creature, who asks them their business. They answer that they are here on an archeological mission to determine what has befallen this city. The sphinx looks at each one of them, gazing into their eyes, and finally says that they are free to wander the ruins as long as they don't take anything away without his consent. Should they disobey his advice, he will bring doom upon them. He has them all swear on the sacred name of Vanya to obey his instructions. (*See Ya. 18, Ya. 21; Ya. 24, Kl. 5.*)

**What This Means:** The sphinx goes by the name of Pharias. His mate Helenia left the city at dawn to hunt in the jungle. They were both assigned the task of guarding the city's contents against thieves and pillagers. They are both very powerful spellcasters and could crush the party should it attack them or disobey them.

They were also assigned another, far more important mission: To have the fate of the city serve as a lesson for future generations. They must tell the truth about the city, its history, or its contents, but only if asked a direct question. The more precise the question, the less they can be vague in their answers. Because of all the time they have spent here, they consider themselves the true masters of the city. They were also gifted with a special divinatory power: They can see mental images of the history of any object coming from the city and presented to them. But this is often a painful experience, because in the last days the city's inhabitants were treated very cruelly by their ruler.

The original name of Desperia was Pyris. It was later called Desperia by a Milenian scholar who heard about its history and fate. This city is the first settlement of colonists from the Pyrithian Archipelago when they crash-landed on Mystara. They built a great city with stone and a crystalline marble that they knew how to produce, and lived there for at least a century, until a queen ascended the throne and swept the whole city with her madness. Turning the people away from the worship of nature, she planned on becoming an Immortal (she was a very powerful wizardess) and needed to change the surrounding region accordingly. Unfortunately, she planned on changing everything into a kind of living mineral full of magical energy she could tap into, including her own folk, who would then have become her first followers. Many druids and priests saw the folly of this plan, and they led a great portion of the populace away, retreating into the forests many miles westwards, where they became the Emerondians.

A couple of months after they fled, she made her move. Up to that point she had been polluting the city's wells with a special potion to gradually change her people into living minerals, but sensing the people murmuring and voicing their discontent against her day after day (ever since the exodus to what is now Emerond), she decided she could no longer wait, and used a certain artifact her minions had recovered somewhere else to extend her spell to the whole city and surrounding region.

Unfortunately for her, either the spell was flawed or the artifact malfunctioned, and she turned every single person in the city into a precious gem while everything else not already made of stone was petrified or turned to a pile of sand, from plants to objects, within 30 miles of her palace (encompassing the whole city and some of the surrounding farms). Even the waterways became dust and she found herself trapped inside a statue of herself, in the heart of the palace, unable to leave.

The innocent Pyrithians were turned to diamonds, sapphires, and emeralds while the agents of the mad queen were turned into rubies. The more powerful the people were, the most valuable the gem they were turned into. They now lie everywhere in the city, covered by the drifting sands. Only the rubies were collected by another guardian, who is in charge of defending the secret tower of the mad queen where her most valuable items were kept.

**What the PCs Can Do:** Their first mission could be to map the general layout of the city. Though tedious, this can hasten their search for the artifact.

## Mivosian Recruiting Party for Deletria Destroyed.

**Location:** 20 miles north of Town of Deletria, Meghala Kimata Plains. DV

**Description:** One of the Milenian raiding parties sent to patrol the area spots a small Mivosian recruiting party riding south toward Deletria. They follow their orders not to let any Mivosian in or out of the city. Thus, they ambush the Mivosians, and none escape alive. The bodies are buried and the horses taken. (*See Fl. 4, Fl. 9; Ya. 24, Kl. 21.*)

**What This Means:** Parthenaeum's Heldannic commander, Father Sigmund, knew that such measures would need to be taken if Mivosians tried to enter or leave Deletria. To prevent them from informing Mivosia of the recent events in the region, they had to slay everyone.

**What the PCs Can Do:** "*Civis pacem para bellum*," if you want peace, prepare yourself for war.

## Rear Guard under Attack.

**Location:** 70 miles northeast of Town of Deletria, Meghala Kimata Plains. DV

**Description:** One of the Meghalan raiding parties, which was patrolling the wilderness around Parthenaeum and Deletria, has been observing the Mivosian troops for some days now, and waited for the best time to launch an attack. It's just a skirmish, where hidden mounted archers shoot volleys of arrows and ride away. (See *Ya. 12, Ya. 21; Ya. 23, Ya. 24.*)

**What This Means:** The Meghalan raiders have received orders to observe and try to delay as much as possible any Mivosian troops heading southeast. The Mivosians are surprised to meet a Heldannic force so far from Polakatsikes in a territory they were supposed to control. But the Heldannic force is too small to be a real threat for them, so they quickly stop giving chase.

**What the PCs Can Do:** Hunt or be hunted, and vice versa.

## Parthmont 24, AC 1019

### Mivosian Recruiting Party for Parthenaeum Tricked.

**Location:** 10 miles northeast of Town of Parthenaeum, Meghala Kimata Plains. DV

**Description:** At sunset a Milenian raiding party surveying the region locates a group of Mivosian riders going straight to Parthenaeum. Being only as numerous as the Mivosians they decide to pursue them, but not to attack them.

Later that night the Mivosians arrive in the vicinity of Parthenaeum's walls. The Mivosian colors are still hanging on the gates so they rush into the citadel expecting shelter. The gates are closed and to their amazement several dozen archers are aiming arrows at them. They are disarmed and put in jail where they are to be interrogated. (See *Fl. 9, Ya. 23; Kl. 21.*)

**What This Means:** The Milenians realized they were not numerous enough to be sure to kill every Mivosian, so they decided to push them toward Parthenaeum where the Mivosians would logically look for help and shelter and find out too late that it is no longer under Mivosian rule. Their plan worked.

Now there is little chance to see help coming from Parthenaeum to Mivosian-held territories around Polakatsikes. Yet Deletria must be secured and re-conquered. Plans will be made to take care of the Deletrian problem.

**What the PCs Can Do:** The PCs could mislay the Mivosians into the trap. Mivosian PCs could sense the ambush and try to avoid it, with maybe enough intelligence to try and alter the course of the war, though they are sure to be chased relentlessly by their enemies.

## First Diggings.

**Location:** Ruined City of Pyris/Desperia, Hills of Desolation, Jungle Coast. DV

**Description:** The first excavations are made around what appears to be the city's main administrative building. No *detect magic* spell is working, but many precious stones are unearthed. They are secured and kept by the highest-ranking cleric of the party to be given to Pharias at the end of the day.

Alatia has a pleasant time talking to Pharias. He wants to know more about her, the place she comes from, and their archeological mission. Conscious that she will ask him soon about the city, he volunteers an alternate version of the story of Pyris. According to the account he gives, madness struck the queen ruling the city of Pyris when she attempted to focus and catalyze her powers in a strange artifact called the *Conqueror's Heart*. She wanted to join the Immortals of Entropy as an equal and her pride was punished by the true Immortals who judged her unworthy to join Their ranks. Thus They *cursed* her and her whole people, turning them into precious stones. She is, according to the legend, still standing in her treasure vault, trapped inside the ruby statue she was turned into. (See *Ya. 21, Ya. 23; Kl. 5, Kl. 5.*)

**What This Means:** Unknown to the party (or the PCs), only spells cast from a magical scroll can function inside the city, and with an accuracy of only 10% + 1% per level of the spellcaster attempting to cast the spell on the scroll.

The story Pharias tells Alatia is just a trick to learn more about their real intentions, their strength, and dedication to their mission. He can read their minds and so learned about many aspects of their mission. He is well aware of where to look for the artifact, but wants to know more about them before telling them anything more specific, unless directly asked.

On her side, Alatia wants to keep a low profile, not asking too much about the artifact, for fear of having their true intentions discovered. She has no way to suspect Pharias's duplicity.

**What the PCs Can Do:** Dig and find precious stones. If brought back to Pharias and asked about them, he can tell them the history of the people who became those gems. Remember that the more precise the questions, the more precise the answers. The PCs should not learn the whole story too fast.

## Barthmont 25, AC 1019

### Expedition to Blight Swamp Announced.

**Location:** City of Shireton, Shire of Seashire, Five Shires. OW

**Description:** The Council of Sheriffs of the Five Shires announces an expedition to the Blight Swamp, to uncover its deadly secret. The sheriffs ask for stalwart hin to volunteer for this mission, and indicate that generous rewards are in the offing. In the meantime, further exploration by hin is forbidden, and the Sheriff of Eastshire instructs his *krondar* to patrol the fringes to deter the curious. (See *Fl. 17, Ya. 22; Fe. 1, Fe. 4.*)

**What This Means:** This is pretty much as it looks, an announcement of a mission to the swamp—cue the PCs.

**What the PCs Can Do:** This is the ideal hook to get the PCs involved, as they will likely have been hearing about the disappearances (and some of the wild theories surrounding them) for some time now. Armed with information concerning the last known whereabouts of certain prospectors, the PCs will be expected to make their way to the swamp, and find out what really happened. Subsequent events are based around an NPC party, but the DM should replace them with the PCs if applicable. The suggestion of a reward is genuine; should the PCs meet with success, the Council of Sheriffs will be quite generous.

### News of a Jailbreak.

**Location:** City of Minrothad, *Exarchate* of Minrothad, Thyatian Empire. OW

**Description:** Word of the escape of Calahim Elsan reaches Minrothad City. Thyatian officials immediately issue a notice for the young man's arrest, and the constabulary begins searching for Calahim, as well as questioning other members of the Elsan family. They deny any knowledge of his whereabouts. (See *Ya. 19, Ya. 22; Kl. 6.*)

**What This Means:** The disconnect between Thyatian justice and Minrothaddan tradition is becoming more obvious. Oran Meditor's position as the *Exarch* of Minrothad is not much help here; he may have a good understanding of the disconnect between Thyatian and Minrothaddan customs, but he cannot act on it too openly without being accused of favoritism by one side or another.

The Elsan elders actually don't know anything about Calahim's whereabouts—though it will be difficult for them to convince the *exarch* of that. For now, their political status keeps them from being arrested or interrogated, but every day that passes without results lessens their protection.

**What the PCs Can Do:** The PCs can work for any of several parties—the Thyatians, the Elsan clan, or another family—to locate Calahim Elsan. This is the set-up for the adventure *Scales of Justice*.

## Barthmont 26, AC 1019

### Reinforcements Arrive.

**Location:** Sea of Dread, off the coast of City of Alinquin, Kingdom of Dawnrim, Continent of Bellissaria, Nayce. AS

**Description:** A pair of Naycese *submersibles*, the *Craek* and *Luthos*, begin patrols of the area. By day's end, they are joined by a third *submersible*, the *Myntas*. They search the region, seeing signs of undead activity, but cannot locate their quarry. (See *Ya. 21; Fe. 2, Fe. 4.*)

**What This Means:** The report of undead massing near Dawnrim is disturbing for Nayce. The undead have mostly focused their attention on the ruins of the sunken Alpathian continent—the recent sighting spells the possible expansion of the undead activities. However, with just a vague sighting, Nayce is unsure where the undead are and where they are headed. They could be moving against the kingdoms on Bellissaria or the Alatian Islands.

### Dawn of Prophecy.

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

**Description:** Millington Vonaday has heard of the capture of Shadow. Learning from sources in the DDC that her real name is Dawn Henry, he immediately begins to wonder if this might have a connection to the clues mentioning dawn and shadow that he learned from the Oracle of Honor Island in Ierendi last year. If he is right, however, Shadow would have to be reunited with “Dusk,” which might be a reference to a specific item, place, or person from her past.

Eager to explore further, Millington Vonaday meets with the captured thief. He learns that all her relatives are dead as far as she knows, and mentioning the word “Dusk” does not jog her memory. After hours of interrogation, Millington is frustrated and ends the interview as he ponders whether she is feigning ignorance or simply does not know. As a thief, she might have secrets she wants to protect, but since Millington feels she can only improve her current situation by being truthful, he begins doubting whether she is the Dawn he has been looking for. (See *Th. 5, Ya. 19; Kl. 11, Kl. 13.*)

**What This Means:** Actually Shadow is quite truthful and the word Dusk simply doesn't have any particular importance for her. Given her background, Millington might be excused for doubting her word, though. Either way, Millington Vonaday's attempts to uncover the mystery behind the Itheldown curse continue. Though this may not seem so, he has just found a major clue to the puzzle he is trying to solve.



## Barthmont 27, AC 1019

### Ilioloostians under Attack!

**Location:** Ten days west of Town of Polakatsikes, Meghala Kimata Plains. DV

**Description:** The Ilioloostian vanguard is violently attacked by hundreds of humanoids. The sheer force of the attack separates a group of fifty pikemen from the rest of the army. Soon, the cavalry recovers and repels the humanoids. The mutilated bodies of the pikemen are found later. Some of the aggressors are identified as being ogres, orcs and gnolls. Tracks of heavier, unidentified foes are present too. (See *Ya. 14*, *Ya. 21*; *Ya. 28*, *Kl. 3*.)

**What This Means:** Many creatures other than peaceful nomad herders have fled the desert for a better life. This time, the army has encountered a strong force of humanoids, who were not willing to share a square inch of their newly-acquired territory. Their attack was coordinated, which leads officers to believe that the leaders of these clans are to be treated as dangerous and bold. The army slows down to be ready to face any similar threat. They now decide to move by daylight only and rest at night, because monsters have better night vision than humans.

**What the PCs Can Do:** Chase the monsters! And don't get caught.

### The Rules for the Race Are Stated.

**Location:** City of Baraga, Merry Pirates Seas. HW

**Description:** A group of captains who have volunteered to oversee the race announce that the rules are unchanged. All ships have to start in Baraga and must enter the harbors of Floresque, Puerto Morillos, Kota-Jayang and, again, Baraga. Like before, King Necco the Black has promised to sponsor a prize for the winner. The race will start on Fyrmont 24, and the last day for registering for the contest will be Fyrmont 20. Dirty tricks are allowed, of course. (See *Ya. 1*, *Ya. 2*; *Fy. 3*, *Fy. 20*.)

**What This Means:** Although more ships will be competing this time, it was agreed that additional rules would not be needed.

## Barthmont 28, AC 1019

### Signatory Council Meets.

**Location:** Town of Ciudad Huelca, *Estado de Guadalupe*, Savage Baronies. SC

**Description:** The Treaty of Tampicos Signatory Council meets to discuss the exceptional circumstances of the invasion of Terra Vermelha by the signatory Barony of Torreón. Guadalupe—a country not directly concerned with the events in Terra Vermelha or the recent Narvaezan Wars—is hosting and presiding the extraordinary meeting. Attending are representatives of Cimarron, Almarrón, Saragón, Vilaverde, Texeiras, Torreón, and Hule. A representative of Narvaez is also present, claiming to represent Garguña (even though the other baronies do not recognize Narvaezan control of Garguña—only a part of it is under Narvaezan control anyway); despite Almarrón and Saragón's strong opposition, as they feel allowing it would give a seal of approval to Narvaez's war.

The debate is centered on determining what is the goal of Torreón, after it broke the Treaty of Tampicos, and its representative is pressed with questions. *Don* Augusto states that the intent of Torreón is not to ignite war among the baronies, but that Terra Vermelha is essential to Torreón's future and its annexation irrevocable. *Baronesa* Isabel is willing to ratify a new treaty, one that would recognize her barony's ownership over the red lands. While the Narvaezan delegate is quite supportive of the idea, and implies that *Barón* Hugo may ratify such a treaty, Texeiras and Vilaverde are enraged at Torreón's proposal, while the Hulean delegate declares that the Great Hule recognizes only the original Treaty of Tampicos as valid. Despite the efforts of the western baronies, no compromise can be found at this time. (See *Tb. 16*, *Fl. 9*; *Kl. 17*, *Fy. 3*.)

**What This Means:** Torreón has broken the Treaty of Tampicos that guaranteed some stability among the Savage Baronies. While this does not mean a diplomatic solution can't be hammered out at some later point, for now it is the signal of a period of chaos in the region. Everyone will be busy trying to score as many successes as possible, be they political or military or otherwise, in order to be in the best position when the time comes to negotiate again. At this game, Torreón already has scored a big one, with its early takeover of Terra Vermelha, but the game has just begun.

**What the PCs Can Do:** The PCs will be living in interesting times. Name level PCs may use the ambient chaos to try to establish their own baronies.

## Friendly Guests?

**Location:** Falun Caverns, Kingdom of Soderfjord. OW

**Description:** The increasingly embattled gnomes of the Falun Caverns note the arrival of a group of three humans, dressed in heavy cloaks and not bearing a banner of any sort. The gnomish sentries hail the newcomers, and ask them to politely state their business or leave while they can, explaining that Soderfjord is unsettled frontier land, and it is often hard to determine whether a person is friend or foe.

One of the humans identifies himself as Hermann Adalard, of Heldann; he and his companions have heard of the gnomes' plight, and have come to make an offer to them, if they would listen. Intrigued, the gnomes give them permission to enter, but order them to leave their weapons with them. (See *Ya. 16*, *Ya. 20*; *Kl. 7*, *Kl. 11*.)

**What This Means:** *Ordensmeisterin* Anna von Hendriks has thought long on the Kildorkak dwarves' need for gnomish engineering talent if they are to build her the zeppelins she thinks will be necessary to win the civil war. Not long afterwards, she sent out emissaries to locate sizeable gnomish communities throughout the Old World, and determine whether some of them might wish to relocate to Heldann to help her, in exchange for payment, or whatever the gnomes wished (the latter would be subject to negotiation, of course). Using *travel* spells, her agents contacted communities in Karameikos, Darokin, and Thyatis, but none were willing to leave their homes. One of the agents learned, however, of the predicament of the gnomish colony in the Falun Caverns, all the more tragic because those caves were inhabited by the gnomes centuries ago, and then taken away by kobolds. Thinking that these gnomes, if any still lived, might be more amenable to Heldannic offers of cooperation, Anna ordered her agents, led by Hermann Adalard, the former *Landmeister* of Oceansend, to locate the caverns, and *travel* there.

**What the PCs Can Do:** The PCs could be part of the party sent to the Falun Caverns.

## Queen's Spy Caught.

**Location:** Town of Krakatos, Kingdom of Karameikos. OW

**Description:** The Alpathian wizard Telokar of Frisland, a former commander in the Alpathian army and now a professor of Conjunction and Summoning at the Karameikan School of Magecraft, is giving a lecture to a class of promising students when he is asked an intriguing question by a Traladaran pupil regarding the possibility of summoning and controlling a nosferatu (a common type of vampire in the dark woods of Karameikos). Telokar *passwalls* from the classroom to his adjacent study to fetch some documents pertaining to the subject, only to find himself looking at a dark-clad figure rummaging through his books (including some spellbooks and magical scrolls). The thief swings about and throws a dart at him, but Telokar is protected by a permanent *protection from normal missiles* (a must-have for battlemages) and the dart is deflected. Telokar, however, does not miss his reflexive counter-attack as he conjures up a deadly effective *flame arrow*. Telokar casts a few spells to protect himself against further attacks (he *wizard locks* the door and casts various defensive

spells), then *wishes* to speak with the dead. The thief is revealed to be a spy working for the queen, and was watching the wizard's activities for indications of a possible betrayal. (See *Tb. 15*, *Fl. 14*; *Kl. 1*, *Kl. 7*.)

**What This Means:** Telokar was one of the Alpathians that Queen Olivia put under close scrutiny, due to his background, as she suspects some Alpathians might have other loyalties outside the kingdom. The spy was searching through Telokar's papers while he was giving a lecture, not expecting him to magically drop by. She quickly sensed the wizard's appearance, and threw a poisoned dart (a sleep-inducing poison) to immobilize him, but she was no match for the battle-hardened conjurer.

**What the PCs Can Do:** If the PCs are Alpathians in Karameikos, they may be the ones who discover and expose the queen's espionage.

## Pincer Attack on Jibarú.

**Location:** Kingdom of Jibarú, Orc's Head Peninsula. SC

**Description:** Two pincers of manscorpions cross the border from Ankesh into Jibarú, and two more from the Wind Flats. Phanatons scouts easily spot the large forces marching into their forests, and glide ahead of them to warn the elders of the threat.

Soon, the phanatons organize small parties that harass the Nimmurians, who have difficulty fighting effectively in the forest. The manscorpions from Ankesh press on, however, and destroy any villages they are able to spot. The pincers from Suneveh halt their advance as soon as skirmishes with phanatons erupt, however; puzzled, the phanatons watch as the enemy army sets camp, setting up a defense perimeter around their tents and bonfires. Then, archers take positions near the bonfires, and start firing burning arrows at the trees! The phanatons gasp in horror as the trees catch fire, and soon the forest is ablaze, the fire spreading east under the strong winds coming from the Wind Flats. (See *Nu. 17*, *Fl. 16*; *Fe. 15*, *Fe. 25*.)

**What This Means:** This is the beginning of the joint campaign of Suneveh and Ankesh against Jibarú. While the phanatons were watching for a possible attack from the south—although none of that magnitude had ever been mounted—they were not aware of the presence of manscorpions in the inhospitable Wind Flats, and were less prepared on that front, but phanatons scouts and warriors reacted quickly anyway.

Prince Enshurnasirpal of Suneveh had a well thought-out plan ready, though: burning the forest. The wind blows east from the sea, undiminished by the Wind Flats, and although it is a wet wind in this forthcoming period of the year it does not bring enough rainfall, so that it fuels the forest fire more than it quenches it. The forest of Jibarú will be burning, and the Suneveh Nimmurians can march behind it, no longer at a disadvantage. Besides, all the land cleared will provide good pasture in the future, from which Suneveh can profit in its bid for northern expansion.

**What the PCs Can Do:** Phanaton PCs must devise a way to stop the Nimmurian army, or their whole forest will be destroyed! At the same time, they should also try to help fellow phanatons and forest animals escape the clutches of the blaze.

## Alpha Leaves Nayce.

**Location:** City of Alpha, Kingdom of Alpha, Nayce. NW

**Description:** King Ericall announces that the Kingdom of Alpha, along with all its vassals, is no longer part of Nayce. A message is sent to the great powers of the region that were not present at the Norwold Confederacy convention: Thyatis, Heldann, the dragons of the Wyrksteeth, and of course to the Naycese Council. Alpha will welcome a manageable level of emigration from Nayce, however. King Ericall also reaffirms the friendship between Alpha and Nayce, and their common Alphanian heritage, but says that, for the benefit of stability in Norwold, the two must go their separate ways and part peacefully. (*See Ya. 10, Ya. 15; Kl.1, Kl. 19.*)

**What This Means:** This is a consequence of Nayce's meddling with the affairs of Norwold—an unsolicited interference that threatened the stability of the region, whereas Nayce never assisted Alpha in its times of need. If the Naycese Council proceeds with its plan, King Ericall wants to point that Alpha is not involved in it. In order to avoid any unpleasantness by the more radical of the councilors, Ericall will scrupulously follow the procedure for leaving the Alphanian confederation. Norwold is not a very populated area, though, so Ericall will allow emigrants from Nayce to settle in Norwold (in fact, Norwold was never closed to emigration), although he hopes that the council will not send by force boatloads of rebellious, poor servants who are not fit for living in the cold climate of Norwold. The king intends to turn every such servant into a free settler, as per Alpha's law, which differs from the Alphanian imperial law.

## Sorcery!

**Location:** Seven days west of Town of Polakatsikes, Meghala Kimata Plains. DV

**Description:** Once again, the army is under attack. Projectiles of all kinds rain down on the Ilioloostians. Turtle position is ordered and battle mages loose their spells at the enemy. The toll is heavy for the humanoids, whose first wave is stopped short. But soon trolls show up and throw big rocks, which crush the Ilioloostian lines. To their surprise the rocks turn into earth elementals—sorcery!

The cavalry, which had so far stayed behind, now enters the fray, cutting through the orcish ranks and charging the trolls. The humanoids finally retreat but many men lie wounded or dead. Some humanoids are taken prisoner to be interrogated. The elementals are dispelled by the battle mages. (*See Ya. 21, Ya. 27; Kl. 3, Kl. 5.*)

**What This Means:** The Ilioloostian vanguard has once again been violently attacked by hundreds of unknown humanoids, but the regular army managed to repel the attack after suffering numerous casualties. It's clear now that there are powerful shamans among the humanoids.

The army is once again slowed in its journey. The wounded must be taken care of, and the dead buried.

**What the PCs Can Do:** Stay alive, and save the day by accomplishing a glorious act.

## Topic of the Month

### The Mountain of Bones

*What follows is an extract from the journal of Julius Ambrosius, following his ill-fated visit to the so-called "Mountain of Bones," in the Isles of Steam.*

#### Yarthmont 8, AC 1019

I cannot allow what I have seen to be forgotten... the Mountain of Bones holds a great secret, a secret that, I think, must be linked to the stories told to me by the Isoinia elves. Bless them for leading me to this wondrous discovery; curse them for leading me to that which took the lives of many good friends.

We passed through that doorway with high hopes; I felt within my bones that we would discover something great here. That we did—we found a dusty staircase, which led down into the bowels of the mountain, or so it seemed. This led into a large chamber, with narrow slits carved into one wall that allowed us to view the shoreline, and our ship, far below. As we did not notice these openings before, no doubt they are well hidden.

The room was roughly crescent-shaped, with dusty stone benches lining the walls. We noted that they were proportioned for man-sized creatures, which led me to believe that this place was built, and inhabited, by men. The walls were covered with the remains of frescos, but the colors were so faded, and so many tiles were missing, that none of us could figure out what they once depicted. Julius Octavius, nevertheless, took the time to copy some of them in his sketchbook while the rest of us examined the room more closely.

The stairs continued downwards at the other side of the room, and so we continued our descent. We must have walked down another five hundred steps, during which time I noticed alcoves branching off of the stairway at irregular intervals. Although many of these had collapsed, some of them turned out to be tunnels that led off into darkness. If we had only been more cautious in our descent, we could have explored one or more of them, but thinking back upon what we discovered, I think it best that we did not venture into these tunnels. For some reason, I am certain that all of those tunnels would have led to our deaths. After what seemed like an interminably long descent, we found ourselves in another chamber, this one much larger than the one we had just visited. Looking up, I could not see the ceiling; the light from our lanterns provided only a tiny globe of light in what seemed to be an endless vault of deepest night. Flavius urged me to turn back, claiming that he felt we were being watched. I remember dismissing his concerns, and urging the rest of the party to press on.

We took the time to circumnavigate the room, which was bare, rectangular, and at least 100 feet by 80 feet! It truly must have been a tremendous feat of engineering for so ancient a people to excavate such a large chamber, for the walls were exceedingly smooth to the touch, and, as far as our light carried, we noticed that they were covered with frescos—this time many of them were largely intact!

I wish I could capture on parchment the sheer joy I felt at seeing them! The rich colors of the tiles themselves were breathtaking, as though they had been mounted yesterday. The

level of detail the artists achieved was nothing short of astounding; the ships shown sailing at sea were amazingly realistic, as were the tiny men manning them. Other scenes depicted columns of men marching to war, and people building houses, tilling fields, and fishing. In several places on the walls, some sort of writing, in a flowing script, was visible. Julius Severnus must have been in paradise, judging from the speed at which he was copying what he saw. What was more astounding, to me, than anything else, was the fact that the frescos continued upwards into the darkness! If only there were more light! Even now, as I write this, I cannot help but wonder at the work required to perform such a feat! Truly, the men who built that stronghold were wonders of their age!

What drew my attention most of all was the great map that dominated the northern wall of that room. Like the other works of art on the walls, it was done as a fresco, but it presented the surrounding region. Few of the coastlines were familiar to me, based on what we had seen thus far, but after careful study I recognized the outlines of Cestia and Oceania. But it was different in many ways. The angle was wrong; the map presented north as being what we would consider northwest, and Cestia itself was a peninsula of Davania, joined to the mainland by a narrow land bridge. Seeming to counterbalance the landmasses of Cestia and Oceania was a large island—almost a continent, I suppose—that lay roughly southwards, not far east of a long peninsula that stretched southeast from the Davanian landmass. Each area was labeled with that same flowing script that we had seen elsewhere in the room, but that island seemed special. The lettering was larger, and there was a gold, star-shaped pattern in the mosaic in the island's center. Clearly this was a land of importance. Needless to say, I copied the map as best I could, including the script.

But that place must have had a curse laid upon it. If only I had not been so entranced by what I had found in an adjoining room, and if only my companions had not found the other treasures that lay therein, we would have left those lightless chambers, and many good men would still be alive today. The memory of those lost men weighs heavily upon me—I fear it shall always be so. I cannot explain how I noticed that faint light that emanated from a low doorway in one corner of that immense room, but I was drawn to it like a moth to a flame. Someone must have seen what I was doing, for I suddenly found myself being held back by a couple of men, straining at their efforts; I was not aware of what I was doing, or where I was going. That frightened me, but I resolved to find out what was drawing me to that doorway, and I pointed it out to my companions, who reacted as though it had appeared suddenly in the wall. Agathokles swore that he had seen nothing but bare stone there beforehand. We went through the doorway, although Flavius, Matthias, and Demetrios decided to stay outside; they preferred the open space of the large room.

The doorway led into a smaller room, only 12 feet wide at most, and 20 feet deep. The ceiling was low—the taller men in my party had to hunch over slightly—and the walls, although smooth like those in the larger room, were unadorned. Several piles of dusty debris lined the walls, which Marcus said were the remains of ancient wooden furniture, some of which disintegrated at his touch. What drew our attention, however, was the source of the faint glow itself—a stone table, carved with sun patterns, bearing what looked like a golden star about as wide as my hand. Without thinking, without realizing what I was doing, I found myself at the table, holding the star in my hand. It pulsed warmly in my grasp, beating as though it were a living heart. As it beats now in my hand as I write this. I did

not see what my companions were doing; I had eyes only for the star, drawn as I was into the fine swirls carved into its surface.

Within those fine designs I saw a great sea, and I was tossed high overhead by the winds. I felt no fear—I felt nothing at all—and I drifted where I was carried. I do not know how long I flew; there was only the sky, the sun, and the endless sea. I then saw land far away, which grew quickly in my field of vision. I must have been flying very quickly! Soon I saw that it was a hilly island, cloaked with dense forest, beyond which was a larger landmass. I soared over the island, and ahead of me I saw a great bay, bracketed by steep hillsides. Onward I flew, and soon I was over land—it must have been a very large island, or a small continent—and to one side I saw a steep mountain chain rising from the plains and hills below. It seemed that I would fly into the mountains themselves, and then, at the last moment, I flew upwards. I could almost touch the mountainside below me as it rushed by. And suddenly my momentum died away, and before me was a flattened mountaintop, upon which someone had built a white temple, with a single golden dome. I was then jolted by a voice, which said but one word that sounded like “seron,” and then I was hurled away with great force. I could do nothing but watch the temple and the island recede into the distance, and then everything faded to blackness. And then I was standing in the small room once again, looking at the golden star in my hand.

Julius Severnus had shaken me back to my senses; I had spent many minutes in a reverie. My companions had found a stone chest nestled in a corner, and had smashed it open. Inside, they had found gold coins, dried leather cylinders sealed with wax, and several heavily tarnished daggers and short swords. They were talking excitedly about their find—they had been for several minutes, said Julius, who had noticed that I was not reacting to the noise, but staring blindly at the star. A cold, crushing fear gripped my heart at that moment—we had to leave! But when I turned to my men, the shouts of glee had turned into screams; several great, many-legged horrors had sidled into the room, and were attacking my companions! I saw Maximus falter under the blows of one creature, its strangely human forelimbs bearing a wicked-looking blade. He went to one knee, and was run through by the monster, which then bore the man under its weight, tearing at his flesh while he yet lived. I could not shut out his screams, yet I had to if I wished to live. I gathered Julius and Agathokles to me, and we helped Antonius dispatch the monster facing him. They were giant spiders—larger than a small horse, I am sure—whose forelegs ended with hands, and whose heads bore prominent lumps at the back. I knew with certainty that these beasts were intelligent, if they could wield weapons. All this passed through my mind in a blur—we had to get out.

There were three of the beasts in the chamber with us, but there were seven of us remaining—as well as Flavius, Matthias, and Demetrios in the large chamber, who even now might be fighting for their lives. The first monster was badly wounded by a well-thrown ax, and some of us made short work of it while the remainder confronted the other two unspeakable beasts. One of them raised a hand, and a glowing dart hit Antonius! They could cast spells. Antonius was stunned, but we managed to stab the creature several times before it could strike again, and soon we were covered in its vile ichor. Lucius was not so fortunate, for his opponent uttered a syllable, and a faint blue haze settled around the man, and he slumped to the ground in a deep sleep. Before we could reach him, the beast grabbed him, and bit him in the throat. By the time we killed the last spider,

Lucius was bleeding profusely, and twitching violently—poison! Marcus administered an antidote quickly, and Antonius dressed the wound as best he could. I knew the lad would have to be brought back to the ship quickly. Losing no time, we went back into the larger room, with Antonius and Marcus carrying Lucius, and Helena and Agathokles bearing the treasure from the stone chest. The star was in my hand, lighting the way faintly.

What we saw in the larger room was a horror greater than any I had ever seen. I pray to all that is virtuous that I do not see such a thing again. I wondered briefly how the spiders got past Flavius, Matthias, and Demetrios without raising an alarm, but I saw the poor men were caught unawares! As we entered the room, many large shadows retreated from our lanterns, and we saw the butchered remains of Demetrios and Flavius, their dead faces frozen with expressions of shock. Even now I grow sick at the memory of what I saw—even the worst battles of the Crown War did not result in such animalistic, wanton savagery! No sane mind would dare do to a foe what was done to those two men. The only consolation, small as it was, was the sight of another three dead spiders. Of Flavius, there was no sign.

We wasted no more time, and ran like madmen to the stairs, away from the growing sounds of pursuit. A bright flash caught the corner of my eye, and I saw a bolt of light arc towards us! I shouted a warning, and we dove to the side, while the bolt exploded on the stairs ahead of us. The burst of light was intense, and I was blinded for a moment—as were we all, I think—but I was soon able to see again, and saw, just for a few seconds, what lay above us in that chamber. I remember starting with surprise, my stomach knotting in fear. Far above us, surrounded by the frescos that continued up to the ceiling, was a great patchwork of webs, so thick that they obscured the designs that graced that chamber's roof. Nestled in and suspended from those webs were dozens of round structures that were built of the same material. Amidst all this, and down the walls, crawled many more of the monsters. We had been exploring this chamber—the lair of these foul creatures—without realizing that they had seen us, had been watching us the whole time! Spurred by fear, we stumbled our way up the stairs, and I grabbed one of the ancient short swords, for my own sword was lost after I fell.

That hellish ascent seemed unending. Marcus and Antonius carried Lucius in the middle of our group, while Helena and Agathokles took the lead and I covered the rear with Julius Severnus. All the while, we heard sounds of pursuit, and every so often Helena would fire a crossbow bolt into the gloom behind us, and sometimes be rewarded with an inhuman shriek. Several glowing bolts were hurled at us from below, and I was hit by one of them, but withstood the momentary agony and forged on. Soon, our group passed the first of the side tunnels—we were getting close to the top—but next to one of them a shadowy form dropped from the ceiling onto Helena, who collapsed under its weight! Agathokles was stunned with shock, and Marcus slashed madly with his sword at the beast several times, which squealed in pain. I urged Marcus and Antonius to get Lucius to safety, and with the others I set upon the spider. It was only then that I realized that this was a clever ruse to split us up.

As we attacked the creature, it gave up and withdrew, only to return with more of its kind, and accompanied by more of the beasts coming up the stairs. They knew we would try to aid a stricken comrade, and thus slow down. I realize now that these creatures are far more intelligent than I had first imagined—too much so, I think. We fought as best we could, but something

strange happened. I had never used a short sword before, yet the weapon felt comfortable in my hand, as though it had always been there. When I thrust and slashed, it was as though an expert hand was guiding my strokes, so that each one hit its mark, and the blade bit deeply into the creatures' foul flesh. I assumed fighting stances I did not know, and my body seemed to move on its own accord. That sword must have had a strong enchantment placed upon it, but I am grateful for it!

I do not know how we persevered, but we managed to force our way through our enemies; however, Julius Octavius was bleeding heavily, and gasping for breath. His eyes met mine as we ascended, and we both knew that he was not long for this world. He began to stagger, and soon fell to the ground. Helena tried to lift him again, but I stayed her with a hand, and after looking Julius in the eyes, asked her in a strangely disembodied voice to give him her crossbow and her remaining bolts. She complied quickly, and as she did so, Julius handed me his sketchbook, asking me in a faltering voice to ensure that his work would survive this day. I could do nothing but assent, not knowing why I had said what I did; I only knew that what was being done, had to be done. Amid the growing sounds of pursuit, Helena loaded the crossbow, and ran on, followed by Agathokles, who had tossed several flaming oil flasks down the stairs. Judging from the sounds, some of them hit our opponents. At the very least, the action had bought us more time. Julius clasped my arm, and told me not to regret this day, but to live on. I bid him farewell, and ran as though Thanatos Himself were behind me. Perhaps He was. I heard a defiant shout, a sharp *twang*, and another inhuman shriek. The sounds slowly receded. Another *twang*, followed by yet another cry of pain. I heard no further sounds of combat thereafter. May Solarios protect his spirit.

My lungs were on fire by the time I reached the crescent room again; the others were there. Without another word, we resumed our flight, and soon we were out in the open air once more. Words cannot describe the joy I felt at seeing the sun shining overhead—we had spent the night underground. We fled down the mountainside back to our ship, where we were greeted by our crew. No one said anything, but everyone knew that five valiant men would not leave this island.

### Later

I sit here, wondering if the loss of five good men was worth what we found. A collection of coins, some old weapons, and mouldering scrolls—so ancient and fragile that they began to crumble when I tried to unroll them—that we cannot read without magical aid. Even now, Magister Galfridus is poring over those ancient documents, painstakingly translating those texts word by word. He has said very little about what he has read so far, mentioning only that they relate tales so ancient that they will challenge much that we take for granted about Mystaran history. Lying on my desk before me is Julius's old sketchbook, opened to the last thing he drew from the large chamber. It is that sailing ship that moved me so much—it is only when I look at it closely that I see why this drawing should be so special. He copied the fresco exactly. Down to the last tile. Now this image will be burned into my memory, until the day I die. Never will I forget his sacrifice.

I also have the star, which glows warmly still, and, when I concentrate on it, I notice a faint tugging sensation to the south, as though the star is directing me there. There remains no other option now, but to follow it; our losses will have been meaningless if we turn back. Of this I am certain.

# Klarmont

## Klarmont 1, AC 1019

### Norwold League.

**Location:** City of Alpha, Kingdom of Alpha, Nayce. NW

**Description:** The rulers of the Norwold Confederacy agree to create a league of nations, with the purpose to promote peace and trade in Norwold. The Norwold League also vows to prevent imperial powers from achieving hegemony in Norwold. The paladin Ethendril h'Caramore becomes the overlord of the Norwold League.

The members of the Norwold League are: the Kingdom of Alpha (Ericall), the Kingdom of Littonia (Uldis IV), the Kingdom of Siegeria (Sieger von Duwn), the Shires of Lecha (Shaedrik Divotfoot), the Grand Duchy of Chitine (Ney), the Duchy of Draken (Beriak), the Duchy of Kameloth (Shuren), the Marquisate of Panteria (Celia), the *Khanate* of Ublaath-nor (Brogahn), the County of the Free Plains (Allisa Patrician), the Barony of Latela (Longtooth), the *Baronie* de Chevas (Adik de Chevas), the Barony of Arcadia (Arcadius), the Barony of Redhorn (Diablerus I), the Barony of the Lake (Winnefred of the Lake), the Barony of Shebb (Shebb Woolsey), the Barony of Ossian (Heinrich Niederhaus), the Barony of Moonland (Sandalane), the Barony of Dag (Rutger Dag), the Barony of Sonnenfeld (Fergus), and the *Thanedoms* of Huninhold (Vin Svenson) and Muninhold (Rolf Dirkson). (See *Ya. 15*, *Ya. 28*; *Kl. 19*, *Fe. 5*.)

**What This Means:** The Norwold Confederacy had been formed to counter the Heldannic encroachment in Norwold. Now that this threat is no longer predominant, and that Alpha has shed its Alphantian vassalage, the assembled lords felt it was preferable to alter the alliance and give it new goals that would be shared by many. With this new definition, Littonia and Siegeria and some lesser dominions accepted to join the league. Also of note is the participation of Dag of Sonnenfeld, whose barons are bent on trying to put an end to the strife that has recently plagued the area and the manipulation of the Heldannic Knights and the Thyatians.

There are some noticeable absences from the league, though of course the league's diplomacy will certainly work at convincing them to join. The Kaarjalans are absent, though certainly not hostile. A more worrisome case is Nordalfheim, still in the process of building an elven nation, which does not want to involve itself with the primarily human league at this moment, although it is not hostile either, and Quillan remains its representative. Likewise, the dragons of the Wyrksteeth are not part of the league. Also not affiliated is Oceansend, which, although a self-governing protectorate of the Thyatian Empire, has opted not to join until King Olaf Yarrvikson finishes weighing his options. Of course, dominions that are infested to those outside powers, be they Heldannic, Thyatian, or even Ostlander, are also not part of the league. The others are smaller dominions that, for various reasons, prefer to remain outside the league; among them are several of the Tranquil Coast baronies that are not yet over the events that recently

swept them, the battered and count-less Ersenbal, and the conflicting Stamtral and Vyolstagrad.

**What the PCs Can Do:** PCs who own a dominion in Norwold may decide to join the Norwold League, or stay clear of it.

### And Now Comes the Time to Wait...

**Location:** Sea of Steam. DV

**Description:** The Thyatian expedition has sailed for many days over the trackless waters of the Sea of Steam, and has faced many perils since leaving the Isles of Steam. Now they have arrived—they hope—at the location indicated on the map they discovered in the ruins. Where a large island was drawn, however, they see nothing but open sea. The crew sounds the depths around the ship, which have decreased markedly over the past few days, and now are as shallow as 20 feet in some areas. Some crewmembers speculate that the island they are looking for has perhaps sunk into the ocean, or it might never have existed at all.

Julius Ambrosius, convinced that he is on the verge of discovering something important, orders the crew to keep the ship at this location for the next few days. In the meantime, he dispatches a few sailors, equipped with *potions of water breathing*, to explore the shallows. (See *Ya. 7*, *Ya. 8*; *Kl. 3*, *Kl. 26*.)

**What This Means:** Although their losses were to be expected on such a voyage, the Thyatians have become increasingly bitter since their adventures in the Isles of Steam. Several veteran crewmembers were killed by the araneas who dwell on the Mountain of Bones, and Julius fears that, unless something tangible is discovered soon, morale might fall further. The possibility that he and his crew might have discovered a lost island is heartening, but he doubts that anything of interest will be found. Nevertheless, the mysterious gold star that he found in the ruins has led him to this spot, and he feels a strong urge to wait a while, and see what happens.

**What the PCs Can Do:** PCs could be given the task of exploring the shallows. If this is the case, they can explore what appear to be submerged mountaintops and alpine valleys, all covered with a thick layer of silt and topped with forests of seaweed. The total area that can be explored is large—almost 20 square miles, with depths between 20 and 110 feet, as well as many seemingly bottomless ravines. This area drops off sharply beyond this point, and is an oasis for shallow water sea life, so there are many varieties of fish, crustaceans, and other animals to be found here—some of which might try to eat the PCs if encountered.

## Resentment.

**Location:** Town of Krakatos, Kingdom of Karameikos. OW

**Description:** Telokar is furious about the Queen of Karameikos's (and more generally, as he sees it, the Karameikans') harassment of him. He cancels his classes and holds meetings with fellow Alpathian professors at the Karameikan School of Magecraft, other wizards who settled in Karameikos but did not join the faculty of the new school, and non-spellcasting former officers who were his deputies in the Alpathian army. They all feel the same annoyance at the growing harassment they suffer from the Karameikans, and are distraught by the account of a spy foraging among Telokar's personal possessions: such an intrusion into a wizard's research is like physically assaulting him (which, incidentally, also happened). The wizards begin to wonder whether they have overstayed their welcome in this country that presents itself as independent and cosmopolitan but really remains a backwater nation in the shadow of the Thyatian Empire. (*See Fl. 14, Ya. 28; Kl. 7, Kl. 19.*)

**What This Means:** Resentment is brewing. Although the Alpathian elite is mostly oblivious to the tension between the Thyatians and the Traladarans of Karameikos, they begin to realize that the country is not as welcoming as it pretends to be. The Alpathians, who brought to this magic-deprived nation a school of magic almost worthy of the universities of Alpathia, and magical knowledge unheard-of here, are outraged at finding out that the Karameikans are trying to steal their secrets.

## Klarmont 2, AC 1019

### A Visit to Saragón.

**Location:** Town of Ciudad Matacán, *Baronía de Saragón*, Savage Baronies. SC

**Description:** After opening formal diplomatic ties with Almarrón, and striking a few trade deals (including securing a market for Thyatian wine and grain, and an agreement to import fine Almarrónian furniture), the Thyatian expedition heads inland to visit the *Baronía de Saragón*. Upon reaching the capital, Ciudad Matacán, Paulus Angelinus and his closest advisors make their way to the palace of *Barón* Balthazar de Montejo y Aranjuez, to secure an audience with him. The palace guards recognize the Thyatians as a foreign delegation, and notify the *barón* of their arrival.

The visitors do not wait long, and are escorted into a lavish audience chamber, where they are presented to *Barón* Balthazar, who officially welcomes them to Saragón, and expresses his hope for friendly relations with the empire. Paulus thanks the *barón*, and states that he has been empowered by the emperor, Eusebius Torion, to negotiate for the empire on all diplomatic and trade matters. In addition, Paulus presents Julius Scaevola, a master bard from Thyatis City, as ambassador. Balthazar greets Julius, and invites his guests to dine with him, while they discuss matters of interest to both parties. (*See Ya. 18, Ya. 23; Kl. 9, Kl. 25.*)

**What This Means:** Paulus had decided beforehand to pay a visit to both Saragón and Guadalante, despite the fact that neither territory was accessible by ship, both to ensure that no barony would be offended by not receiving a visit, and to try to find as many trading opportunities and diplomatic inroads as possible. Saragón is among the more enlightened baronies (according to the Thyatians' Texeiran and Vilaverdan allies), and Balthazar has many plans to strengthen and expand his country—such an ambitious person bears observation. Paulus's plan is to secure contacts with Saragón's community of sages, as well as establish a trade in the scientific gadgets and other innovations for which the realm is known, while offering precious metals and works of art (both of which are reported to be very much in demand). To sweeten the deal, Paulus will also offer to open discussions on aid against the persistent undead presence in the Bosque de las Sombras.

**What the PCs Can Do:** A high-level PC could be made ambassador to Saragón.

## Klarmont 3, AC 1019

### Deletria Receives Mivosian Troops, or So They Think.

**Location:** Town of Deletria, Mivosian Empire, Meghala Kimata Plains. DV

**Description:** Mivosian officers in Deletria spot a long line of Mivosian and Milenian enlisted soldiers marching toward the town gate. They are estimated to number 500, among whom about 150 wear Mivosian uniforms. The Mivosian governor happily has the gates opened to greet them.

As soon as the gates are closed behind them, the troops are assigned accommodations throughout the town. The newly arrived Mivosian officers ask for permission to delay the official banquet until they have freshened up and dressed more properly. The governor is flattered and agrees.

The Milenian soldiers rally most of the Deletrians they meet. When the newly arrived officers are received by the governor and his retinue, they draw their weapons and turn against their aghast hosts, who fight bravely but are soon overwhelmed. Before midnight the town is under Meghalan control. (*See Ya. 27, Ya. 28; Kl. 5, Kl. 10.*)

**What This Means:** The plan was to enter the city as Mivosian-allied troops using all the uniforms of the Mivosians in Parthenaeum, then the Parthenaeum conscripts would contact the local Deletrian officers, or at least the most charismatic soldiers, to try to have them join the uprising which would soon occur.

Unknown to most, a special undercover Mivosian agent, who was trying to uncover the resistance network by lying low in the city, has managed to leave the town using the sewer system. In the deep of the night he runs southeast to bring the news to Syropolis and Tyrnae.

**What the PCs Can Do:** Impersonate Mivosians and try to incapacitate as many true Mivosians as possible, or possibly run after the agent and stop him before he reaches Syropolis or Tyrnae. Mivosian PCs could try covert operations of their own.

## A Miraculous Sign!

**Location:** Sea of Steam. DV

**Description:** Several days of exploring the shallow seas have revealed nothing out of the ordinary, and Julius Ambrosius begins to fear that he will have to admit defeat, and set a course for Cestia, and from there return to Thyatis in shame. He prepares himself to issue the fateful orders, when a sharp cry from the crow's nest disturbs his thoughts.

"Land ho!" cries the watchman.

Off the starboard bow, rising low above the waves, is a small, marshy island, in the middle of which is what appears to be the square foundations of an ancient structure, heavily overgrown with algae and kelp. Losing no time, Julius orders his crew to sail for the island. Once there, he trudges through the muck as though driven, followed by a few marines, and soon he stands in the midst of the ruins. At one end is a stone pedestal, which he approaches wordlessly. He clears the mud and algae from the stone, and, seeing a depression in its surface, places the golden star within it.

Suddenly, the ground trembles ominously, and Julius, apparently dazed, is rushed towards to the ship by the marines, who fear that the island will sink violently into the sea. Fortunately, nothing of the sort happens; in fact, the sea seems to recede further for a few seconds, before the tremors cease. Julius shakes his head, and asks what is going on, and is surprised to find himself on an island. He looks around, and sees a rectangular foundation of a building on a rise. Looking to his ship, he sees that it is anchored in shallow water—it has almost been grounded, in fact. Realizing that something momentous has happened, he orders a careful investigation of the ruins. (See *Ya. 8, Kl. 1; Kl. 26, Fe. 9.*)

**What This Means:** Ever since he found the star in the ruined keep, Julius has been drawn to this location, and once he saw the island, which appears only at certain low tides, an incredibly powerful force led him ashore, and made him place the star in the pedestal. Those who have sailed with him have noticed, since that fateful night on the Mountain of Bones, that Julius has been acting differently at times, unaware of his surroundings, and becoming increasingly obsessed about sailing south. Those who observed what happened will notice two things: Julius is no longer acting strangely—this will become more apparent over the next few days—and the island has apparently risen several feet, placing the ruins on a hill that will always remain above water.

Unknown to the Thyatians, the ruins were once a temple of Ixion, thousands of years ago, situated on a mountaintop in Lhomarr. This was one of the holier sites on the lost island continent, and its return can only mean that Ixion Himself is stirring.

**What the PCs Can Do:** If one of the PCs took the golden star, he or she will be the one to place it in the pedestal, and trigger the rising of the small island. Otherwise, they can help Julius investigate the island and the ruins. Although almost everything was destroyed with the sinking of Lhomarr, there may be a few small items buried in the drying muck, or hidden under the flagstones of the still intact temple floor. It is up to the DM to determine what they might be, but to survive thousands of years of immersion underwater, they should either be magical, or have some powerful spells of preservation cast upon them.

## Quest for a Cure.

**Location:** *Mumhyket* of Nagpuri, Kingdom of Sind. OW

**Description:** The third son of the missing *Rajah* Salmahlin Kalkiin, Prince Almiron, makes a proposal at court that magical aid be sought outside of Nagpuri. Prince Almiron reminds the court that his mother, Lady Kalindi, the second wife of the *rajah*, has ties with the present Black *Rajah* of Jaibul, and that he himself had spent a year in the Great School of Magic in Glantri (disguised as a Krondaharan wizard); these connections might prove useful in rescuing the *rajah* from the Elemental Plane of Earth or restoring *Rani* Nipa Kalkiin from being a statue of clay.

Prince Rohan, second son of the *rajah* and *rani*, immediately agrees to the plan and announces his eagerness to make the journey to Jaibul, even before Prince Javas, his eldest brother and de facto ruler of Nagpuri, can contemplate his decision. He argues that it might be better for one of Lady Kalindi's sons to see the Black *Rajah*, but Prince Rohan cannot be dissuaded.

Prince Javas makes a final decision: Prince Almiron will travel to Glantri, while Prince Rohan will travel to Jaibul, accompanied by Prince Lais, the younger son of the *rajah* and Lady Kalindi.

Lady Kalindi stifles a wail at the proclamation and is brought out of the courtroom before the audience is ended. (See *Ya. 11, Ya. 19; Kl. 14, Kl. 18.*)

**What This Means:** With no magical solutions from the *jadugeryas* of Nagpuri, the Kalkiin family is desperate for the return of the *rajah*, but more so are Princes Javas and Rohan, since their mother also lies in a cursed state of elemental clay. The proposal from their brother Almiron (actually, only a half-brother, like Lais) seems logical and straightforward enough. In truth, it was actually authored by the ambitious Lady Kalindi—who will play the role of a grieving mother, worried for the safety of her two sons on a perilous quest in foreign lands.

**What the PCs Can Do:** Whether their loyalty lies with Kalindi Kalkiin or the true and rightful rulers of Nagpuri (*Rajah* Salmahlin and thus Prince Javas), PCs can accompany these princes of Nagpuri to either quest to distant and dangerous lands, especially if they have been to Jaibul or Glantri before.

## A Call to the Faithful.

**Location:** OW, SD, SC, DV

**Description:** No matter where they are, or what they are doing, all clerics of Ixion in His various incarnations receive a mental image of a small island bursting from the sea, upon which is a brilliant white temple with a golden dome. In their minds, and in their own languages, they all hear the following:

"The storm shall pass, let the light shine! Let what was once forgotten be known once more! Let My wisdom and guidance be as a shining temple on a hill to you, and let the seas of ancient darkness be repelled!"

The image then fades, leaving the clerics disoriented, but otherwise unaffected. (See *Ya. 8, Kl. 1; Kl. 26, Fe. 9.*)

**What This Means:** Ixion is aware of the resurgence of the Outer Beings, foes of old that He fought, in Davania. Although He is forbidden from taking direct action in the Prime Plane, He can use symbols and other indirect acts to alert the faithful.

**What the PCs Can Do:** His Clerics will receive His message.



## Klarmont 4, AC 1019

### A Name Becomes Official.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alphatia, Alphatian Empire. HW

**Description:** The new *voidship* still has no name as the team members with nautical experience have brought in the old navy tradition to name a ship after she is finished. However, the younger team members, especially the hopeful “voidonauts” Kossan, Iris, Olanth and Xanax, using the beginnings of the names of the ship designers: Lady Ardana, Lady Polint and Lord Loraan, have named the project—and ship’s class—*Apollo*. Lady Ardana does not like the name too much, but she finally agrees to use it. (See *Fl. 3, Fl. 7; Fy. 14, Fy. 15.*)

**What This Means:** It is a typical human custom to give names to everything, and as Lady Ardana had not cared for it herself, the others came up with their own name.

### Terror in the Hills!!

**Location:** Village of Dyrrachium, Imperial Territories, Thyatian Empire. OW

**Description:** The normally quiet village of Dyrrachium is attacked in the night by a large band of goblins. The villagers are caught completely by surprise, and within minutes many people are killed, and homes set aflame. The more able-bodied villagers try to mount a defense, but the shock of the goblins’ swift and organized attack proves to be too much. Before concerted resistance can be brought to bear, the attackers flee into the surrounding Kerendas Hills, laden with plunder. (See *Kl. 28, Fe. 9.*)

**What This Means:** Dyrrachium was founded as a mining village not long after the Great War by Emperor Eusebius, in a bid to strengthen the empire’s hold on its fringe territories, and to strengthen the imperial economy. People have known for many years that the surrounding hills contain respectable veins of silver and iron, but the region was considered too remote for active settlement and development, especially since there were already productive mines in more developed regions. Once the imperial government started to actively develop portions of the imperial territories by surveying, building roads, and clearing some land for settlement, the mines became feasible.

The region in which Dyrrachium was founded was considered to be fairly safe; the army had waged a successful campaign against the local goblin tribes in AC 1007, during which many strongholds were destroyed, and so it was thought that the survivors would be too dispersed, and too weak, to pose a serious threat for many years to come. This supposition has proven to be wrong.

**What the PCs Can Do:** If the PCs are adventuring in the Kerendas Hills (which are home to a variety of perils), they might be using Dyrrachium as a base. In this case, they could be present when the goblins attack, and their efforts might reduce the damage inflicted on the village, and save some lives, too.

## Klarmont 5, AC 1019

### Troops Depart for Polakatsikes.

**Location:** Town of Deletria, Meghala Kimata Plains. DV

**Description:** All the men the city can spare from its own defense are to leave for the front. An ill-matched army departs on foot and hopes to reach Polakatsikes before it is too late. Father Sigmund has them avoid the river as he fears encountering Mivosian troops. (See *Ya. 28, Kl. 3; Kl. 10, Kl. 23.*)

**What This Means:** Local officers gave Father Sigmund the best warriors they could spare, yet they really lack cavalry since the contingent is made of 250 pikemen, 400 light infantrymen and about 200 archers; plus a dozen Heldannic clerics.

**What the PCs Can Do:** Lead the “army.”

### Stabbing in the Night.

**Location:** Ruined City of Pyris/Desperia, Hills of Desolation, Jungle Coast. DV

**Description:** The Mivosian agent stabs the highest-ranking cleric of the party during the night and flees with the precious stones found during the day. He heads south with one of the two remaining donkeys, hoping to soon reach a region where he can use his hidden *ring of teleportation*. The murder is only discovered the next morning. (See *Ya. 23, Ya. 24; Kl. 5, Kl. 8.*)

**What This Means:** A very big emerald was found and the Mivosian agent assumed that it was the artifact itself, which he wants to bring back to Mivosian authorities. This emerald was just a very big gem: it once was a very powerful sage, who was opposed to the queen’s plans but stayed to protect his people from her madness. The artifact has not yet been found, and should not be since it is not physically situated in the city.

**What the PCs Can Do:** They can organize the hunt.

### Traitor Found Dead.

**Location:** Three miles south of the Ruined City of Pyris/Desperia, Hills of Desolation, Jungle Coast. DV

**Description:** The Mivosian agent is found dead in the wilderness. His body bears marks of giant claws. A search of his belongings reveals soporific powders and some more lethal poisons. The body is brought back to the city and buried. The donkey is found wandering around but still carrying all the gems the traitor stole. (See *Ya. 24, Kl. 5; Kl. 8, Kl. 14.*)

**What This Means:** The day before, a very big emerald was found and the traitor wrongly assumed that this was the artifact they all sought. As he left the city, he was spotted by Pharias who sensed the gems leaving the city. He observed the thief and after a short explanation and mind reading, opted to get rid of the traitor since he reneged on his word.

Pharias left very obvious proof of his deed, and did not take the gems with him to see if other unscrupulous people were present in the party.

**What the PCs Can Do:** Leading the hunt, it’s up to the PCs to discover clues linking the traitor to Mivosia.

## Klarmont 6, AC 1019

### Balancing the Scales.

**Location:** City of Minrothad, *Exarchate* of Minrothad, Thyatian Empire. OW

**Description:** After nearly a week and a half of investigation and intrigue, agents of the *exarch* locate and bring in Calahim Elsan. Oran Meditor himself, asserting his privileges as *exarch*, reviews the young man's case in a public court.

After working through the formalities, Meditor notes that in addition to murder, Calahim is now guilty of flight to avoid arrest, a lesser crime under Thyatian law but still one for which Calahim must be punished. However, Meditor's review of the evidence from Calahim's original trial clearly shows that the murder charge was based upon a simple error in judgment, rather than the cold-blooded intent that the original judge assumed. Because of this, the *exarch* reduces Calahim's sentence to a fine of 500 gold *lucins* and a month's hard labor with the Minrothad City harbor maintenance crew. To this, he adds a second month at hard labor for the flight to avoid arrest. (See *Ya. 22, Ya. 25.*)

**What This Means:** A potentially dangerous situation has, for the moment, been defused. Some behind-the-scenes politicking was done to reduce Calahim's sentence, but not as much as one might think; Thyatian justice has always considered the criminal's intentions to be at least as important as his actions, and the judge at Calahim's original trial did misread the young man's intent (though Calahim didn't help his own case any, with his smug belief that as a Elsan scion he would be able to buy his way out of trouble with only a slap on the wrist).

The situation, longer-term, is somewhat less certain. The major families of Minrothad are now very well aware that Thyatian law, with all its swift impartiality, applies to them as strongly as it does to the common folk of the isles. They will have to be more careful in their activities in the future, and appreciate the empire somewhat less. On the other hand, Calahim's second trial and sentencing has strongly impressed the common folk of Minrothad City, making them aware that the empire's law can work for them against crimes committed by the wealthy, as well. A lot of their resentment towards the empire's absorption of the guilds begins to fade with this judgment.

Calahim's work with the city harbor crew is fairly honorable, as such sentences go—the harbor crew is made up of both convicted criminals providing unskilled labor, and freemen overseeing their work. It is needed work that benefits the city of Minrothad—and keeps him very much in the public eye.

**What the PCs Can Do:** If the PCs were involved in *Scales of Justice*, they may have been the ones to bring Calahim Elsan in. If so, Meditor will ask their opinion of the young man's personality and intent, and may take their advice into account on how to deal with his crime. Clever or insightful thinking may gain the PCs patronage either from Meditor directly, or from one or more of the major guild families of Minrothad.

## Klarmont 7, AC 1019

### A New Ally.

**Location:** Town of Kammin, Territory of Heldann, Heldannic Empire. OW

**Description:** *Ordensmeisterin* Anna von Hendriks receives word that Hermann Adalard and his entourage have returned from their mission to Soderfjord. She orders her aides to escort them in, and is gladdened to see Hermann return with his two men, as well as eight nervous-looking gnomes. The oldest gnome shakes himself, straightens, and, removing his cap, introduces himself as Burdel Stonehand, of the Torkyn Clan. He bids Anna greetings on behalf of his people, and says that, despite her most generous offer of assistance, the gnomes of the Falun Caverns are a hardy folk, and will not give the “dark dwarves” that which belongs to the Torkyn Clan by right. Nevertheless, he and his associates were intrigued by her offer, and will help her as best they can, in exchange for the right to copy all of the gnomish documentation in Heldannic possession, and to take any gnomish devices brought from Oostdok, if they wish. Anna agrees to this. (See *Ya. 20, Ya. 28; Kl. 11, Kl. 14.*)

**What This Means:** The Torkyn gnomes' position in Soderfjord does not appear to be as tenuous as Anna has thought, and therefore she does not have as much leverage over them as she had hoped. Fortunately for her, the possibility of obtaining designs of gnomish flying machines—and devices—proved to be an effective, if unintended, lure.

**What the PCs Can Do:** PCs in Anna's employ might be called upon to assist her in any negotiations to come, or they might be given the task of observing the gnomes, to ensure that they do not obtain more than they are supposed to, in the way of information.

### The Alphasians Are Plotting.

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

**Description:** Queen Olivia learns from her spies that the Alphasians are growing restless, and resentful of the Karameikans. Their leaders, most of whom were officers in the armies of Alphasia, have been meeting under the cover of strong magical protection that her spies were not competent enough to slip through. (See *Ya. 28, Kl. 1; Kl. 19, Fe. 26.*)

**What This Means:** The queen is worried, because those reports confirm her suspicions: the Alphasians are plotting, and this cannot bode well. She is unsure what their plot is exactly; one of her theories is that they plan a coup to take over Karameikos—the Alphasians constitute the largest minority in Karameikos and there are now more Alphasians than Thyatians—while her other pet theory is that they plan to attack Thyatis or Glantri from Karameikos. Whether the Alphasians, under their pretense of helping Karameikos progress in magic, are plotting a takeover or a war, they must be stopped before it is too late.

## It's a Girl.

**Location:** Town of Wongzhao Tsushao, Cao Province, *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** Mister Yao Zhuchin, a top honors student at a military academy in the south, is revealed, in fact, to be Miss Yao Su-Xin, the young man's elder sister. At first it is believed to be a case of fratricide, but her parents and village clerics vouch that the young man died in battle with an ogre bandit that was later slain by his sister. Although the academy granted the young man entrance based on the accomplishment of the ogre slaying, they revoke Miss Su-Xin's martial diploma. (*See Th. 26, Fl. 24; Ei. 3.*)

**What This Means:** Though it isn't the first time that a woman poses as a man in order to bypass the bias against women in Ochalean society, this revelation comes at a bad time for Su-Xin as Ochalea has been quite divided on the issue of women's rights in the last few months. Often, when this happens, the men who didn't notice their pupil's true gender just keep pretending that she is a man so that they will not lose honor for their failure to notice earlier, and there is no confrontation as everybody involved keeps the charade up.

## Klarmont 8, AC 1019

### Escaping Mivosian Agent Captured by Humanoids.

**Location:** 100 miles southeast of Town of Deletria, Meghala Kimata Plains. DV

**Description:** The Mivosian agent who fled Deletria to warn Mivosian troops in Syropolis and Tyrnae is captured alive by a band of humanoids. (*See Kl. 3; Kl. 10.*)

**What This Means:** It is now very unlikely that Mivosian officers will hear about the taking of Deletria by Milenian forces.

### Low Morale in Desperia.

**Location:** Ruined City of Pyris/Desperia, Hills of Desolation, Jungle Coast. DV

**Description:** Ever since the traitorous episode, morale is very low in the Heldannic party. Bertolucius is very upset about digging up so many beautiful and precious stones and not being able to keep any of them. Alatia is feeling down for she cannot figure out where they are going wrong. She knows the artifact is near, but cannot locate it despite her best efforts. Plus her lack of magical powers is very disturbing to her; she feels useless. (*See Kl. 5, Kl. 5; Kl. 14, Kl. 15.*)

**What This Means:** This is a test for the party. Vanya is observing them and wants to be sure they are dedicated to higher ideals than just looting a place of its treasure, without learning anything from it. She still has some doubts about some members of the party, and so decided to test their will a little while longer.

**What the PCs Can Do:** Cheering up Alatia or Bertolucius could be worth some extra XP.

## Klarmont 9, AC 1019

### Next Stop, Guadalupe.

**Location:** Town of Ciudad Huelca, *Estado de Guadalupe*, Savage Baronies. SC

**Description:** After concluding preliminary trade agreements with the *Baronía de Saragón*, the Thyatian expedition followed the Rio Copos upstream, reaching the capital of Guadalupe in the early afternoon. The Thyatians are viewed with interest upon their arrival—visitors from other baronies are rare, those from further afield doubly so—and thus it is hardly a surprise that emissaries from the baron, *Señor Cristóbal Bigotillos y Copetez*, approach the newcomers with an invitation to the baronial palace.

Following a brief round of introductions, Paulus and his companions are treated to a light, but delicious meal, during which *Señor Cristóbal* asks many questions about Thyatis and the empire's dealings in the Savage Coast region. During the subsequent discussion, the baron makes it clear that, while his people have few dealings with other baronies, he thinks that both Guadalupe and Thyatis could benefit from formal relations. He also makes it clear that he seeks neither military nor financial aid from the empire; his people are self-sufficient, and have prospered on the plains for generations. Paulus states that he respects Cristóbal's frankness, and that, while there is little Guadalupe might need, the empire can offer many things the people might want, such as affordable luxury goods. He goes on to say that he has heard much about the fine quality of Guadalupean horses, and that certain people in the empire are interested in purchasing some. Cristóbal indicates his own interest, and discussions continue. (*See Ya. 23, Kl. 2; Kl. 25, Fe. 21.*)

**What This Means:** Paulus knew there would be little material gain for the empire by opening relations with Guadalupe, but doing so would cost next to nothing, either—certainly far less than having a situation where the barony was the only one not visited by the expedition. By making the effort to come out here, Paulus has shown the empire's willingness to deal with all baronies equally and fairly, a gesture that could be worth considerable diplomatic coin in the future. During the discussion, Paulus will also present Vincenzo Giotto, an experienced bard and merchant from Kerendas, as ambassador. Preliminary discussions will also take place concerning the purchase of horses (some prominent merchants in the Hinterlands and in Redstone are planning to go into ranching, and they think that Guadalupean horses would make fine breeding stock), and the export of Thyatian silks and wines.

**What the PCs Can Do:** A senior PC could be appointed ambassador. Otherwise, there is a fair amount to see and do in Ciudad Huelca, a town of roughly 6,000 that is arguably the farthest outpost of civilization in the region. Ambitious PC can venture out into the Pampa Rica, a vast expanse of largely unclaimed grasslands populated by all manner of wild animals and goblinoids.

## Market for Slaves in Decline?

**Location:** Across Nayce. AS, SD

**Description:** Slave merchants across Nayce complain to their respective rulers and patrons that they are experiencing unprecedented difficulties in selling their wares. In every Naycese kingdom, the numbers of slaves purchased has fallen since the late fall of AY 2018 [*AC 1018. Ed.*], and at an increasing rate since the summer of this year. The result is that many merchants are finding themselves in the uncomfortable position of being stuck with an increasing number of slaves that no one apparently wants to buy.

The response to this outcry varies. Some long-time customers help their suppliers out by continuing to buy slaves, but many cite financial problems, and simply say they do not have a need for more slaves at this time. (*See Ya. 9, Ya. 21; Fe. 4, Fe. 14.*)

**What This Means:** As mass unemployment among the servant and freeman classes spreads, and competition for jobs increases, many wealthy business owners and aristocrats have been able to reduce the wages they offer. Desperate to make ends meet, many people take these jobs anyway, and in some cases find themselves little better off than slaves. Some employers have noticed that this new arrangement suits them better than owning slaves—one cannot fire a slave, after all—and there are no obligations whatsoever to care for employees. As some of the elite take advantage of the situation, many laborers soon realize how far they have fallen. This will only feed resentment in the coming months. In the meantime, the overall number of slaves will remain stable.

**What the PCs Can Do:** This scenario presents an opportunity for new PCs, who might start out as servants or freemen, to leave their old lives behind them and begin adventuring. Additionally, PCs who feel strongly about the slave trade—one way or the other—could involve themselves more closely in developments as time passes. There may be opportunities for them to get involved in the political maneuvering that could arise as a result of this event, in order to advance their own agendas.

## Klarmont 10, AC 1019

### Meghalan Raiders' Remains.

**Location:** Five days southeast of Town of Deletria, Meghala Kimata Plains. DV

**Description:** Scouts report they have found the remains of an important Meghalan raiding party. No survivors are found. They apparently were attacked, captured, then horribly tortured to death. Their opponents were humanoids, mainly desert orcs, gnolls and some trolls, some of whom were killed before the Meghalans were overwhelmed.

Father Sigmund orders the dead to be properly buried, and the army resumes its journey toward Polakatsikes. (*See Kl. 3, Kl. 5; Kl. 23, Kl. 24.*)

**What This Means:** The Meghalan raiders were captured by the same humanoids who captured the fleeing Mivosian spy.

**What the PCs Can Do:** Investigate into the humanoids' battle tactics.

### King of Randel in the Dark.

**Location:** "City" of Izchnizoy, Kingdom of Omegaran, Underside, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** In his palace at Sundsvall of the Dark, Zandor crowns Riyankar, a vassalich of limited power, King of Ioznyx (Randel of the Dark). King Riyankar is dismissed from Izchnizoy with the mission to establish his dark capital, Issanhass, below the city of Rardish, and to convert the Randel soldiers who patrol the Underside below Randel into subjects of Alpathia of the Dark. (*See Va. 17; Fe. 3, Sv. 15.*)

**What This Means:** Among the Randel soldiers captured by Zandor's underlings was an aristocratic officer. Though in Alpathia powerful spellcasters rarely choose a military career, Zandor knows that Randel has different traditions wherein it is actually prestigious to join the military. Thus, despite the fact that this officer was of rather low rank, Riyankar was deemed an acceptable choice for kingship based on Randel's standards. Other dead soldiers were turned into various types of undead subjects, while the living were taken into custody in the palace's dungeons—or, as the court vampires call it, the larder.

To make him amenable for his kingship, Zandor used his necromantic knowledge to turn Riyankar into a vassalich. Now subjected to Zandor's will, Riyankar will do his emperor's bidding. His main goal is to use his knowledge of the Randel military base below the town of Dmireton, and of the Randel tactics in general, to prey upon the outpost's garrison and scouts—thus acquiring new subjects—and if possible capture the outpost altogether.

**What the PCs Can Do:** Randel PCs captured last year by Zandor's cronies may be dumped into Izchnizoy's dungeons, a place from which it would be difficult but not impossible to escape while they are hunted like game by vampires, ghouls, or any other type of undead that feed on living flesh that the DM may deem appropriate.

## Slow Growth in Eirundrynn.

**Location:** Kingdom of Eirundrynn, Continent of Bellissaria, Nayce. AS

**Description:** A number of elves have arrived in Eirundrynn since Governor Jhedryll called for elven settlers last year. With the current economic decline in much of Nayce, many elves have come to establish new lives for themselves in a nation that welcomes them, and where they can escape the harsh situation in the rest of Nayce these days. Many of them have been disappointed, however, as there is little from the Naycese Council to get new things going and because Eirundrynn is a nation of few forests and many displeased humans, who see the new arrivals as invaders. (*See Va. 1, Th. 22; Fe. 14, Am. 22.*)

**What This Means:** The Naycese Council realizes that there are many elves in Nayce and wanted to give them their own nation. They have not done much to help get that nation going, however. Basically they have thrust the whole enterprise onto Jhedryll, a military leader, with little or no funding. Owing to the economic trouble in Nayce, the growing nation will get even less money this year. The elves that come here find the prospects uncertain or disappointing, even as the local human population feels they are being supplanted or forced to leave, in which case they will be crushed between the elven settlers in Eirundrynn and the invading wizards in the Turmoil Territories. Governor Jhedryll has kept the peace by virtue of being a good military leader, but he has been lacking in showing people that he has visions for the future.

## Hope Comes from the Unlikeliest Places.

**Location:** *Baronía de Gargoña*, Savage Baronies. SC

**Description:** Amid widespread fears of the imminent collapse of Gargoña, a savior appears in the southeast. Visiting the scattered villages south of the *Rio Copos*, a well-dressed gentleman by the name of *Don Marco de Rivera*, and his retainers, is promising protection from Narvaez and firm leadership to take back the lands north of the *Rio Copos*. Many Gargoñans, especially those who recently fled the Narvaezan-held lands across the river, hearken to the man's message. (*See Ya. 28; Fe. 13, Fy. 7.*)

**What This Means:** *Don Marco* is none other than *Don Esteban*, the former ruler of *Almarrón* who had been ousted by *Barón Maximiliano de Almarrón y Escudor* in AC 1008, and who tried, unsuccessfully, to regain control of the country in AC 1016-17. He went into hiding in late AC 1017, and has been quietly rebuilding his power base since that time. Seeing the chaos that is enveloping Gargoña, Esteban has decided to assert himself here, in the hopes of eventually taking over the *baronía* and using it as a launching point for an invasion of *Almarrón*. In the meantime, he is counting on the ignorance of the locals, a magical alteration of his appearance, and his own charisma, to prevent people from finding out who he really is.

**What the PCs Can Do:** Noble PCs in southern Gargoña may feel threatened by this mysterious man, and try to find out what he is doing in the region. They could either find out themselves, or they could send spies to uncover the truth. Alternatively, the PCs could be the spies. Yet another possibility is that the PCs are part of Esteban's entourage, in which case they could be ordered to investigate the nearest nobles, to discover their strengths and weaknesses.

## Klarmont II, AC 1019

### Landfall Bombarded.

**Location:** City of Landfall, Territory of Heldland, Heldannic Empire. NW

**Description:** The former garrison of Oceansend, as well as troops recruited from among the recent immigrants to Heldland, lay siege to the city of Landfall, currently held by forces loyal to Heinrich Straßenburger, a few hours before sunrise. They are supported by elements of the Thyatian *thematic exercitii*, a company of dwarven soldiers from Kildorkak, as well as a Thyatian *tulдум* (engineering) regiment. Trebuchets and catapults start pounding the landward walls by mid afternoon, while defending archers and spellcasters try to dislodge their besiegers. The arrows fall well short of their mark, but some of the *lightning bolt* and *cloudkill* spells gain the city brief respites. (*See Ya. 28, Kl. 7; Kl. 14, Kl. 21.*)

**What This Means:** *Ordensmeisterin* Anna von Hendriks has decided, whether or not the zeppelins can be built, to gain as much ground as she can while Straßenburger is still at a disadvantage due to his losses in the Ostbergen. Hence, her move to blockade Althaven, and now to besiege Landfall, to create a two-front war. Partly, she hopes that her move will force Straßenburger's hand, and concentrate his troops in the two combat zones, which could reduce the pressure on Grauenberg. As far as campaigns go, Landfall is significant in that it is the largest port held by Straßenburger's forces in the Kamminer Bay region. Its loss would provide Anna with a secure landing point for more of her troops along the northern shore, if necessary.

The involvement of the dwarves, who are normally excused from military service to the Heldannic Order, was secured by a promise by Anna that they would have a share of any wealth held by the regime.

**What the PCs Can Do:** PCs on either side can take part in this battle, performing missions to help, or hinder, the defenders.

### Mivosians Reinforce Syropolis and Tyrnae.

**Location:** Towns of Syropolis and Tyrnae, Mivosian Empire, north of Dominion of Polakatsikes, Meghala Kimata Plains. DV

**Description:** Mivosian troops finally arrive at their destination. Plans are made for the weeks to come. Watch posts are reinforced, and some incursions into Heldannic territory are planned to test the defenses of the enemy. Siege engines are to be built soon, too. (*See Ya. 23, Ya. 24; Kl. 12, Kl. 14.*)

**What This Means:** When Mivosians are numerous, war is close. The morale is high in the Mivosian ranks.

**What the PCs Can Do:** If they are Heldannic spies, they have to report the arrival to Polakatsikes's advanced outposts.

## The Most Important Secret Meeting of Our Time.

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

**Description:** In a secret house belonging to the DDC, a meeting is held between King Doriath of the fair elves, Princess Tanadaleyo of Aengmor, Radiant King Telemon of the Shadow Elves, Chancellor Corwyn Mauntea of Darokin and King Stefan Karameikos, plus Prince Regent Bensarian of Wendar. The elven rulers agree to share the land of the Canolbarth Forest for the time being. This means that all fair elves now can return to their land, even if not everyone will do this in the near future, many clans having forged lasting bonds with people and land abroad. Besides, for the immediate future the rulers agree to root out the Church of Atzanteotl anywhere in their lands and to cooperate to dismantle, once and for all, the Alfheim Avengers and other hate groups. (*See Fl 12, Ya 5.; Fe. 2, Am. 8.*)

**What This Means:** Enough is enough and Doriath and Tanadaleyo are tired of Atzanteotl's continued attacks against the fragile peace among the elves, and so are Rafiel and Ilsundal. Now they are determined to strike against the evil Immortal and put an end to all of His activities among the elves. Telemon, conscious of the civil war provoked some years ago by Atzanteotl among shadow elves, agrees with them, and even Mauntea and Karameikos are willing to cooperate.

**What the PCs Can Do:** The PCs could look after the security of the meeting, act as bodyguards to one of the leader, or foil yet another evil plot of the Church of Atzanteotl's.

## The Trimark Incident.

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

**Description:** A cargo ship named the Trimark sails into the harbor of Akorros—or rather, drifts in. The dockworkers are horrified to find most of the crew torn to pieces or gored to death by sharp objects. There are a few survivors, who feebly try to hide away from all attention or else scream of bird-like demons who attacked the boat. Clearly none of the survivors have retained their sanity, though several of the bodies could have been pecked to death by some very large birds. (*See Th. 14, Ya. 26; Kl. 13, Kl. 17.*)

**What This Means:** The Trimark was attacked by screaming demons released onto Mystara by Razrog, the Roaring Demon on Itheldown Island. For centuries Razrog has been trying to break the last barriers that kept him away from Mystara, and now the last barriers are coming down. While Razrog cannot yet travel through the gate himself due to the magics that once created it, there is no longer anything preventing him from sending his lesser demonic servants through the portal. The screaming demons look like large humanoid-shaped stork-like beings and are the first soldiers in Razrog's invasion of the mortal planes.

**What the PCs Can Do:** Since the Darokinian authorities have prohibited all investigation into the Itheldown matter, the PCs will not be permitted to explore this incident beyond possibly talking to the now insane survivors of the Trimark. They might join up with Millington Vonaday in his attempts to determine the reasons behind the Itheldown curse, however, as they will certainly hear of it if they pursue the matter with the authorities.

## Klarmont 12, AC 1019

### Cinsa-Men-Noo Is Invaded.

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

**Description:** Three hundred Northmen and their families are joined by another eighty weary travelers from the Savage Coast. They all claim to be converts to al-Kalim, and they want to help Torcreft build his canal. (*See Fl. 25, Ya. 5; Fe. 28, Am. 2.*)

**What This Means:** These are indeed converts, listeners to the tales of Mujibur in his travels. They have received word that a plan to irrigate the Desert Garden has been enacted by Torcreft, so they have come to help build it.

**What PC's Can Do:** The *sultan* may want spies among these foreigners, as they are believed to have been mercenaries in the past. The PCs may be spies for other countries that are getting word of a new prophet coming to unite the Ylari, and so they have moved in with these foreigners as well; the Thyatians, by way of friendly *Emirate* of Tamerionikas, are likely to be the first to place spies close to Mujibur.

### Polakatsikes Learns of Mivosian Arrival.

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

**Description:** Messengers bring the long-feared news: Fresh Mivosian troops have arrived. Heldannic patrols are doubled in the wilderness in all directions. (*See Ya. 24, Kl. 11; Kl. 14, Kl. 18.*)

**What This Means:** Open war is close once again. The Heldannic Knights want to be prepared for any contingencies. The ground around the city walls has been dug and filled with spikes and traps. Secret tunnels have been excavated to allow soldiers out of the city or to provide a secret escape. They are now in dire need for their own allies to finally arrive.

**What the PCs Can Do:** Conduct the final preparations to defend the city.

## The Awards Festival.

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

**Description:** A month after the official declaration of the Marchioness of Berry's death—and more importantly, of the vacancy of her position—Glantrian nobles and hopefuls for nobility convene at Parliament House for an Awards Festival.

The Marquisate of Berry is taken by the ambitious *Doña* Isabella de Montebello, who is only too glad to leave the cold and inhospitable County of Glenargyll. Sir Gerrid Rientha, *Visconte di Castelbianco*, declines Glenargyll. Most unexpectedly, *Signor* Bartolomeo di Malapietra, *Visconte di Sirecchia*, abandons his recently earned dominion and takes the title of Count of Glenargyll. *Signor* Vincienzo di Randazzi, Baron of Ylourgne, will return to the ruins of his birthplace, as he takes the unpopular position of Viscount of Sirecchia.

Joining the ranks of nobility as the new Baron of Ylourgne—after one Krondaharan hopeful mysteriously disappeared, *Prinz* Jaggar von Drachenfels's candidate backed down, and the orcish woken from New Kolland was disqualified again—is a certain Jissel de Gheyn, a well-connected wizard of mixed Flaemish and Averoignian heritage. He was a close friend of Prince Vanserie Vlaardoen of Bergdhoven and can also boast of being kissing cousins to the d'Ambrevilles (rumor has it that the blood of Etienne d'Ambreville runs in his veins). He allies with House Linden, openly supporting Princess Juliana Vlaardoen's views of a more tolerant, more diverse Glantri, but some say he also has connections with the more extremist and racist elements among the Flaemish wizards. (*See* Ya. 2, Ya. 12; *Et.* 14.)

**What This Means:** Some political moves of this Awards Festival were surprising. Viscount Gerrid Rientha had only begun to rule Castelbianco in AC 1017, and wanted to continue his projects for the mountainous region in earnest.

The haunted, monster-laden ruins of Sirecchia have nothing to offer, save for the Abbey of the Bleeding Rose, the sole religious sanctuary run by clerics of Valerias, which is still under construction. *Signor* Bartolomeo di Malapietra had no love for his family when they were alive, much less would he have any loyalty to his familial lands, now that the Malapietras are dead!

Among the eligible barons were *Signor* Vincienzo di Randazzi, Baron of Ylourgne, and Lady Danira Voshane, Baroness of Egorn and stalwart ally of *Prinz* Harald Haaskinz of Sablestone. In a shrewd political move, *Signor* Vincienzo made a deal with *Prinz* Harald: He would shift alliances to House Haaskinz, in consideration of their ancient Thyatian ties, if Lady Danira would yield to his bid for Sirecchia. At any rate, the baroness has no interest in Sirecchia, sentimental or otherwise, and with *Prinz* Harald's poor health and her recent alarms about gray sorcery, she would rather remain in close proximity to the Grand Master of the Great School.

Jissel de Gheyn is secretly the leader of the Followers of the Fire, radical Flaemish fire wizards who believe in the supremacy of the Flaemish race. Prince Vanserie was the former leader and Count Pieter Verlien of High Sonden ranks highly among its members. In truth, Jissel does not truly support their views, and is manipulating the group—as well as a network of high-ranking wizards under the influence of his *crystal hypnosis balls*—to fuel his own ambitions of power. He is also an alchemist of the fourth circle and has considerable clout with the Averoignian-based secret craft.

## Klarmont 13, AC 1019

### Gnolls Expelled from Renardie.

**Location:** City of Louvines, Domaine Royal, Kingdom of Renardie, Animal Kingdoms. SC

**Description:** *Le Roi* Louis issues an edict barring all gnolls from entering Renardie or face deportation to Nouvelle-Renardie. A delegation from El Grande Carrascal is expelled; all other gnolls residing in or visiting the kingdom are urged to leave within one month. (*See* Va. 7; *Am.* 24.)

**What This Means:** The hutaakans discovered three years ago that some lupins worship the Immortal Pflarr, and that they too are looking into their race's origins (see Sviftmont 9, AC 1016). Pursuing the possibility that all three races, hutaakans, gnolls and lupins, may share a common ancestry, several hutaakans (mostly scholars and priests of Pflarr) came to Renardie.

Unfortunately, the questions asked and the lobbying done by the hutaakans drew them the ire of the Renardois clergy, who had the lupin followers of Pflarr rounded up and deported to the Bayou where they founded the colony of Nouvelle-Renardie. Fearing that the gnollish inquiries might rekindle the religious heresy that threatened Renardois society, they had the king issue an edict that sentences them to the same fate as their co-religionists. The Renardois, like everyone else—including the hutaakans until recently—do not make a distinction between gnolls and hutaakans, whom they consider a sub-race of gnolls; thus, they will be deported as well.

**What the PCs Can Do:** It will become very dangerous for hutaakan or gnollish PCs to enter Renardie—although if they do it might be an opportunity for the DM to send them to the frontier Nouvelle-Renardie without all those bulky magical gizmos and bags of gold the DM wanted to get rid of (an interesting follow-up would be PCs trying to get their money back from the Renardois government—or from Renardois citizens or officials—on the grounds that the edict deports them but should not confiscate their wealth). For Renardois PCs, the hunt for gnolls is open—the king has just declared them monsters, so they are fair game...

### Pieces to the Puzzle.

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

**Description:** Since returning from Ierendi, and especially after guessing at the meaning of the clues “Dawn” and “Shadows,” Millington Vonaday has been searching in scholarly circles for references to “Dusk,” and word of his search has spread. Among several other clues investigated have been the names of swords, unusual components for use with magic, and a host of other things. Bastian Rodens, an important young mage with the Mages' Guild, tells Millington that “Dusk” might also be a person. At least, he believes to recall that Rezak Xygar, a traveling mage in Darokin, once mentioned such a person during a conversation they had last year. (*See* Ya. 26, *Kl.* 11; *Kl.* 17, *Fe.* 4.)

**What This Means:** Millington thought he was making progress in his attempt to uncover the mystery of Itheldown Island, but now the track seems to have gone cold...

## More Bloodshed in Daraxi Tournaments.

**Location:** Tiger Clan Lands, Atruaghin Territories. OW

**Description:** The festival day becomes a rioting day when followers and priests of Atzanteotl attack the crowd in many Tiger Clan cities, and many soldiers and followers of Danel Tigerstripes and Atruaghin react by hunting down suspected followers of Atzanteotl everywhere. Many priests and followers are slaughtered in Tiger Clan holdings before the king's warriors are able to pacify the land. (*See Th. 7; Fe. 3, Sv. 10.*)

**What This Means:** Eelsha Spider's Kiss, High Priestess of Atzanteotl, is still alive, and willing to fight for her beloved patron. Her plan failed today, but the king and the priests of Danel and Atruaghin had better watch their backs...

**What the PCs Can Do:** They could try to locate Eelsha, but finding and killing the high priestess should be very difficult, and involving a massive fight with many priests and warriors loyal to Atzanteotl.

## Exile.

**Location:** Lands of the Brute-Men. HW

**Description:** Ka-ro, the young boy from the Fang Cave Clan who was exiled for discovering an object that was thought to be an artifact belonging to the dark Tha-to, finds an empty cave where he can sleep and live in relative safety from the dangerous animals and monsters that roam the lands of the Brute-Men. There, he draws upon the walls the story of his encounter with the flying presence at the clearing, the pursuit of the wounded wooly mammoth, the discovery of the artifact, the trek home, the feast, the suspicion, the ceremony of taboo, and the exile. (*See Th. 14, Th. 22; Ei. 19.*)

**What This Means:** Ka-ro was accused of being accursed for finding an object supposedly belonging to Tha-to, and exiled. Forced to live as a hermit, he managed to survive and, being an artist like many Brute-Men, he began drawing his life's story on to the walls of his new abode.

**What the PCs Can Do:** The painting is beautiful, and when it is over PCs who stumble upon it may try to decipher it. It notably hints at the presence of a hidden object of power.

## Klarmont 14, AC 1019

### Partial Withdrawal from Grauenberg.

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

**Description:** Sentries manning Grauenberg's walls report that a considerable portion of the besieging army has broken camp and is marching north. The *ordensgeneral* in charge of defending the city is overjoyed at the news, but is sobered by the knowledge that, even with the additional clerical aid provided by *Ordensmeisterin* Anna von Hendriks, the people of Grauenberg are starving. (*See Kl. 7, Kl. 11; Kl. 21, Kl. 25.*)

**What This Means:** While the siege of Grauenberg tied down a large portion of Heinrich Straßenburger's western armies, conditions for the people living in the city were terrible.

Despite tremendous effort on the part of the clerics—in terms of creating food and healing the injured and sick—the people have lived on meager rations for several months now, and many have succumbed to illness. Those who remained healthy have had to deal with the occasional attack, but for the most part they have coped with the stresses inherent in being surrounded by an enemy, from whom no quarter can be expected.

Although a large portion of the besieging army is being redeployed to Landfall, the force facing the Grauenbergers is still quite formidable, and unless it is dislodged soon, many people will die. Working in Grauenberg's favor are the strength of its fortifications, and the fact that it has spellcasters who have contributed a great deal to the city's defense. Thus, it is reluctant to attack unless it seems certain that it can win quickly.

**What the PCs Can Do:** Actions undertaken by the PCs, on either side, could shift the balance dramatically. Powerful PC clerics can aid their companions through healing and defensive magic, or they can *travel* to enemy lines and sow chaos.

## Murder in Mahasabad!

**Location:** *Mumhyket* of Nagpuri, Kingdom of Sind. OW

**Description:** At the palace of Mahasabad, the body of a dead young girl is found in the personal chambers of *Rani* Nipa Kalkiin (who remains petrified as a clay statue since the vanquishing of the horde a few months ago). Her skull is cracked open with blood pooling onto the intricately woven silken carpet. Beside her lies a broken marble statue of the Immortal Trisathi (Tarastia) and strewn on the floor are rare black Ochalean pearls. Many of the *rani's* precious jewelry pieces are discovered unaccounted for.

Prince Javas assigns some *jadugerya* advisors to investigate the gruesome matter. They come to the conclusion that the girl was one of the *rani's* maidservants, who probably took advantage of her mistress's incapacity to steal some jewelry. Magical divinations however do not reveal anything further—not the murder, the murderer, or the location of the jewels—but it is assumed that the maid had an accomplice who turned against her, killing her and stealing the jewels out of greed.

That night, a vicious rumor begins to spread that the maid had actually been enamored at the prince. The most malicious minds in Mahasabad thus begin speculating that Prince Javas, or maybe even his wife Lady Pandita, may have slain the girl—if not for the jewels, if not out of jealousy, then just to silence her. (*See Ya. 19, Kl. 3; Kl. 18, Kl. 21.*)

**What This Means:** This is a point where the plot of Lady Kalindi Kalkiin was almost exposed—but she masterfully turned it around to her own advantage. It was she who stole the *rani's* jewels, but the poor maid was witness to the theft and thus had to be stopped. Lady Kalindi *held* her with a spell, then after casting magical protections against scrying and other divinations, struck the maid down in a very non-magical way. The scattered pearls were planted to lay the blame of the theft on the maid, and even the rumor of the possible involvement of Prince Javas or his wife began upon Lady Kalindi's own lips.

What becomes of the jewels remains to be seen...

**What the PCs Can Do:** It would make for some interesting role-playing if the PCs were instead tasked to investigating the murder and the theft. But will the PCs come to the right conclusion or simply fall into Lady Kalindi's well-crafted plot?



## First Skirmishes Occur.

**Location:** North of Village of Doleria, Dominion of Polakatsikes, Heldannic Empire, Meghala Kimata Plains. DV

**Description:** Emboldened by the arrival of fresh troops, the Mivosians go on the offensive to test their adversaries. They storm a fortified watch post in the hills east of Doleria. Many battle mages participate along with a hundred archers. The Heldannic Knights order a retreat some miles south to another watchtower to strengthen it. (*See Kl. 11, Kl. 12; Kl. 18, Kl. 25.*)

**What This Means:** The Mivosians are bluffing. Their use of archers and battle mages proves that they are not so confident in their one-on-one combat skills. This time, everything went well because the Heldannic Knights were caught by surprise, but this will not happen every time like that.

**What the PCs Can Do:** Attack, or defend themselves.

## Eureka!

**Location:** Ruined City of Pyris/Desperia, Hills of Desolation, Jungle Coast. DV

**Description:** Morale reaches a new low when a digger is suddenly buried under a crumbling structure of stone walls and sand. The digger is found and carried out in a few minutes, but his condition is very critical. He is tended by the priests as best as they can without their spells, and finally the remaining highest-ranking cleric has him brought to Pharias, to see if he can help. Pharias mends the man's broken bones and orders him to rest. The digger is in shock and babbles semi-consciously about what he did wrong and where the tunnel he was digging was leading. Pharias, who interprets this as a direct question to him, answers both questions fully. Later that day, when the digger returns to his comrades, he tells Alatia about the sphinx's strange reaction.

So many little things seem to hint at Pharias hiding the full truth that Alatia is very concerned and tries to focus her thoughts on finding a satisfying answer. After an hour of intense pondering, she jumps to her feet and runs to Pharias. She bluntly asks him very precise questions about the city and its history, to which Pharias answers fully. She finally asks him if he is bound to tell the truth about the city and he answers positively. Since night has fallen, and she is now very tired, she asks him to meet them first thing in the morning to answer more questions. (*See Kl. 5, Kl. 8; Kl. 15, Kl. 16.*)

**What This Means:** Alatia finally realized that their very attitude toward Pharias led him to not reveal everything he knew. Due to the fact that the party never revealed its full intention, Pharias had no reason to trust them fully and to confide in them more fully than he did. Trust is so rarely encountered in this world that when it occurs most people cannot believe it.

The expedition reaches a turning point and shall start again on a new basis.

**What the PCs Can Do:** They could be the one to figure out the truth and jumpstart this quest.

## Corun House Commissions Airship.

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

**Description:** Following the successful, albeit beleaguered, launch of aerial trade routes between Darokin and Glantri in AC 1018, the head of Corun House, Nathalie Kalimi, commissions an airship from the Glantrian manufacturers Montgolfière & Urbaal Ltd. solely for the business of Corun House. The aging Nathalie Kalimi does not make the trip to Leenz herself, but sends a contingent of merchants and negotiators, led by her son and successor, Aldon Kalimi. (*See Ya. 9; Ka. 26.*)

**What This Means:** Many Darokinians will credit this bold move to the recent rise in fortunes of Corun House from the aerial trade last year (much to the chagrin of Umbarth House, its rival in trade with Glantri). While this is partly true, Corun House has actually met with many internal problems: the slowing of business, delays in deliveries, and slacking off of numerous merchants, including the notoriously reluctant Aldon Kalimi. Nathalie decided that expansion of aerial trade would prove beneficial and that thrusting Aldon into responsibility would rouse him from his lethargy.

**What the PCs Can Do:** Aldon Kalimi's aerial voyage and negotiations in Glantri may be fraught with danger and intrigue (especially if Aldon's bodyguards share the same careless lethargy that seems to have overcome the rest of Corun House). Will the PCs be hired by Nathalie Kalimi for extra security, perhaps as undercover guardians? Will the PCs even be called to be part of the negotiation party? Or will rival parties from Glantri or Darokin hire the PCs for sabotage or even kidnapping?

## Klarmont 15, AC 1019

### Monsters on the Loose.

**Location:** Mivosian- and Heldannic-held villages and hamlets, between Towns of Deletria and Tyrnae, Meghala Kimata Plains. DV

**Description:** While most Mivosian troops have gathered around the front line south of Syropolis, numerous hamlets and small villages north of the river are swarmed by bands of monsters. They are reported as being very organized and well armed. In some places, they even used battle magic. Villages and hamlets are looted and the most able-bodied people are enslaved, while many others are maimed or killed. (*See Kl. 5, Kl. 8; Kl. 21, Kl. 23.*)

**What This Means:** The monsters are no fools: they have not ventured too close to any major settlement. Some companies of monsters who have followed the nomads out of the desert have received orders to take as much loot and slaves as possible. They took advantage of the lack of soldiers in the Mivosian-held province to strike easy targets. Now three companies are heading south, laden with loot and slaves. The other companies are starting to gather southeast and southwest of Polakatsikes.

**What the PCs Can Do:** They can witness the attacks and try to save what can be saved. Would-be heroes, this is your day.

## Mysteries Unbeiled.

**Location:** Ruined City of Pyris/Desperia, Hills of Desolation, Jungle Coast. DV

**Description:** At dawn Pharias meets the party and answers fully their direct questions. Alatia apologizes for their reluctant attitude toward him and tells him the full story of their quest. Pharias reveals that the temple they found some days ago does lead to the secret tower where the artifact should still remain. He also informs them that once they enter the tower, its guardian will offer them a deal and they should pick one solution; they cannot leave without choosing one. Since he says all he knows, they decide to enter the strange building called the Threshold of Oblivion and in a second they appear in a very large and dark room. Piles of red gems, some almost 30 feet high, are scattered everywhere. Some light comes from the ceiling, which is made from a strange crystal, but the air is clouded and heavy. A platform stands at the other end of the room, with a dark female figure standing and holding her hands in their direction as if casting a spell.

A thunderous voice almost knocks them off their feet and asks them if they are here to fulfill the prophecy. They answer that they passed through the Threshold of Oblivion to retrieve an old artifact called the *Conqueror's Heart*. The voice laughs loudly and tells them they have found Oblivion indeed. A dragon rises from under the pile of gems and looks down at them. Bertolucius and Alatia stand in front and do the talking for the party. They explain the why, when, and how of their quest to the dragon, who tells them that no matter how good their intentions are, or seem to be, he has to put them to the test.

"Hear these words of wisdom, which appear on the statue of the last Queen of Pyris:

"He who shall grow plants in the central marketplace of Pyris shall be its new master. The others, the usurpers, shall fall into Oblivion."

"I wonder what kind you are? I give you until the day you shall celebrate the one-month anniversary of your arrival in this city to grow plants in the marketplace. If you don't succeed, well, let's say that oblivion might be your fate.

"In the meantime, you can enjoy the few pleasures you can find here for they may be your last ones, but do not lay hands on the talisman on the statue for death will befall the untrue master who touches such an artifact."

Alatia thanks him and takes a look around. She is amazed to find so many rare books and grimoires on the shelves against the walls in the back of the room on both sides of the throne. She takes the most interesting ones with her to study them. (See *Kl. 8, Kl. 14; Kl. 16, Kl. 17.*)

**What This Means:** The party shall have a hard time figuring out a way to grow plants on such a barren soil as found in Pyris before Klarlont 23. Plus, the closest natural plants are about 70 miles south. Other means should be considered.

**What the PCs Can Do:** Good time for the PCs to exercise their brains.

## Reinforcements Arrive at Last.

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

**Description:** The first and smallest detachment of the Ilioloostian Army finally arrives in Polakatsikes after an eventful journey from Parthenaeum. The wounded are treated and taken care of, and the officers are received by Governor Wolfgang Stommel. (See *Ya. 28, Kl. 12; Kl. 18, Kl. 20.*)

**What This Means:** Reinforcements have arrived at last. Ilioloosti is the only city-state to have answered positively to the Heldannic call for help, in large part because Mivosia has already threatened Ilioloostian borders. This is perhaps the only opportunity to counter Mivosia's ambitions to be the major military power in the region.

**What the PCs Can Do:** Organize the camps, and allocate food, water, and other supplies.

## Klarlont 16, AC 1019

### The More I Read, the More I Learn.

**Location:** Ruined City of Pyris/Desperia, Hills of Desolation, Jungle Coast. DV

**Description:** Alatia and the other party members who are to stay inside the tower study the very large collection of books. All areas related to magic and magic lore are present; the queen really built up a wonderful library. A full shelf is dedicated to mystical teleportation methods. Another one, obviously Alphatian, deals with building small flying ships. Others tell about the many ways to focus magical energy or to release it from mundane but precious materials such as gems. It becomes clear that the queen had something big in mind when she tried to turn her whole country into gemstones. (See *Kl. 14, Kl. 15; Kl. 17, Kl. 18.*)

**What This Means:** Indeed the mad queen had a plan to conquer all the nations around her. She needed a very powerful source of energy; that's why she turned so many people into precious stones. The more powerful the people were, the more precious the stones would be, and the more energy they would contain. She wanted to build a flotilla of small flying ships, armed with magical devices, all powered by the magical might contained in the gems. Thus she planned to expand her influence around Pyris.

She had also discovered that in some mystical spots on Mystara, but also on other planets, energy was naturally and mystically concentrated and allowed the creation of long-lasting magical portals. Such portals existed in several places in Davania, but very few people knew the spells needed to trigger their opening. That's how she managed to have her men travel around Davania in search of long-lost artifacts.

**What the PCs Can Do:** Read and learn.

## Abast, Ye Scurvy Dogs! Prepare To Be Boarded!

**Location:** Western Sea of Dread. OW

**Description:** The Gilded Seafarer, a merchantman owned by House Linton in Darokin and sailing the Sea of Dread to deliver a cargo from Mirros to Yavdlom, is accosted by three ships of Minrothad's Privateer's Guild, the Starbow, Reaver, and Dreaded Kraken who demand to be allowed to board the ship. The captain momentarily considers his alternatives, but neither flight nor fight seem like good prospects: the privateers are faster and more agile than his vessel, and better armed. He strikes the colors and allows the reavers to board his ship. They are polite, and efficiently strip the Gilded Seafarer of her cargo, then sail on. Without any cargo to transport, the Gilded Seafarer turns about to sail back to port.

**What This Means:** The Privateer's Guild of Minrothad has been authorized to attack shipping in the Sea of Dread that is not carried on friendly vessels, i.e. the ships of Minrothad, Thyatis, and their allies. The Thyatians intend to strengthen their grip on the Sea of Dread's sea-lanes, and the privateers will be joined by buccaneers of Terentias and the Isle of Dawn. At first, these ventures are fairly mild. But as merchants begin to hire even more marines to guard their cargoes and take other measures to protect their ships from piracy, violence will come to the fore as the Sea of Dread becomes a dangerous place.

Other nations will attempt to respond in kind, but for now the Minrothaddans have dominance in the region due to the empire's control over numerous isles across the Sea of Dread (as a result of the Twaelar War) where they can find havens, and Thyatis's treaty with the Twaelar as well. The nimble ships of the Privateer's Guild are faster and more maneuverable than those of their opponents, and generally can avoid combat when they want to. This, and the regular Thyatian naval patrols throughout the region, gives them a significant advantage over their competitors when other nations respond in kind.

The Sea of Dread is becoming something to dread again for seafarers from many nations. Increasing defenses and hiring more marines costs money, thus cutting into the profit margins of Minrothad and Thyatis's competitors, increasing their shipping costs to customers. Meanwhile, the privateers' actions pay for themselves—sale of the loot covers the cost of their sorties. To Eusebius, this is an example of efficient economic competition at work. But when confronted by foreign governments, the imperial government claims no knowledge of, and no control over, the attacks. Technically speaking, this is true, because they are not directed by the empire, nor were they directly unleashed by it. This is an example of Minrothad's *Exarch*, Oran Meditor, taking some initiative himself, and Thyatian buccaneers following suit. But Eusebius does all he can to quietly encourage and promote anything—including this—that gives Thyatis an advantage over its competitors, and helps increase its pre-eminence in the Sea of Dread.

**What the PCs Can Do:** Swashbuckling adventures are in the offing here, either as pirates, anti-pirates, or both (pirating the ships of one side while also battling that side's pirates as well). This includes sailing into exotic harbors of barely charted isles and possibly even undersea action against the Twaelar Merrow. What the heck—some bright PCs might even decide to engage in a little honest trading, too.

## Klarmont 17, AC 1019

### Falcon Village Attacked.

**Location:** Bear Clan Lands, Atruaghin Territories. OW

**Description:** Mercenaries hired by Ystran House attack women and children who are farming near Falcon Village in Bear Clan lands. Clan warriors intervene immediately and repulse the mercenaries, but some innocent villagers are killed. (See *Ya. 5*, *Ya. 22*; *Kl. 20*, *Kl. 22*.)

**What This Means:** Ystran House has established itself as defender of the miners, and this act is meant to punish the Atruaghin for their burning of a squatters' village. But the killing of innocents will have only one result: the Bear Clan will mourn their dead and then will seek swift compensation from the Darokinians, or war.

**What the PCs Can Do:** If the PCs are Atruaghin, they should try to defend their friends and families from the attack.

### A Lone Survivor.

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

**Description:** A cargo ship entering Akesoli harbor brings with it a frail-looking woman, who explains to the authorities that she was a passenger with the ship called the Trimark. Since the news of the Trimark's fate is already known, the city guards question her about the demonic stork-like beings said to have attacked the ship. The woman looks utterly surprised, however, and tells them that no such creatures were involved. Rather, the Trimark was attacked by pirates who violently killed the crew and stabbed many of them to death with spears or similar large missiles fired from ballistae on their ship. The woman, Selene, survived by jumping from the ship and then swimming for hours until she was rescued by the ship that brought her to Akesoli. The investigators conclude that the rumors of what happened to the Trimark may have been part of some nefarious plot. Since the Trimark was a ship built in Akesoli and owned and used by Umbarth House, some people in that house begin to speculate that it might have been an enemy house, such as Corun or Mauntea, who made up this story to hurt their profits. They begin their own investigation and consider how to respond accordingly. (See *Kl. 11*, *Kl. 13*; *Fe. 4*, *Am. 1*.)

**What This Means:** The reason why nobody else has suspected this nefarious plot is quite simply that Selene is an utter fraud. Far from being the frail and poor woman she appears to be, she is actually a whispering demon sent forth from Itheldown Island to cause dissent among the Darokinians. The tension among the merchant houses of Darokin has not gone unnoticed by Razrog, who found that it would be easy to make the Darokinians jump to extreme conclusion, if he spurred their paranoia a little. Whether it will be as easy as Razrog thinks remains to be seen.

**What the PCs Can Do:** The PCs might want to investigate this new development in the Trimark incident, but it won't be easy, since Selene will be good at covering her tracks. She will also work quickly to draw the romantic attention and interest of important members of Umbarth House, and make those who would accuse her of deception face very negative reactions indeed.

## Moon over Pyris.

**Location:** Ruined City of Pyris/Desperia, Hills of Desolation, Jungle Coast. DV

**Description:** Bertolucius and the his men-at-arms argue on the best ways to kill a mighty dragon. Most of them believe that in such a case, Vanya would provide a means of victory. After long hours of discussion, unable to sleep because of the rising tension, Bertolucius lies down on the sand and looks up at the starlit sky. The moon, which was full two days ago, brightly emerges from the horizon. Still lost in his thoughts, Bertolucius hums an old childish tune about the moon and the stars:

"I ask the stars every night

"To call the moon and gather light.

"Alas bright dots so clear and frail

"But do not know the Moon that well."

Suddenly an idea pops in his mind. He remembers a place, the Well of the Moon, where he went as a young adventurer [see X5 Temple of Death. *Ed.*], somewhere between Hule and the Sind Desert. There, they met a dragon defending the sole water source; Bertolucius's brother, a fine swordsman, managed to subdue the beast in formal combat. Thus they were able to leave with water supplies and their lives. The dragon was left to guard the well and the whole pass. The dragon revealed to them that the water had magical properties: If poured on the ground, the water could turn a barren place productive and luxuriant or render already productive soils barren.

Bertolucius gathers his companions and relates his memories and his faith in the possible peaceful solution they could take. They decide to confer with Alatia on the next day and try to find a way to go back to the Well of the Moon to obtain some of its water. (*See Kl. 15, Kl. 16; Kl. 18, Kl. 19.*)

**What This Means:** This is one solution which could allow the PCs to fulfill the prophecy and thus to take the artifact away without having to fight an almost invincible opponent.

**What the PCs Can Do:** If the PCs went there, one of them might remember the Well of the Moon and its properties. Otherwise, they should find their own method of completing the dragon's quest.

## Torreón Versus Torreón.

**Location:** O Grande Escarpamento, *Estado de Texeiras*, Savage Baronies. SC

**Description:** Texeiras's Torreóner mercenaries engage the Torreóner *conquistadores*. However, due to the policy shared by all Torreóner mercenary companies, the captains meet before the battle to allow those who have close friends or blood relatives in the opposing side to be excused from the fight, and so battles are not particularly fierce. In some cases, whole companies decline to fight.

Needless to say, the Texeirans are worried by these rules of engagement, which, although they are well known by any employer of Torreóner mercenaries, are very detrimental when facing the armies of Torreón itself. Fortunately, the mercenaries are also loyal to their employer and do not change sides altogether, although the possibility it could happen is a major concern. (*See Fl. 9, Ya. 28; Fy. 3, Ei. 18.*)

**What This Means:** Exploiting the *cinnabryl* mines of Terra Vermelha is a substantial source of revenue for Texeiras, as *cinnabryl* is one of the main exports of the sea power. Therefore, *Barão* Bartolomeu could not just let *Baronesa* Isabel seize control of the red lands, and threaten his northern border in the process. However, Texeiras is primarily a sea power, and relies heavily on Torreóner mercenaries for shock troops, which proves a serious hindrance in this situation.

## Oil Greases the Wheels of Commerce.

**Location:** Town of Norfen, Republic of Darokin. OW

**Description:** In the two years since oil was discovered on the fringes of the Malpoggi Swamp, the formerly remote village of Norfen has transformed into a boomtown. Over a thousand people have moved here since early AC 1017 [*Vaterrmont, AC 1017 to be exact. Ed.*], spurred by tales of easy wealth to be had by digging into the ground. The streets are bustling with prospectors seeking to make claims, builders erecting houses to satisfy spiraling demand, and merchants of all stripes trying to carve a niche for themselves. (*See Fy. 20, Fy. 22.*)

**What This Means:** The first report of oil found near the swamp turned out to be true, and the Darokin Council seized the opportunity, hoping that revenues generated by extracting and selling the oil would help the overall balance of trade. Of course, such a flurry of activity has attracted less savory types, including fences, prostitutes, and general swindlers. Needless to say, such rapid changes have upset the original inhabitants of Norfen, who have seen their quiet village life turned upside down. But oil continues to be found, and as long as that is the case, people will continue to move here.

**What the PCs Can Do:** Although there is little they can do to influence the flow of events at this point, the PCs might want to cash in on the oil boom, too.

## Klarmont 18, AC 1019

### First Assaults on Tremínios and Doleria.

**Location:** Villages of Tremínios and Doleria, Dominion of Polakatsikes, Heldannic Empire, Meghala Kimata Plains. DV

**Description:** Being aware of the arrival of enemy reinforcements, the Mivosians attack the garrisons of Doleria and Tremínios before any new troops can be added to their defenses. By nightfall they surround those villages with their cavalry to cut communication and siege engines start bombarding the fortified outposts. Heldannic troops counter with ballistae and volleys of arrows. Yet the odds are in favor of the Mivosians, who have fresher troops and are more mobile. (*See Kl. 14, Kl. 15; Kl. 20, Kl. 25.*)

**What This Means:** To get the benefit of surprise, Mivosian engineers have developed new catapults. They are less powerful and have a shorter range than the bigger, regular ones, but they can be transported and assembled in a short time and thus are of great help, especially against lesser fortifications such as those of advanced outposts and watch towers.

**What the PCs Can Do:** They can try to protect themselves and repel the Mivosians. Time for strategists.

## Detour to Darokin?

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

**Description:** The Sindhi Prince Almiron Kalkiin and his traveling party are supposedly en route to the Principalities of Glantri on a quest for magical aid for the *Rajah* and *Rani* of Nagpuri. But for the past few days, they have instead been heading westward towards the Republic of Darokin, and this day find themselves at Akesoli.

The prince makes no explanations to his baffled men for the sudden change in plans, but orders them to find lodgings, while he sends his most trusted crony to deliver a letter to contacts in the Umbarth Merchant House. That night, Prince Almiron is invited to a private meeting with none other than Greenleaf Vickers, Head of the Umbarth House, together with some “gold class” jewelers and agricultural merchants of Akesoli. (See *Kl. 3, Kl. 14; Fe. 9, Am. 10.*)

**What This Means:** Prince Almiron has no intentions of going to Glantri to seek out a magical means to return *Rajah* Salmahlin to the Prime Plane, or for that matter, find a magical cure to the petrified *Rani* Nipa. But his present actions are not of his own authoring, but part of the grand plan of his mother, Lady Kalindi Kalkiin, the *rajah*’s ambitious second wife, to seize the throne of Nagpuri.

Almiron has his orders from Lady Kalindi to purchase caravans of grain and foodstuffs come harvest time, to be paid for using the precious jewels of *Rani* Nipa (recently discovered stolen back in Mahasabad). In the meantime, he and his cohorts will hide out in Darokin, awaiting further word from Lady Kalindi.

**What the PCs Can Do:** If the PCs agreed to join this quest to Glantri, they may be confused by this sudden turn of events. Their loyalty will be put to the test, and if they wise up early in the game, they could make good an escape from Prince Almiron’s company.

Then the PCs can choose to return to Nagpuri and report to Prince Javas, for which Prince Almiron’s men will be at their tail—or they could choose to proceed to Glantri and fulfill the quest, which they must accomplish on their own.

## Moonlight Shadow.

**Location:** Ruined City of Pyris/Desperia, Hills of Desolation, Jungle Coast. DV

**Description:** Bertolucius and his comrades meet with Alatia, and discuss the solution that could fulfill the prophecy, which ultimately could grant them the right to take away the artifact they came to claim. Alatia and the other spellcasters feel relieved to have alternate plan to trying to defeat the draconic guardian, Oblivion. They agree that they shall use magical means of transportation to go to the Well of the Moon and be back in time to fulfill the prophecy. Alatia thinks that she will have to use the spells and the mystical magical energy the queen was studying. Oblivion agrees to let three people go for three days (plus an additional day per PC). All the others must remain with him inside the tower.

The three members are Bertolucius, Alatia and Ignatius, the highest-ranking cleric. Once their packs are ready, Alatia utters the magical formulas and a circular portal appears in mid air. After stepping through a pocket dimension, they appear in a

large courtyard, at night, in what seems to be a monastery [see *X4 Master of the Desert Nomads pages 19 and following. Ed.*]. They are welcomed at first by the monks who live there, but it quickly turns out that their master is a vampire, and he needs fresh souls to sacrifice to his entropic Immortal. A pitched battle ensues, in which the party manages to flee, but it is not until they are outside of the monastery that Ignatius’s absence is noted—he stayed behind to hold off any pursuers at the monastery’s gate. Realizing their mission comes first, the survivors dash toward the valley and the great pass entrance hoping to come back to rescue their comrade. (See *Kl. 16, Kl. 17; Kl. 19, Kl. 20.*)

**What This Means:** Oblivion followed the rules that were given to him and let the trio try to bring water from the Well of the Moon. Alatia, who had studied most of the queen’s grimoires, found the best way to get to the great pass with lessened risks (*teleportation* would have been too dangerous since she had never been there). Using this new method of transportation is a first step. They must then face the many dangers awaiting them in the Great Pass. Some of them, like this monastery, have been set by the Master of Hule to defend the main passes into his country. Ignatius was captured by the vampire’s pawns and will be interrogated.

**What the PCs Can Do:** Feel free to run the escape and the vampire encounter so as to generate a lot of action. The PCs must never feel at rest in this region of Mystara. If one of the PCs is a proficient spellcaster, he or she could easily take Alatia’s place. The same applies for the other NPCs—any of them can be replaced by PCs.

## Klarmont 19, AC 1019

### School Council.

**Location:** Town of Krakatos, Kingdom of Karamaikos. OW

**Description:** As the pressure on the Alphasians increases, several prominent Alphasian wizards follow Telokar’s example and cancel their classes, lectures, and other scholarly pursuits, and join Telokar’s impromptu council. Alarmed by this massive work stoppage and the disruption it causes, as both research and classes are halted, the Masked One does his best and warns Claransa the Seer, the minister of magic. (See *Kl. 1, Kl. 7; Fe. 26, Fy. 1.*)

**What This Means:** The Masked One was not worried when Telokar canceled his classes: it is not uncommon for wizards to interrupt their academic duties when they delve into spell research, or magical object creation, or other wizardly pursuits that require some time apart. This is different, though, especially since a short investigation revealed that the Alphasian wizards were not doing any kind of magical research (or just their own), but were meeting among themselves or disappearing for periods of time, and excluded non-Alphasians from classes (notably by sending other students on wild-goose chase assignments).

**What the PCs Can Do:** The PCs could be contacted by the Masked One to investigate the situation. Unbeknownst to the Masked One, Queen Olivia’s spies are already onto the case, and the PCs may run into them.

## Adventuring Rocks.

**Location:** The Great Pass, Eastern Black Mountains. WB

**Description:** After a small rest, Alatia and Bertolucius continue exploring the maze of tunnels in the Great Pass. They soon enter a misty, cold and damp valley, marred by large areas of ripped soil. Some markings on the ground appear to be quite old, while others are recent. Near the center of the valley, they stumble upon a gnomish camp. The gnomes offer information and shelter in exchange for help in getting out of the great pass. They say they came from Hule, but have been trapped here for years. Their numbers have decreased steadily, and now only a small band is left.

Alatia, using *ESP*, concludes that their intentions are sincere. Since they need rest, food and shelter they agree to help the gnomes and ask them to pack and be ready to follow them soon. While they are asleep, a giant roc captures Bertolucius, flying high in the air with its prey. The gnomes tell Alatia where the lair of the roc is, and she decides to *fly* there to rescue her friend and guide.

After hours of cold flight, she reaches the top of the 2,400-foot cliffs and finds the lair. Bertolucius seems to be alive, but he is bruised and unable to move. The roc is nowhere to be seen, but in the lair a baby roc seems to be near death. Alatia casts a *levitate* spell upon her comrade and prepares for the flight back, but Bertolucius asks her to do something for the baby roc. Its mother has no intention of harming Bertolucius; she seems to think that the resourceful humans might be able to help her baby. Alatia is reluctant to use her only *cureall* potion, but does so in the end, restoring the baby roc. To her amazement, Bertolucius turns into a giant bird, and her friend appears, tied with ropes at the edge of the cliff. Alatia prepares to fight, but the roc speaks to her, and thanks her for the sacrifice of an item precious to her to save her baby, and offers to carry them wherever they want. Bertolucius is tempted to ask to be carried directly to the Well of the Moon, but he remembers that they gave their word to help the gnomes, and so they ask to be flown back to the gnomish camp. Spotting such a giant bird, the gnomes flee to a safe distance, but are amazed to see the roc gently drop off their new friends, after which they embark on the final journey to the Well of the Moon. (See *Kl. 17, Kl. 18; Kl. 20, Kl. 21.*)

**What This Means:** Vanya wants to test Her followers' sense of values. Their reaction to the roc baby and their not breaking their promise to the gnomes led Her to assume that they were worthy to pursue their quest. But many other dangers await them.

**What the PCs Can Do:** If the PCs are involved in this event, their values will be tested, too. Feel free to add any other tests or trials.

## Nayce and Ericall.

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

**Description:** The Naycese Council is furious at Ericall's decision to leave the empire. Many view this as betrayal, if not outright treason, and a case is made by the more conservative elements that it is further proof that power should never be given to commoners, as they are unable to use it wisely. A proposition to dethrone all commoner kings and queens, starting with Ericall, is brought forth, but fails to pass for now

as nobody wants to go to war over Norwold any more than they did for Esterhold. Since Ericall has been carefully following the procedure for leaving Nayce, including paying Alpha's taxes to Nayce, the council cannot challenge him on any legal ground without first altering the law—a process that would take months. (See *Th. 6, Ya. 28; Fe. 4, Fe. 5.*)

**What This Means:** Nayce has no choice but to let Alpha go, and with it its claim upon Norwold. The council is so weak that it can only talk of force, but can't resolve to actually use it. Ericall's absence leaves the reformist faction even weaker.

## Klarmont 20, AC 1019

### Milenians to the Rescue.

**Location:** Villages of Treminios and Doleria, Dominion of Polakatsikes, Heldannic Empire, Meghala Kimata Plains. DV

**Description:** After two days of hell under constant fire, the Milenian cavalry sent by Polakatsikes manages to break through the encircling Mivosian lines and allows most of the garrison to escape to the surrounding countryside, where they regroup and join other units who have fled their northern outposts. Some special units set fire to the catapults they find in their areas and withdraw south. (See *Kl. 14, Kl. 18; Kl. 25, Fe. 2.*)

**What This Means:** The Mivosians are several days ahead in terms of war preparation. That's why, when they heard that enemy reinforcements would soon reach Polakatsikes, they waited no longer to commence hostilities. They are now not far from the town of Polakatsikes itself, which they hope to conquer soon for Mivosia's glory.

**What the PCs Can Do:** They can be appointed special operations commandos to conduct sabotage against the Mivosian siege weapons or do any other special mission for either side.

### The Road to War.

**Location:** Bear Clan Lands, Atruaghin Territories. OW

**Description:** Falcon Tribe elders come to Gold Creek, the new "capital" of the miners in Atruaghin lands, to demand compensation for their losses. According to Atruaghin tradition, a full-scale war can be avoided if the Darokinians show their remorse for the attack with gifts to the relatives of the villagers killed. (See *Ya. 22, Kl. 17; Kl. 22, Fe. 1.*)

**What This Means:** Unfortunately the Ystran agents among the miners do all they can to bring the miners to insult the elders and refuse any compensation, so the elders go away sadly, knowing that there will be war.

**What the PCs Can Do:** If the PCs are Atruaghin, there is little they can do to stop the plot of Ystran House. If they are Umbarth or DDC agents, however, they could stop the Ystran agents or persuade the miners to reach an agreement with the Atruaghin elders.

## Only You...

**Location:** The Great Pass, Eastern Black Mountains. WB

**Description:** Following Bertolucius's memories, the company reaches a broad plain crisscrossed with brooks. No trees, buildings or other cover are visible, and the company feels that it is being watched. Soon, they enter another valley, very narrow, and bordered closely by strangely carved, heavily weather-beaten cliffs almost a hundred feet in height. Scattered about the floor of the valley are bones from animals, humans, dwarves and elves. Bertolucius warns the gnomes that a red dragon lives in a cave at the other end of the valley. Frightened, they decide to wait while Bertolucius and Alatia proceed. After an hour, they reach a large opening in the cliffs, from which loud snoring can be heard. Bertolucius, fearing the dragon might have forgotten that it owed his old adventuring party a life debt, discreetly places a small object in Alatia's side pocket.

The dragon, asleep in its cavern, awakens when they step in, their hands open in a sign of peace. It prepares to breathe fire, but Bertolucius steps ahead of Alatia to protect her and reminds the dragon of the battle that took place 15 years before, during which he and his party defeated it in combat, but spared its life in exchange for a promise. The dragon at first claims that it does not remember such a deal, and then argues that only the one who could prove he defeated it in single combat can claim to be under the old protection oath—thus, Alatia must prepare herself to fight. Bertolucius tells the dragon that he can prove it owes a life debt to one of them, and asks Alatia to take out the object she has in her pocket. To her surprise, she takes out a red dragon scale. The dragon agrees that the scale bearer cannot be harmed in any way, but asserts that Bertolucius must fight, which Bertolucius agrees to do only once Alatia has taken water from the Well of the Moon into a small barrel. Alatia understands that Bertolucius has given his life for the success of the mission. He holds Alatia one last time, and bids her farewell. After she leaves, he turns around and steps toward the dragon, sword in hand. A very bright and hot light goes out of the cavern opening, and everything goes still. Alatia, now crying, heads toward the place where she left the gnomes. They all leave the place and establish their camp where they entered the valley. Alatia, who feels deeply affected by the death of Bertolucius, wants to wait until dawn to cast the spell to go back to Pyris. (See *Kl. 18, Kl. 19; Kl. 21, Kl. 22.*)

**What This Means:** Bertolucius kept the scale with him all these years as a souvenir of his brother, who was the warrior who defeated the dragon. Once inside the valley of the Well of the Moon, Bertolucius doubted whether the dragon would keep its promise, which was to leave the one who could prove he had defeated the dragon unharmed. He placed the dragon scale, the proof the dragon gave his brother, inside Alatia's pocket to save the only person who had the power to bring the water back to Pyris.

Feel free to have Bertolucius saved if you need him for your campaign later on. Vanya is very proud of him, and would probably intervene in his favor. Such self-sacrifice is not that common, even among the greatest heroes.

**What the PCs Can Do:** Assuming the PCs are present, or performing this task instead of Alatia and Bertolucius, they may deal with the dragon any way they want. This dragon is not as powerful as Oblivion, so it is possible for the PCs to defeat it in combat.

## Klarmont 21, AC 1019

### And the Walls Came Tumbling Down.

**Location:** City of Landfall, Territory of Heldland, Heldannic Empire. NW

**Description:** Despite many days of bombardment, some of it quite intense, Landfall's heavily damaged walls have held. Early this morning, a deafening roar awakens those few who are asleep, and all eyes are directed at the embattled city. Along a large stretch of the northeastern wall, great cracks shoot up from the ground, causing a rain of debris as clouds of dust billow outwards. Faint screams can be heard from the city as a large section of the wall collapses, and then vanishes from view.

As the thunderous echoes of the collapse die away, everyone on both sides stands as though transfixed. After a few moments, and as the dust clears, a gaping hole in Landfall's wall, going right down to the foundations, can be seen. The armies of *Ordensmeisterin* Anna von Hendriks spur themselves into action, and charge into the gap, but are prevented from overwhelming the city by the defenders, who manage to rally in time. The battle continues for over an hour, until a second roar shakes the combatants, as a section of the city's northern wall also collapses. More soldiers swarm into the city, but are hampered by hundreds of city folk running about, desperate to escape the conflict. By the end of the day, most of the city's garrison has retreated to the fortress overlooking the harbor, while setting numerous fires to cover its retreat. Anna's forces busy themselves with putting out the fires and evacuating the remaining civilians, and so are unable to lay siege to the fortress right away. (See *Kl. 11, Kl. 14; Kl. 25, Fe. 2.*)

**What This Means:** Landfall's walls were heavily reinforced following the city's fall to Heldannic forces in AC 1010, to ensure that it would not fall again to another army. Unfortunately for Anna's armies, the builders did too good a job, and so the city was pretty much impregnable. One of the Kildorkak dwarves came up with the idea of undermining sections of the wall, and so for several days sappers dug tunnels out to the walls, and finally beneath them, with the aid of *transmute rock to mud* spells. In the meantime, the siege was maintained, and the defenders did not suspect what was going on until it was too late.

Many defenders died in the collapse, but enough of the garrison remained to hold off the main assault until a fighting withdrawal to the fortress could be arranged. The fires set by the retreating defenders will blaze for several days, as they consume the densely built wooden houses and shops that constitute much of the city. Complicating matters for the invaders are the remaining city folk. Although many fled Landfall by sea as soon as Anna's armies were spotted, the vast majority of them remained in their homes. They will have to be removed from the area as soon as possible, so that the siege of the fortress can begin. Another concern for the besieging army is that saboteurs and other enemies could be hidden among the city folk.

**What the PCs Can Do:** Regardless of which side they are on, the PCs can take part in what could very well become a decisive battle in the civil war. Depending on their abilities and powers, the PCs may even be able to alter the outcome.

## The Return of *La Vicomtesse*.

**Location:** *Château Morlay*, Principality of Morlay-Malinbois, Principalities of Glantri. OW

**Description:** *Prince* Malachie du Marais of Morlay-Malinbois celebrates the christening of his newborn daughter and future heiress, Therese du Marais, alongside his beautiful wife *Dame* Diane de Moriamis and his sister, and Therese's godmother, *Dame* Suzanne du Marais.

Of course, any social event of import is also a political one. Many Averoignian nobles, including *Sire* Gilles Grenier, the *Vicomte* de Fausseflammas, and most of the d'Ambreville family, attend the grand celebration. Even *Prince* Malachie's estranged brother, the dilettante Noussoir du Marais, is present.

Also represented are the rest of the Malachie-Jaggar-Morphail triumvirate with *Prinz* Jaggar von Drachenfels of Aalban, and Lady Tatyana Gorevitch-Wozslany, *Prince* Morphail's tragic sister, and her lover, *Sire* Claude d'Ambreville (*Prince* Morphail could not himself attend, much to the relief of the vampire-fearing *Dame* Suzanne). A surprising guest to the human affair is *Prince* Malachie's new political ally, the kobold *Prince* Kol XIV of New Kolland, with a large entourage of awkward but uncharacteristically behaved kobolds, goblins, and gnolls.

But the most shocking event of the occasion is the unexpected arrival of an old, fat, ugly, obnoxious, gaudy woman, who claims to be the true Diane de Moriamis. This uninvited visitor begins to taunt, curse, and cast obscenities and maledictions at all the shocked guests, then proceeds to transmute every object within her touch into excrement, pus, and other decaying matter. Finally, the other (more beautiful and more popular) *Dame* Diane de Moriamis steps up and throws a vial of emerald-green fluid at the intruder and she is gone without a trace. (*See Th. 22, Fl. 18; Kl. 22, Fe. 3.*)

**What This Means:** A seemingly innocent happy occasion turned out to be a full-blown scandal that will be talked about in all Glantrian circles for decades to come!

The secrets of House du Marais were threatened with exposure. In AC 1009, Baron Malachie du Marais of Morlay had a political marriage to the old, fat, ugly, and obnoxious *Vicomtesse* Diane de Moriamis of Malinbois in order to become prince of their joint fiefs, Morlay-Malinbois. Eventually, *madame la vicomtesse* was replaced by her sultry and voluptuous time-traveling ancestor, the eternally young sorceress Dian de Moriamis, leaving the prince to pursue the romance with his true lover, *Dame* Suzanne, who posed as Malachie's sister and is the actual mother of Therese. Depending on the rumor, the old *vicomtesse* was killed, imprisoned in her own dungeons at Malinbois, or became a zzonga-addict, and eventually forgotten—until today.

Her dramatic return was actually engineered by Count Pieter Verlien of High Sonden, as part of his campaign to expose fraudulent claims to nobility. Luckily, the quick-witted sorceress Dian de Moriamis sent her double to a place where she can no longer be of trouble—into another time! The vial she threw was a potion of time-travel into the future. Nevertheless, the validity of *Dame* Dian and *Prince* Malachie will be put to the question for months to come.

**What the PCs Can Do:** This event has many social and political ramifications that could involve the PCs. Agents of *Prince* Malachie would be charged with uncovering who was responsible for the arrival of the old *vicomtesse* (under suspicion

are Malachie's nemesis, Princess Dolores Hillsbury of Fenswick, and his archenemy, *Comtesse* Geneviève de Sephora, a known expert in simulacrum) and ensuring the secrets of House du Marais are safe.

On the other hand, Malachie's enemies would use this scandal to uncover dirt on Malachie, while covering their own tracks. Neutral parties would be after the truth, either to expose it, suppress it, or use it for opportunities in the future.

## Back to Pyris.

**Location:** Pocket plane, then Ruined City of Pyris/Desperia, Hills of Desolation, Jungle Coast. DV

**Description:** The gnomish clan leaders are worried in the morning, because Alatia, the only one who knows the way out of the Great Pass, intends to leave now that her mission is fulfilled. They beg her to first lead them out of the pass as promised. The gnomes are so frightened by the dragon in the valley that they make her an offer: They shall remain in her service for two years, provided that she feeds and protects them. Alatia, despising servitude of any sort, reluctantly agrees, saying that they shall only swear to remain faithful about their oath of fidelity. She casts her spell, and the circular portal appears in mid-air, which she enters, followed by the gnomes.

They all appear in the pocket dimension, and, as Alatia prepares herself to cast the spell that will transport them to Pyris, she realizes that she does not have enough gems to bring all the gnomes with her (casting the spell to bring them to a mystical point consumes gems according to the party's total experience levels). She selects some of the most powerful warriors among them to come with her, with a promise that she will be back soon to convey all the other clan members. An instant later, they are back in the strange temple in Pyris.

Alatia is welcomed warmly by the other members of the Heldannic party, and she recounts her journey. She tells them about the loss of Brother Ignatius in the monastery and of Bertolucius's sacrifice with the dragon. She then explains why she is now accompanied by a group of scared gnomish warriors. A requiem mass is said in memory of Ignatius and Bertolucius. Later, Alatia goes back into the pocket plane with additional gems and reappears afterwards with about three dozen gnomes. They all prepare to meet the mighty dragon outside, in what was formerly the great marketplace of Pyris.

There, Alatia takes out a small flask of water she brought back from the Well of the Moon, pouring some of it on the sandy ground. Pharias and his mate are present to serve as witnesses. Nothing happens. After two hours waiting in the sun, the two sentinels are ordered to continue watching for any unnatural event. (*See Kl. 19, Kl. 20; Kl. 22, Kl. 23.*)

**What This Means:** Alatia wanted to be true to Bertolucius's word, but she also seized an opportunity to bring warriors with her to Sudden Death's lair, just in case the water from the Well of the Moon had no effect... Better be prepared, the more warriors, the better.

Always impatient, she wanted to lose no time and decided to try the water on the soil as soon as possible. But to her surprise nothing happens immediately. Oblivion's ultimatum is about to come into force, and the prophecy has not been fulfilled.

**What the PCs Can Do:** If the PCs were the ones who undertook the quest, then they will be in Alatia's position.



## Mivosia Suspects Problems in Parthenaeum and Deletria.

**Location:** Mivosian Headquarters in Town of Tynae, Mivosian Empire, Meghala Kimata Plains. DV

**Description:** Mivosian officers have received no news from Deletria or Parthenaeum for a month now. Those towns were supposed to send as many men as possible and to conscript most of their able-bodied male population. The Mivosians send spies to investigate. (*See Ya. 23, Ya. 24; Fe. 2.*)

**What This Means:** The taking of Parthenaeum could not have remained unnoticed forever. Now that the Mivosian strategists need a lot of expendable troops to launch an assault against Polakatsikes, they realize that the forces they were expecting from those two cities are late and they want to know why.

**What the PCs Can Do:** They can be the spies sent to enquire about the possible “problems.”

## Where the Poison Flows...

**Location:** *Mumlyket* of Nagpuri, Kingdom of Sind. OW

**Description:** Several priests from the village of Chandbali storm the royal palace at Mahasabad, demanding an audience with *Rajah* Salmahlin Kalkiin—or at least, Prince Javas Kalkiin, who rules in his father’s stead at the moment. They are accompanied by none other than the belligerent *Maharishi* Tayib Badahur.

The *rishiyas* announce a shocking discovery: the reason behind the general ill health, constitutional weakness, and numerous deaths plaguing the village of Chandbali for years is that the water sources have been poisoned by toxic substances leaking into the ground from a nearby tower—one owned by the Kalkiin family and last used as an alchemical laboratory by Prince Rohan Kalkiin, Javas’s own brother.

The Chandbali clerics present documents, witness testimonies, and written accounts to corroborate their story. Despite being faced with overwhelming evidence, Prince Javas asks for time to deliberate the matter, particularly since Prince Rohan is not present to explain his side—he is on a quest to Jaibul to find a magical means to save his father and mother—but the *rishiyas* demand an explanation and immediate reparations. Prince Javas leaves the court with the matter unsettled. (*See Kl. 3, Kl. 14; Kl. 25, Fe. 1.*)

**What This Means:** The poisoning of Chandbali has been known to Lady Kalindi Kalkiin for some time now, but kept secret for the right moment such as this, to discredit Prince Javas and his brother as possible heirs to the throne of Nagpuri. And the *rishiyas* of Nagpuri were only too willing to take part in soiling the prince’s good name.

**What the PCs Can Do:** With so much political plotting and court intrigue going on in Mahasabad, will the PCs be able to remember that the poor villagers of Chandbali could use some help in solving their poisoning problem? Besides, who knows what dangers lurk in an old wizard’s tower that has turned into an alchemical disaster area.

## Klarmont 22, AC 1019

### The White Wolf and Sorceress Moriamis.

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

**Description:** At the Court House at Parliament, *Prince* Malachie du Marais of Morlay-Malinbois faces an inquiry about the falsification of his marriage to *Dame* Diane de Moriamis, former *Vicomtesse* de Malinbois, and the perpetuation of this fraudulence in conspiracy with a certain Dian de Moriamis, a sorceress who posed as the noblewoman. The question of Malachie’s marriage will also cast into doubt his legitimacy as a prince of Glantri.

The Supreme Judge of the Council, Princess Dolores Hillsbury of Fenswick, presides over the session, and the primary investigator is Count Pieter Verlien of High Sonden. Even before the session formally opens, Count Pieter is inundated with documents, testimonies, and other evidence from a throng of witnesses. The court is faced with one unanimous and undeniable conclusion: the marriage of *Prince* Malachie and *Madame La Vicomtesse* was legal and binding, and a conspiracy to replace *Dame* Diane (if any could be proven!) occurred after the union and the lawful enfeoffment of Morlay-Malinbois.

Count Pieter is still reeling from the initial legislative assault, when Malachie’s magistrates and representatives maneuver for *Dame* Dian de Moriamis to testify. The voluptuous, charming, and well loved mistress of Morlay-Malinbois shocks the entire court by plainly admitting that she had taken the place of her obnoxious grand-niece, *Dame* Diane—but that Malachie had no knowledge or complicity! As far as *Prince* Malachie knew, the woman he married was the same Moriamis, transformed only in appearance.

The sorceress then steps down to be arrested by the Glantrian constabulary, just as several representatives and witnesses—including three of the distinguished d’Ambreville family, *Sire* Richard, *Dame* Magdalène, and *Sire* Gaston—press to corroborate the damning testimony. The legal circus ends abruptly, when Lord Pieter Verlien requests for more time to process the overwhelming slew of issues.

That night, word breaks out that Dian de Moriamis has vanished without a trace from the Tower of Sighs. (*See Fl. 18, Kl. 21; Ka. 1.*)

**What This Means:** Dolores Hillsbury got her archenemy Malachie du Marais just where she wanted... or so she thought.

Though it had only been a day since the sorceress Moriamis was exposed, she and Prince Malachie had been long prepared for that eventuality. Malachie was working the Glantrian political machine, expediting the proceedings, in order to catch their opponents unprepared—and so Pieter Verlien and Princess Dolores were!

Moriamis had agreed to be the scapegoat in the conspiracy, certain of her impunity from any legal reprisals and physical captivity, thanks to her time-traveling sorcery.

With Malachie exonerated and neither Moriamis to pursue, Count Pieter is already at a loss—but it will be some time before he can close this matter, as Prince Malachie will now work to bog down the legal proceedings to a zombie’s pace.

## Falcon and Rattlesnake Warriors Strike!

**Location:** Bear Clan Lands, Atruaghin Territories. OW

**Description:** Warriors of the Falcon and Rattlesnake Tribes attack miners in the Gold Hills, killing and wounding some of them. Terrified miners gather in Gold Creek where Ystran House agents urge them to form an army to destroy once and for all the nearest Atruaghin villages. 'The miners' assembly agrees. (See *Kl. 17, Kl. 20; Fe. 1, Fe. 12.*)

**What This Means:** This attack is the obvious retaliation after the Ystran killings. An all-out war is looming—unless someone intervenes quickly to prevent it.

**What the PCs Can Do:** Fight for one side or the other or try to persuade the miners to leave the area and ask for help from the Darokinian government, if they are agents of the DDC or Umbarth House.

## Still Barren.

**Location:** Ruined City of Pyris/Desperia, Hills of Desolation, Jungle Coast. DV

**Description:** Despite all their efforts and the beautiful weather, nothing has happened where the water from the Well of the Moon has been poured. Alatia is depressed to think that the sacrifices of Bertolucius and Ignatius were in vain. (See *Kl. 20, Kl. 21; Kl. 23, Kl. 25.*)

**What This Means:** The water from the Well of the Moon needs to be exposed to the moonlight. The previous night, which was overcast, did not allow a single ray of moonlight to touch the spot where the water was poured. Tonight will be different.

**What the PCs Can Do:** Be patient, and bring comfort to Alatia as she slowly plunges into guilt. If the PCs are the ones leading the show, they will have more than enough to worry about.

## The Emperor's Hillfolk Opens.

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

**Description:** A new play debuts at Gabrionus Theater, *The Emperor's Hillfolk*, a comedy depicting a Traladaran family that strikes it rich and moves to Emperor's Hill in Thyatis City, and their interactions with their snooty aristocratic neighbors.

**What This Means:** Thyatians still prefer to think of Karameikos as a backwoods land full of yokels, but the interesting thing about this play is it pokes fun at both the Traladaran family and their Thyatian neighbors. Indeed, the Traladaran father continually outwits the conniving Thyatians with his simple wisdom. The play proves to be immensely popular, and its catchy theme song is often sung on the streets of Thyatis. Soon a version of the play opens in Mirros as well.

**What the PCs Can Do:** While most Thyatians enjoy the play, not all are amused. Storm Soldiers and other xenophobes may seek to disrupt it or threaten its producers, as may some Traladarans who don't like the ethnic stereotypes of the play. The characters might be called in to help protect the actors from threats and violence.

## Klarmont 23, AC 1019

### Deletrian Army Spots Dire Situation and Acts.

**Location:** Eighteen days southeast of Town of Deletria, Meghala Kimata Plains. DV

**Description:** Scouts report to Father Sigmund that they have seen the beginnings of a very unfavorable battle about a mile ahead: Humanoids have encircled more than a thousand nomads in a deep, two-level depression, and are ready to crush them to the last. The nomads are in the deepest part of the depression, using boulders to hide as much as possible from the humanoids, who are standing on the upper slopes of the depression.

Father Sigmund is at first reluctant to intervene, seeing an opportunity to pass unnoticed and resume their journey. Yet his heart tells him to save the nomads. He is pretty sure that the final assault will occur at night, for the humanoids have infravision. He informs his army about the slim chance they have of beating the humanoids, but he also insists that with them away from their homes, there is no way their home cities can win against such savage enemies. Their duty is to destroy the humanoid threat at all costs. He then explains his plan and they decide to go for it:

At sunset, they encircle the depression, with each foot soldier and pikeman holding two lit torches, one in each hand. At this time of day, when the sun has not set completely, it is not possible for the humanoids to use their infravision to determine with precision their real numbers, and the sunlight is not bright enough to let them count their foes with their normal vision either, except for the torches they are holding.

The archers and battle clerics, who have been placed strategically, concentrate their flaming arrows and spells upon the biggest monsters. Shouting the name of Vanya at the top of their lungs, the clamor shakes the humanoids, who turn their backs to the nomads. It does not take long for the nomads to emerge from cover and run through the humanoid lines, where the archers have already lessened their numbers. Once the humanoid lines have been cut in three spots, the nomads turn back, joined in the fray by the Milenians, who run down the slopes and charge their disoriented enemies. In a matter of one hour, the battle is won for the Milenians and the nomads.

The nomads' *emir* meets with Father Sigmund, who was lightly injured, and the meeting goes late into the night. (See *Kl. 5, Kl. 10; Kl. 24, Fe. 8.*)

**What This Means:** This is a well-planned and well-executed battle plan. Despite their being less numerous and less trained, the Milenians managed to beat the humanoids with their own tactics using the only time of the day when the humanoids could not use their infravision.

**What the PCs Can Do:** This is maybe the one battle not to miss this year. Hack and slash your way through the packed enemy lines.

## I've Got Daisies in Green Pastures.

**Location:** Ruined City of Pyris/Desperia, Hills of Desolation, Jungle Coast. DV

**Description:** Last night, rays of moonlight hit the ground where water from the Well of the Moon had been poured. The effects were nothing but spectacular since the whole marketplace is now covered with grass, and even trees in some spots. The ancient fountain once again spouts water. In the morning the sentinel is found next to the fountain, plunged in a deep slumber. Pharias is called to witness the miracle and testify to Oblivion. The effect seems to be spreading all over the city, slowly but surely.

Oblivion arrives later and ponders the turn of events. He announces that his time as guardian of the tower treasures is over. The new master of the Tower of the Queen is now Alatia, who has fulfilled the prophecy; yet the city shall remain masterless as long as the innocent victims of the queen remain as gems. Only the gems inside the tower belong to the new master, along with all its contents. "They should be used wisely," he says, "for history shall not repeat itself if its lessons have been understood."

Alatia solemnly swears to share the gems and the treasures with other people. She also announces that she will continue to study the books in order to undo the wicked spell that turned the people of Pyris into gemstones. In the meantime, Pyris will be placed under Heldannic watch, and men shall come to rebuild the city for the day when its former inhabitants return.

**What This Means:** The water finally had some effect; the prophecy has been fulfilled and Oblivion is true to his word about the artifact and the Tower of the Queen. Oblivion and Pharias shall remain as guardians of Pyris until its people are freed from their curse. The rubies of the tower can be used at Alatia's discretion along with all the magical knowledge the mad queen gathered over the years. Her notes will be of great value to anyone attempting to undo the curse. As for the *Conqueror's Heart*, it now belongs to the Heldannic Knights. As with any other immortal artifact, its side effects will become apparent over time.

The regenerated area will reach a maximum radius of half a mile in a day or two. Outside of this region, the land remains barren. (See *Kl. 21*, *Kl. 22*; *Kl. 25*, *Fe. 7*.)

**What the PCs Can Do:** Celebrate. If the PCs were the ones who performed Alatia's feats, then one of them will be acknowledged as master of the tower in her stead. If this is the case, DMs should treat future events involving Alatia as being those affecting the PC in question.

## Klarmont 24, AC 1019

### I Owe You Big Time.

**Location:** Eighteen days southeast of Town of Deletria, Meghala Kimata Plains. DV

**Description:** The talks between Father Sigmund and the tribal chiefs have been conclusive: The nomads owe a life debt to the Milenians and they are willing to help them in almost any way. They inform the Milenians that other bands of humanoids are rampaging in the vicinity of Polakatsikes, and the great river valley (the Meghala Kimata Plains) where a war is raging. The nomads also inform the Milenians that there are three major tribes that have ventured north because of the drought. One is encamped further southeast, another one is located in the valley between the fire mountains (volcanoes), and the last one some 130 miles south of the big city on the river (Parthenaeum). Since the three tribes are related, they all owe the Milenians a favor. Father Sigmund asks the nomads to have their relatives further north survey the two cities and if needed to protect them against any attack. Then Father Sigmund asks the chief to come and assist them in their war against Mivosia. The *emir* refuses because his people have not been ill-treated or even attacked by the Mivosians, hence he has no reason to attack them first.

Father Sigmund asks the *emir* to accompany them to see for themselves how the Mivosians are treating the people they conquered; then he should be able to make a decision. Either way, the nomads can still be a great help if other bands of humanoids should be met.

They decide to resume their journey as soon as possible, with the nomads as a rear guard. (See *Kl. 10*, *Kl. 23*; *Fe. 8*.)

**What This Means:** Father Sigmund must lead about 1,500 warriors, among whom 700 are nomads with a different language, and three different warrior cultures. This shall not be a sinecure.

**What the PCs Can Do:** Not much except try to convince the Meghalese nomads that the Mivosians are the "baddies."

## Klarmont 25, AC 1019

### A Victory in Ozurfold.

**Location:** *Jarldom* of Ozurfold, Kingdom of Soderfjord. OW

**Description:** For the past few weeks, Skaddri the *Skald* has been serving as a scout and war leader in the *Jarldom* of Ozurfold, helping the local warriors defend against humanoid attacks. Today, he leads a group of militia against one of the larger kobold clans, routing them from their caves and avenging many of Ozurfold's fallen defenders. (See *Ya. 10*; *Fe. 5*.)

**What This Means:** Skaddri's fame continues to grow. This latest exploit gives him a reputation not only as a warrior but also as a leader of men.

## The Final Siege of Landfall.

**Location:** City of Landfall, Territory of Heldland, Heldannic Empire. NW

**Description:** After several days of putting out fires and evacuating the remaining city folk, the invading army commences a siege of the city's fortress, which houses the remaining soldiers loyal to Heinrich Straßenburger. (See *Kl. 14, Kl. 21; Fe. 2, Fe. 6.*)

**What This Means:** This could very well be the battle that determines the fate of Landfall. With all civilians removed from the city—some of them by force—and much of the city destroyed by fire, there is very little to obstruct the siege.

**What the PCs Can Do:** PCs can take part in this battle on either side. If they are fighting for *Ordensmeisterin* Anna von Hendriks, the PCs can be tasked with finding a way to infiltrate the fortress, or to lead an assault. PCs fighting for Straßenburger could be ordered to sabotage siege engines, or to conduct raids.

## The Black Rajah's Black Welcome.

**Location:** *Ryaset* of Jaibul, Kingdom of Sind. OW

**Description:** On a quest for magical aid to save the *Rajah* and *Rani* of Nagpuri, the Princes Rohan and Lais Kalkiin arrive in the magocracy of Jaibul. The royal entourage is welcomed with little ceremony by official envoys of the Black *Rajah*, the sinister ruler of Jaibul and a notoriously powerful magic-user. The princes are escorted to the royal palace, where they are kept in guest chambers for the rest of the day, more like prisoners than guests.

That evening, the princes are invited to a dinner banquet with the Black *Rajah*. The feast is sumptuous and the entertainment spectacular, consisting mainly of illusions, conjurations, and other magical tricks. Prince Rohan is restless throughout the banquet, impatient to discuss their quest to the Black *Rajah*, who pays less interest to his royal guests than the monster tamer and her death-defying antics with a cockatrice, two blink dogs, and a basilisk.

After the dramatic end of monster tamer's disastrous performance (where she tripped over a dog that *blinked* behind her and ended up being petrified by the basilisk), the Black *Rajah* takes his leave without so much a word to his guests. The royal guards then close in on Prince Rohan and his unsuspecting entourage and imprison them in the dungeons.

At midnight, the Black *Rajah* summons Prince Lais to his private chambers, for a drink of tea and to hear news of his cousin in faraway Nagpuri. (See *Kl. 14, Kl. 25; Fe. 9, Fe. 14.*)

**What This Means:** It is a little known fact that Lady Kalindi Kalkiin, the second wife to *Rajah* Salmahlin Kalkiin, and the present Black *Rajah* of Jaibul come from the same *jadugerya* clan. And for the ambitious Lady Kalindi to request her cousin to eliminate one of the obstacles to her ascension to power in Nagpuri is no great deal—especially since treachery is as common as sand in Jaibul.

**What the PCs Can Do:** PCs loyal to Prince Rohan Kalkiin might realize the trap they are walking into, and could plan a quick retreat or at the least, a prison break. Then they should try to figure out who set them up and for what reasons.

## Status Quo on the Front.

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

**Description:** For the last few days, the Heldannic and Milenian forces have been able to contain the Mivosian assaults and even to strike back. Neither side is ready to risk a full assault, so they entrench themselves and keep on bombarding each other with siege engines. (See *Kl. 14, Kl. 18; Fe. 2, Fe. 5.*)

**What This Means:** Now that the two armies have received reinforcements, they are reluctant to risk them too soon, without a clear chance of winning. The Mivosians are still waiting for their conscripted forces from Parthenaeum and Deletria to arrive, whereas the Heldannic Knights and their Milenian allies, less numerous, have opted for a defensive attitude. Governor Wolfgang Stommel hopes to be able to use the *Conqueror's Heart* in the war. Instead of surveying the jungle or the Hills of Desolation, he uses the precious *Basin of Vision* to survey the Mivosians in order to send troops where they are most needed.

**What the PCs Can Do:** They can be the instigators of some heroic attacks on either side.

## Preparation for Departure.

**Location:** Ruined City of Pyris/Desperia, Hills of Desolation, Jungle Coast. DV

**Description:** Orders are given to depart for Polakatsikes as soon as possible. An inventory of the treasures is to be made, and only a bag of rubies will be taken for the journey back. Most of the other treasures will remain in the tower, guarded by Pharias and Oblivion. In the time needed for the men and gnomes to take inventory, Alatia studies all of the writings related to the artifact.

The team in charge of the inventory announces that they should be ready in ten days. Alatia has located a mystical point a few miles from Polakatsikes. She suspects this might be the burial vault in which they first found indications of the location of the *Conqueror's Heart*. She resumes her studies to avoid any nasty surprises. (See *Kl. 22, Kl. 23; Fe. 7, Fe. 8.*)

**What This Means:** Alatia wants to travel light and she also thinks that, should the Mivosians capture them, they had better not have too many treasures with them. The only grimoires she takes with her are those related to the *Conqueror's Heart*. She plans on traveling by night to avoid detection.

**What the PCs Can Do:** Help take inventory, try to search the old tower for possible hidden passages or vaults still containing treasures (and dangers). Otherwise, they might be in Alatia's role, if they were the ones who retrieved the water from the Well of the Moon, or who deciphered the grimoires.

## Thyatians Visit Cimarron County.

**Location:** Town of Smokestone City, Cimarron County, Savage Baronies. SC

**Description:** The Thyatian expedition reaches the Cimarron town of Smokestone City. In relatively short order, the expedition is granted an audience with Duke John of the Wain. The initial discussion is low key, with Duke John asking the Thyatians to indicate their interests in the region. Paulus Angelinus replies that he is on a mission to secure new markets for Thyatian goods, as well as open diplomatic relations with any nations that would wish to do so.

Duke John indicates that his county might be interested in trade, but he cautions his guests that the people of Cimarron County are an independent lot, and prefer to take care of themselves. While he would be happy to see a peaceful, mutually beneficial relationship with Thyatis arise, the Thyatians would be better off negotiating directly with the LB Trading Company, who essentially control the county's economy. The duke's main concern is establishing a defensible route to Fort Whitestone, which has suffered increased goblinoid attacks in recent years. The current route, Bugle Trail, is circuitous, and runs through lands claimed by several goblinoid tribes. Paulus tells the duke that Thyatis would be willing to help build a good road to the fort, and even provide some military aid to eliminate some of the nearest goblinoid tribes, in exchange for docking rights in Smokestone City, and an agreement that Thyatis could purchase some land in or near the city on which it could build warehouses, piers, and other facilities to aid in commerce. (See *Kl. 2, Kl. 9; Fe. 21, Fy. 1.*)

**What This Means:** The Thyatians are aware of Cimarron's efforts to establish a trading network of its own in the far western reaches of Brun, and of Zuyev's annexation of Cimarron's only foothold in that region, the port of Richland, in AC 1017. They hoped that such a change in the county's fortunes might make it more amenable to forming an alliance, or at least to trade. Although Cimarron is not nearly as solicitous of Thyatian aid as Paulus would have hoped, he nevertheless saw an opportunity for the empire to make a display of goodwill, and help the county with its goblinoid problem. The expedition's detachment of engineers will spend the next few weeks surveying the prairie for good locations for a road, while the marines, under Thyatian command, as well as any interested adventuring parties attached to the expedition, will accompany Cimarron units to mount assaults against the goblinoids. In the meantime, Thyatian and Minrothdadan trade officials will meet with the LB Trading Company.

For Duke John, the offer of Thyatian assistance in clearing out the goblinoids, and building a road to Fort Whitestone, was a pleasant surprise. In that light, the duke could not find a reason to refuse the Thyatians' request for docking rights, and the opportunity to purchase some land near town. Such a trading facility, if it ever comes to be, would allow transactions to be made on the spot.

**What the PCs Can Do:** If they are in the mood for a fight, the PCs can go inland to campaign against the goblinoids. Or, if they want to see some action close by, they can visit Smokestone City's numerous saloons, and (more than likely) find themselves in a brawl, or a duel if they are not careful.

## Klarmont 26, AC 1019

### A Distant Shore... Another Land!

**Location:** Northern shore of Vulcanian Peninsula. DV

**Description:** The Thyatian expedition to Davania, led by Julius Ambrosius, finally reaches land, after almost a month of sailing unfamiliar seas. Given how long his men have been at sea, Julius orders his crew to drop anchor, and spend the next few days resting, and exploring the immediate area, which does not appear to be inhabited. (See *Kl. 1, Kl. 3; Fe. 9, Fe. 11.*)

**What This Means:** The expedition has reached the northern shore of the Vulcanian Peninsula, roughly midway along its length. Given that no Thyatian in living memory has ever ventured this far south, and given that this region does not appear to be a small island, Julius will surmise that his expedition has reached the far end of Davania, which he remembers seeing from maps based on reports of such explorers as Prince Haldemar of Haaken—but none of them ever ventured this far east. As such, he will consider this landing to be very important, as will many of the crewmembers. The expedition's morale will improve considerably.

**What the PCs Can Do:** The PCs can enjoy a few days' shore leave, and spend their time exploring the coastal forests, which are populated by all sorts of flora and fauna native to temperate coastal forests.

## Klarmont 28, AC 1019

### A Call to Heroes.

**Location:** Western Thyatian Empire. OW

**Description:** News of the unanticipated attack on the village of Dyrachium has spread to the County of Vyalia, the Barony of Biazzan, and the Duchies of Kerendas and Machetos. Although the accounts often become exaggerated with each telling (on one instance becoming a tale about an invasion of 10,000 goblins, which, despite being discounted fairly quickly, serves as the inspiration for a rather exciting play written later in the year), the underlying message is clear—the goblins are active in the Kerendas Hills once more.

Some local rulers let it be known that adventurers who successfully eliminate the goblin threat will be rewarded appropriately. (See *Kl. 4; Fe. 9, Fe. 15.*)

**What This Means:** News of a humanoid raid on a frontier village would not normally be topical, but the attack on Dyrachium is notable in that all accounts of the event describe the goblins as being highly disciplined, whose attack had obviously been well planned. Local rulers will begin to wonder whether this incident is a sign of similar attacks in the future, perhaps closer to home. Nevertheless, in the absence of a large-scale goblinoid military campaign, most rulers are loath to use their own troops; hence the call for adventurers.

**What the PCs Can Do:** This is a good opportunity to cast the event as an adventure hook for the PCs. If they are in any reasonably sized population center in western Thyatis, they will likely have heard some version of the tale.

## Topic of the Month

### Moonlight Shadows

*The first part of the account comes from Bertolucius's adventuring notebook. Later accounts were added by Lady Alatia. These notes recall the last stages of the recovery of an ancient artifact known as the Conqueror's Heart.*

#### Day 1: Klarmont 18, AC 1019

At dawn, in the forsaken place known as the ruined city of Pyris, at the heart of the Hills of Desolation, our group went back inside the secret tower of the former Queen of Pyris to meet with our leading wizardess, Lady Alatia. There, we discussed a possible solution for fulfilling the prophecy, which could ultimately grant us the right to claim the artifact for which we have been searching. Lady Alatia and the other spellcasters felt relieved to be able to pursue a nonviolent solution instead of having to fight Sudden Death, a dragon in its full glory and might.

We agreed that we would use magical means of transportation to go to the Well of the Moon and be back in time to fulfill the prophecy. Lady Alatia thought that she would have to use the spells and the mystical magical energy the queen was studying. We all agreed that Lady Alatia had to be part of the journey because she was the only one able to cast some of the spells found in the queen's grimoires. Sudden Death agreed to let three people go for three days. All the other members of our group would remain with him inside the tower.

The three members are myself, Lady Alatia, and Brother Ignatius, the highest-ranking cleric in our party. Once our packs were ready, Lady Alatia uttered the magical formulas, and a circular and vertical portal appeared in mid-air. We stepped through and were sucked into a sort of vortex. The first step of the mission was to go to a pocket plane the queen had discovered, in which some other spells had the power to seek the nearest mystical spot around a specific destination. A giant map of Mystara was drawn on the floor of the room. Small dots made of gems seemed to represent the known mystical spots on Mystara's surface. Following my directions, for I had been in the Black Mountains in my youth, Lady Alatia scanned the vicinity of the Great Pass in the Black Mountains and found that such a spot did exist at its entrance. She prepared the group and opened a new portal leading there, consuming in the process several precious stones.

We all appeared in a large courtyard, at night, in what seemed to be a monastery [See X4 Master of the Desert Nomads, page 19 and following. Ed.]. We were welcomed by a group of monks who were wandering the yard muttering prayers. We were asked to come with them to the main cathedral to meet the superior of the order. Once in the cathedral we realized that we were surrounded by a score of monks who might not have the best of intentions. The superior of the order was nothing less than a vampire, and he seemed to need fresh souls to sacrifice to his entropic Immortal. Our battle cleric, Brother Ignatius, cast a *barrier* spell, which sliced the front lines of our enemies. Then Lady Alatia released a *lightning bolt* to clear a way through our foes, and we managed to flee toward the main gates, which we found closed. Fortunately they were not difficult for me to open. Our escape seemed at first to be a success, but we ran as fast as we could, and Lady Alatia and I realized that Ignatius was

no longer with us. He was still holding the gates to allow us to flee safely. Realizing our mission was of primary importance, we dashed toward the valley and the entrance to the Great Pass, hoping to come back soon to try to rescue our comrade. For unknown reasons the evil monks did not follow us inside the tunnels. There is no doubt though that they are still waiting for us at the entrance.

#### Day 2: Klarmont 19, AC 1019

After a small rest, we both kept on exploring the maze of tunnels that make up the Great Pass. We got out of the main tunnel and entered a misty, cold, and damp valley. The upper slopes of the mountains were hidden behind a thick bank of foggy clouds. The floor of the valley was marred by large areas of churned soil. Some markings on the ground appeared to be quite old, while others were recent. Near the center of the valley, we stumbled upon a gnomish camp. The gnomes offered us information and shelter in exchange for help in getting out of the Great Pass. They told they came from Hule but had been trapped inside the Great Pass for years. Their numbers had grown steadily less, and now only a small clan was left. Lady Alatia used *ESP* and confirmed to me that their intentions were sincere. Since we needed rest, food and shelter we agreed to help the gnomes and asked them to pack and be ready to follow us soon.

#### Later

I am unable to sleep for some reason, so I have taken the time to complete my account of today's events. As I sit here writing, under the clear night sky, I can hear a deep throbbing sound, growing steadily louder. It does not sound like the war drums used by some of the savage hill tribes who inhabit the region; it sounds more like the beating of great wings. I see a shadow eclipse the stars, an-

*[The remainder of the entry is a splatter of ink. Ed.]*

#### Later account from Lady Alatia.

While we were asleep, a giant roc dove and captured Bertolucius, flying high into the air with him. I did not have enough time to cast a battle spell; I feared that I might hit my friend, instead of the beast. All that remained was his journal, lying where it fell when Bertolucius was taken. The gnomes told me where the roc's lair was supposed to be, and I decided to *fly* there and rescue him, my guide. My friend.

After hours of cold flight, against gusts of wind and snow, I reached the top of the high cliffs and found the lair. Bertolucius seemed to be alive but was bruised and unable to move. The roc could not be seen around. In its eyrie, a small baby roc seemed to be very ill and near death. I cast a *levitate* spell upon my comrade and prepared to fly back. But Bertolucius asked me to do something for the baby roc. Its mother has had no intention of harming him, he said, and she seemed to think that only resourceful humans could help her baby. I was reluctant to use my only *cureall* potion, but I finally did so, and managed to have the baby roc swallow the liquid. Immediately thereafter the baby roc was cured. To my amazement, Bertolucius turned into a giant bird. And another Bertolucius appeared, tied tightly with ropes, at the edge of the cliff. I prepared to defend my life but the roc spoke to me, thanking me for the sacrifice of an item most precious to me in order to save her baby. She freed my comrade and offered us to carry us back down where we wanted. Bertolucius was tempted to ask to be carried directly to the Well of the Moon because it could have saved us precious time in our mission, but I reminded him that we had given our

word to help the gnomes out of the Great Pass. We finally asked to be flown back to the gnomes' camp.

Our arrival was nothing short of theatrical for the gnomes. Seeing such a giant bird, the gnomes fled screaming to a safe distance and were amazed to see the roc gently drop off their new friends. We thanked the roc and wished her well, then we all embarked on the journey toward the valley where the Well of the Moon lay.

### ***Day 3: Klarmont 20, AC 1019***

Following Bertolucius's memories from his adventuring youth, our company got out of a tunnel and reached a new valley. This was a broad, level plain, free of stones. Small brooks crisscrossed the valley, their banks very soft and marshy. No trees, buildings or other cover was in sight; we felt that we were being spied upon. Centaurs were seen far away, but we were too numerous to be attacked directly. We avoided narrow paths and kept on marching, leaving the valley to enter another one, oriented west. It was a tumble of fallen cliffs, loose boulders, rockslides, and fault lines. The ground was very rocky and few plants grew there, except along the banks of the streams that trickled down the stony hills and cliffs. There seemed to be no sign of life.

Suddenly our party was under attack by cyclops. Large rocks were thrown at us. One of the attackers uttered a strange sentence in a very loud voice and as suddenly as it started, the attack stopped. No one was badly injured. We proceeded west and entered another tunnel. After a couple of miles, we reached another valley.

The cliffs in this narrow valley were carved with huge faces of strange beings. These carvings were about 100 feet tall, and seemed very old, quite scarred, and weather-beaten. Scattered about the floor of the valley were bones from animals, humans, dwarves and elves. Bertolucius warned the gnomes that a red dragon lived in a cave at the other end of the valley. Frightened, they preferred to wait for us at a safe distance. Bertolucius and I proceeded further into the valley. After an hour, we reached a large opening in the cliffs.

Unknown to me, Bertolucius discreetly placed a small object in my side pocket. The entrance of a big cave gaped at us, and loud snoring could be heard coming from inside. Bertolucius admitted his fear that, after so many years, the dragon might have forgotten the deal he had made with a party that got the better out of him. He told me there that while adventuring with his brother and other comrades some twenty years ago, they fought the dragon guarding the Well of the Moon and that his brother bested the wyrm in single combat. So even now, the dragon owed the last living member of the group a life debt.

We entered and found the dragon asleep on the sandy cavern floor. He raised an eyebrow when we stepped in, while we held up our empty hands in a sign of peace. He extended his neck toward us and prepared himself to breathe fire. Bertolucius stepped ahead to protect me and reminded the dragon about the events which occurred twenty years before. The dragon pretended not to have remembered, then argued that only the one who could prove he defeated him in single combat could now claim to be under the old protection oath. I immediately prepared myself to fight and selected a bunch of offensive spells. Bertolucius told the red dragon that one of us could prove he owed life to one of us, and then asked me to take out the object I had in my left pocket. To my surprise, I found a red dragon scale. The dragon agreed to not harm the scale bearer in any way, but that Bertolucius would have to face him

in combat to save his life. Bertolucius agreed to fight the dragon only once I took water from the Well of the Moon into a small barrel and left unharmed the cave and the Great Pass.

It was then that I understood that Bertolucius had given his life for the success of the mission. He kept the scale with him all these years as a souvenir from his brother, who was the warrior who defeated the dragon. He helped me fill the barrels and waterskins we had brought with us. He held me one last time in his arms, explained me how to use the water, and finally we kissed. Then he turned around and asked me to fulfill the mission, and not look back. I left the cave sobbing and headed toward the other end of the valley to meet the gnomes.

His sword in his hands, I pictured him marching toward the dragon. A great roar echoed and a bright light came from the cave. Three times it illuminated the dim valley where shadows were lingering as night grew near. I had lost more than a friend.

Once back with the gnomes, I regained control over myself and prepared for my departure with the gnomes. We all left the place and set up camp where we entered the valley. I had been so affected by the death of Bertolucius, that I ordered everyone to wait until the next morning, for I was not able to gather enough mental strength to cast the required spell to bring us all to Pyris.

### ***Day 4: Klarmont 21, AC 1019***

At dawn the gnomish clan leaders were very worried when I announced them that I was going to leave now that my mission in the great pass was fulfilled. They begged me to first lead them out of the pass, as Bertolucius and I promised. I declared that he was the only one who knew the way out.

The gnomes offered to remain in my service, provided that I feed and protect them, and treat them well. I reluctantly agreed. I wanted to be true to my word and to the promise Bertolucius had made to them. Yet I am so disgusted by the idea of slavery and servitude that I was not well inclined to have so many lives in my service. But I had the power to grant them freedom, something that they had craved for far too long. There was no doubt that they had been placed in my path by some superior forces for me to be put to a test, so I remained true to the promise. I briefly explained to them the sequence of spells I was about to cast, asking them not to touch anything once they were in the map room, for they could be killed. I cast the spell, and once again the circular vertical portal appeared in mid-air. I jumped in and was followed by the gnomes who, one by one, were sucked into the vortex. We all appeared in the map room, where all the gems marking the mystical points captured the gaze of the gnomes. I had to remind them not to touch anything, for they could be trapped in this plane forever.

I prepared myself to cast the spell that would transport us to Pyris, when I realized that I did not have enough gems to bring all the gnomes with me. So I selected some of the most powerful warriors among them and told them they could come with me for I would be back soon to convey the rest of the clan members. I touched the mystical point of Pyris, joined hands with the selected gnomes, and uttered the trigger word. An instant later we were back in the strange temple in Pyris.

We were greeted and warmly welcomed by the other members of the Heldannic party. I recounted my journey and the adventures I had, and told them about the loss of Brother Ignatius in the monastery and of Bertolucius's sacrifice with the dragon. Then I explained why I was now accompanied by a group of apparently scared gnomish warriors. A requiem mass

was said in memory of our beloved comrades who gave their lives for our success. Later that day I went back into the pocket plane with more gems and reappeared some time later with the last four dozen gnomes. We all prepared to meet the mighty dragon outside, in what was formerly the great marketplace of Pyris.

There I took out a small flask of water I brought back from the Well of the Moon. I gently poured water on the sandy ground, which had been cleaned up a little by my comrades who stayed in Pyris. Pharias and his mate were present as witnesses. Nothing happened. After two hours waiting in the sun, as the sun was setting, two sentinels were ordered to remain in the place to watch for anything.

***Day 5: Klarmont 22, AC 1019***

Despite all our efforts and the beautiful weather, nothing has happened where the water from the Well of the Moon was poured. I am very depressed to think that the sacrifices of Bertolucius and Ignatius were useless. My faith in You is tested.

***Day 6: Klarmont 23, AC 1019***

During the night, rays of moonlight hit the ground where water from the Well of the Moon had been poured. The effects were nothing short of spectacular since the whole marketplace is now covered with grass and trees! The ancient fountain once again spouts water in its basin, as well. In the morning, the sentinels were found next to the fountain, plunged in a deep slumber. Pharias was immediately called forth to witness and testify to Sudden Death about the miracle. The effects of the water seemed to be spreading all over the city, slowly but surely.

Sudden Death arrived later and pondered the turn of events. The marketplace was now a green lawn, with occasional trees. He announced that his time as guardian of the tower treasures was over, and that I would be the new master of the Tower of the Queen, for I had fulfilled the prophecy. Yet the city would have to remain masterless as long as the innocent victims of the queen remained in their gemstone forms. Everything contained inside the queen's tower now belonged to me, since I was the new master of the tower. Its wealth would have to be shared, for the greater good of our interests in the region.

I solemnly swore in the name of the Heldannic Knights to share the gems and the treasures for the benefits of other people. I also announced that I, as the new head of the party, should keep and study the books of the queen to maybe one day be able to undo the wicked spell which turned the innocent people of Pyris into gemstones. In the meantime, Pyris would be placed under the Heldannic Knights' watch, and men would only come back to rebuild the city when its former inhabitants returned. I guess that day is not so close, and my heart says that I shall contemplate many other wonders before the time comes.



# Felmont

## Felmont 1, AC 1019

### Falcon Village Destroyed.

**Location:** Bear Clan Lands, Atruaghin Territories, and City of Akesoli, Republic of Darokin. OW

**Description:** In a very short time Ystran House has been able to gather an army of 500 soldiers and miners with ballistae and catapults. This army attacks the village of Falcon, hurling missiles upon the plateau. The villagers must evacuate, while Falcon warriors are defeated in the field by warriors and wizards of Ystran House. News of the battle will eventually reach Akesoli, where a very preoccupied Umbarth House is trying to persuade the DDC to do anything to prevent the war. The miners' army leaves Falcon in ruins, before retiring again to Gold Creek. (See *Kl. 20, Kl. 22; Fe. 12, Fe. 25.*)

**What This Means:** Ystran House is ready to start a war. Now Umbarth House's trade will be disrupted while the young house will have the gold of the hills.

**What the PCs Can Do:** If they are Atruaghin they should try to evacuate the village under the catapults' fire, whereas if they are Umbarth or DDC agents they should bring the news of Ystran House activities to Akesoli as soon as possible.

### Investigation in Fenside.

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

**Description:** The investigative expedition to the Blight Swamp reaches the tiny village of Fenside, seat of the eastern branch of the Journeyfoot Clan, northeast of Rollstone Keep, and which is the last known location of a many of the hin who have disappeared. The locals, who receive the party coolly, are questioned concerning their knowledge of the disappearances, but they are close-mouthed. (See *Ya. 22, Ya. 25; Fe. 4, Fe. 8.*)

**What This Means:** Although the locals obviously know something, nothing will make them divulge it. They will, however, tell anyone who asks where the prospectors went.

**What the PCs Can Do:** The PCs could be leading the investigation, in which case this event could be part of the adventure. For staging purposes, Fenside is a small village of roughly 60 or so inhabitants. Only one, seldom-used trail leads to it from Rollstone Keep. Almost all of the buildings are in the human style (there are very few burrows), and do not appear to be well-maintained. Most of the houses sit atop extensive networks of cellars and tunnels—these are used predominantly for defense and shelter, as this part of the shires is relatively unsettled. Most of the adult population of Fenside get by on woodcutting and subsistence farming. Not far from the village is a ruined tower (originally intended to be the beginning of a great fort to guard the eastern border, but which for reasons now unknown was abandoned in favor of Rollstone Keep),

which, while imposing in its own right, is a red herring for any PC investigators.

### A Cure for Chandbali?

**Location:** Village of Chandbali, *Mumhyket* of Nagpuri, Kingdom of Sind. OW

**Description:** Prince Javas Kalkiin, de facto ruler of Nagpuri, together with alchemical experts from the *jadugerya* caste, has traveled to Chandbali, in the hopes to cure the poor villagers who have long been poisoned by alchemical waste left behind at the laboratory tower of the prince's brother, Rohan.

Instead of being met by the sick and destitute of all kinds, Prince Javas is greeted by a rioting mob, incensed at the *jadugeryas*, and calling down curses and divine punishment from the Immortals, until inevitably, the crowd turns violent, lighting torches, throwing rocks, and wielding farm tools and makeshift weapons. A clay pot is hurled at the prince, shattering and splashing its watery contents—allegedly the contaminated water that is the cause for so much disease and death.

Not wanting to harm his people, Prince Javas leads a hasty retreat to the safest structure in Chandbali—ironically, Prince Rohan's abandoned wizard tower. (See *Kl. 21, Kl. 25; Fe. 4, Fe. 6.*)

**What This Means:** It was the *rishiyas* who riled up the otherwise weak and infirmed villagers of Chandbali against Prince Javas Kalkiin, in their bid to wrest more power from the *jadugeryas*, but it was Lady Kalindi Kalkiin who had suggested this opportunity for ambush.

**What the PCs Can Do:** PCs who have come with Prince Javas to lend aid and healing to Chandbali will find themselves in a siege situation. And while the Kalkiin tower may provide protection from an angry mob of villagers, and even an evil priest or two, there might be dangers within the tower itself—traps, poisons, vermin, and monsters, mundane, magical and alchemical—that could prove far more lethal.

### A Maiden for Daggersting.

**Location:** Northern Sea of Dread, South of Kingdom of Karameikos, North of *Exarchate* of Minrothad. OW

**Description:** The hin pirate ship Daggersting heaves to alongside a Thyatian pleasure yacht, the Silvered Lord. Hin pirates swarm aboard, overwhelming the crew. The master of the ship, Lord Fredrick Pelacios, tries to resist when the hin grab his young bride, Josaca, intending to make her their ship's new "maiden." They run him through and he bleeds to death in front of her, before they drag her back to the Daggersting. The hin quickly strip the Silvered Lord of its valuables and sail on. (See *Am. 3.*)

**What This Means:** Just a typical case of piracy in the Sea of Dread.

**What the PCs Can Do:** Characters might be hired by the Pelacios family to get revenge and recover their scion's bride.

## Felmont 2, AC 1019:

### That's Judgment Day for Atzanteotl.

**Location:** Colony of Aengmor and Shadow Elves' Territories and Republic of Darokin and Kingdom of Karameikos and Kingdom of Wendar. OW

**Description:** After nearly one month of careful planning, adventurers and soldiers of Aengmor (both fair and shadow elves), Darokin, Karameikos, Wendar and the Shadow Elves' Territories are ready to hit, hard and fast, the Cult of Atzanteotl anywhere in the Old World. There will be fighting and blood in the night in many places around the world. (*See Ya. 5, Kl. 11; Fe. 3, Am. 8.*)

**What This Means:** The leaders of shadow and fair elves, Darokin, Karameikos and Wendar now understand, helped by clerics of Rafiel and Ilsundal, that the only way to get rid of the warmongering followers of Atzanteotl is to hit them everywhere during the same night, to take them by surprise with no possibility of escape for clerics and cultists.

**What the PCs Can Do:** The PCs could be among those chosen to fight against the cult, or they could simply be passers-by who find themselves involved in the fighting (maybe on the evil side, if they rush wrongly to help the "assaulted" followers of Atzanteotl). If the PCs are elves, and have to fight former friends who have become followers of the evil Immortal, this fight could place a heavy emotional burden on them, and be a major turning point in their lives.

### Discontent Rises among Heldannic Ranks.

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

**Description:** For the second time this year the more conservative Heldannic Knights criticize the governor's tactical choices. They are not enthusiastic about entrenchment and defensive tactics; instead, they advocate riding into battle and bringing glory to Vanya. Governor Wolfgang Stommel has no choice but to have the most outspoken soldiers arrested. (*See Kl. 20, Kl. 25; Fe. 3, Fe. 5.*)

**What This Means:** This is a setback for the Heldannic troops because morale is now plummeting. Not only are they bored with this defensive war; they cannot attack openly, or discuss what they would rather do. Wolfgang is preparing a speech to address his troops on the frontline to galvanize them.

**What the PCs Can Do:** The PCs can be sent to jail if they are among the dissident soldiers. Good luck to them if they try to defend themselves in a "fair" trial.

### Counterattack!

**Location:** City of Landfall, Territory of Heldland, Heldannic Empire. NW

**Description:** While the armies besieging the fortress of Landfall prepare to mount an assault, sentries alert the main force of the arrival of six ships from the south. Unsure as to whether or not they belong to Heinrich Straßenburger, the *ordensgeneral* overseeing the siege orders his troops to continue their attack with renewed vigor. As catapults lob flaming pitch over the fortress's walls, and sappers go to work on the fortifications, arrows are traded both ways, killing many men on both sides. Before battering rams can be brought to the gates, new arrivals sweep into the still-smoking city from the docks, and engage the besiegers!

The new force of soldiers presses quickly into enemy lines, and manages to drive them away from the fortress before the element of surprise is lost completely. Soon, they are joined by more soldiers from the fortress, emboldened by the arrival of reinforcements, and together they advance further. Orders are given to collapse more of the city walls to hinder the enemy advance, and this is accomplished, killing many attackers, and gaining the now-embattled armies of *Ordensmeisterin* Anna von Hendriks time to regroup amidst the tumbled ruins of the walls. (*See Kl. 21, Kl. 25; Fe. 6, Fe. 7.*)

**What This Means:** The *ordensgeneral* responsible for conquering Landfall had grown overconfident in his army's ability to overcome their foes; everything had gone according to plan until that time. He was certain that he would be able to storm the fortress, and hold it against any reinforcements loyal to Heinrich Straßenburger arriving by ship, and therefore he did not pass the information from the sentries down the line to his captains. This turned out to be a grave mistake, and the reinforcements, formerly deployed around Grauenberg, managed to break the siege.

Although the further collapse of the already weakened city walls killed many of the attackers, the forces remain roughly equal in size, with the Straßenburger faction now having fresher troops overall. The von Hendriks faction will entrench itself in and around the ruined walls, and a bloody stalemate will develop over the coming days.

**What the PCs Can Do:** PCs on either side can do much to affect the outcome of this event, especially if they are higher-level. A few well-placed spells could destroy or heavily damage one or more of the ships, or the fortress, and give Anna von Hendriks's forces a greater advantage, for example. Nevertheless, the ships carry a total of 420 soldiers, and if even half of them make it into the city, they could cause a lot of trouble for the besiegers.

## Contact!

**Location:** Sea of Dread, off the coast of City of Alinquin, Kingdom of Dawnrim, Continent of Bellissaria, Nayce. AS

**Description:** The *Craek*, a Naycese *submersible*, makes contact with the undead. Using magic, the sighting is reported and the other two *submersibles* arrive quickly. The vessels begin a series of strafing attack runs across the undead formations. Their attacks continue for over an hour before the *submersibles* withdraw with their weaponry spent. They report that the undead are marching in a south-easterly direction. (See Ya. 21, Ya. 26; Fe. 4, Fe. 9.)

## Mivosia Seeks Unlikely Allies.

**Location:** Twenty miles east of the front lines, Meghala Kimata Plains. DV

**Description:** The Mivosians have received omens that they have to hurry and find unlikely allies because something is to happen in favor of the Heldannic troops and their allies. Aware that big bands of humanoids from the desert have been rampaging the region for some time, unscrupulous Mivosian officers send negotiators to bribe the humanoid chiefs. They want to forge an alliance against the Heldannic coalition. The monsters would attack and harass the Heldannic Knights to the south so as to deflect troops from the front line, allowing the Mivosians to win the field and lay siege to Polakatsikes. (See Kl. 20, Kl. 25; Fe. 5, Fe. 6.)

**What This Means:** War is war, and since the anticipated reinforcements from Parthenaeum and Deletria have not arrived yet (and shall never come), any potential ally is worth courting. Plus it's not very hard to promise something you don't already have or which does not belong to you. Each party thinks it has duped the other.

Unknown to the Mivosians, most war-oriented humanoids from the desert are followers of Loki, whom they worship under a different name.

**What the PCs Can Do:** Negotiating with fierce, untrustworthy humanoids should be a challenge even for a charismatic Mivosian PC.

## Yvonne Issued

**Location:** Canal Construction Site, North of Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** *Yvonne*, the last earth-mover ordered for the construction site, is ready, but *Doris* needs some care and is transported back into the Kerothar Mountains. (See Fl. 17, Ya. 3; Fe. 27, Fe. 13.)

**What This Means:** Scheduled maintenance and a few problems with the new earth-moving constructs have delayed the completion of the order, but the crew is now relying heavily on them.

## Felmont 3, AC 1019

### New Kollanders at the Great School of Magic.

**Location:** Great School of Magic, City of Glantri, Principalities of Glantri. OW

**Description:** The halls of the Great School of Magic resound with raised voices, angry shouts, grunts, growls, and boisterous dog-like yapping. Curious wizards and students gather to check the source of the ruckus to find the fierce Master of Admissions, Angan Forrestir, in a heated argument with the kobold-prince, Prince Kol XIV; the two are surrounded by an orc, three goblins, two hobgoblins, four kobolds, a pair of bugbears, one lumbering ogre, and what looks like an undead cross between a hobgoblin and a troll—all stiffly dressed in ill-fitting but obviously pricey wizards' robes, looking rather uncomfortable, confused, but increasingly irritated.

Onlookers learn (after stepping back safely and casting appropriate *comprehend languages* spells) that the band of humanoids are spellcasters who came to enroll at the Great School of Magic, but were questioned by Master Angan Forrestir. Thus the argument between the master of admissions and the Prince of New Kolland ensued, with Prince Kol demanding equal treatment for his subjects, lawful citizens of the Principality of New Kolland.

Before the quarrel becomes a magical duel, in steps the Student Administrator, Mistress Marisi Viniene, accompanied by two prominent wizards from the great school: Serthos the Drake, the most famous of Glantrian progeny (persons with more-than-human lineage and often with less-than-human appearance), and Agatha Pawsburry, a formidable black rakasta from the Savage Coast (and rumored to be a witch from the Secret Craft of Witchcraft). Mistress Marisi coolly reminds the stern master of admissions that the Great School of Magic has no official rulings against non-humans, non-elves, or even non-Glantrians; applicants need only pass the obligatory exams in general knowledge, magical knowledge, and most importantly, magical capabilities!

Incensed but duly rebuked, Master Angan allows the testing of the humanoid applicants, but gruffly warns that he will confer with Grand Master Harald Haaskinz before deciding on their admission. (See Kl. 21; Fe. 20.)

**What This Means:** Prince Kol is simply pushing for more visibility and acceptance of New Kolland as part of the Principalities of Glantri, in spite of the strong biases against the humanoid population. Despite the rivalry between the different humanoid tribes in the Great Crater, Prince Kol was able to recruit the most capable and magically gifted humanoid spellcasters to join his gambit, which could lead to more opportunities and greater power for humanoids in Glantri.

Grand Master Harald Haaskinz remains indisposed, and will opt to delegate the matter to his friend and ally, Professor Emeritus Angus McDuff, Baron of Uigmuir—also known as Angus McClintock, who spent the better part of his life studying and living with humanoids in the city of Oenkmarr.

## Church of Atzanteotl Evicted?

**Location:** Tiger Clan Lands, Atruaghin Territories. OW

**Description:** The Church of Danel Tigerstripes, with the approbation of the king, purges the last followers of Atzanteotl from the army, the merchant ranks and the town governments. Often, the exposed followers of the evil Immortal are killed by angry crowds. Nevertheless Atzanteotl is not defeated, and in the next months there will be many attacks against government officials, soldiers and priests of Danel and Atruaghin, many of whom will be assassinated. (*See Kl 13, Fe. 2; Sv. 10, Ei. 22.*)

**What This Means:** The Church of Atzanteotl has gone into hiding in Tiger Clan lands, but Eelsha Spider's Kiss is still alive and dangerous, and the evil church is far from completely defeated in Atruaghin lands.

**What the PCs Can Do:** Find and destroy Atzanteotl followers or to locate the hideout of Eelsha and others leaders.

## An Eloquent Call to Arms.

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

**Description:** Governor Wolfgang Stimmel gives a speech to galvanize his troops' morale. He addresses only the officers directly but thanks to magical enhancement his speech is heard by any Heldannic or allied soldier in his or her own language. He tells them about the grandeur of the Heldannic Empire based upon the principles of Vanya: courage, valor in combat, conquest and achievement of one's goals, dedication, obedience, constancy in faith, compassion to the deserving foe, forgiveness for the valorous, justice, truth and wisdom. He tells them he is proud to be a member of this great order to which he has dedicated his whole life, and which he still hopes to serve. But he also tells them that his first duty is to keep them alive and combative, for their death in battle now, even if accomplished in glory, would not serve Vanya's purpose in Davania. Crucial aid is about to be given to them with Vanya's blessing. She is proud of Her warriors' accomplishments so far, for anyone fighting in Her name, and who promotes Her faith, is worthy of Vanya's blessing. The Mivosians are today's enemies because they represent what the order could have become without a reformation. First they must fight the Mivosians in their hearts, so that they might have a chance to be reborn as faithful servants of their beloved Immortal guide. Greater dangers are lurking and threaten the very existence of humans in the region. They can be assured that the Heldannic Order shall not leave this region except under a direct order from Vanya Herself. Now are they willing to serve this new Heldannic Order?

A great clamor is heard on the front line when all (at least almost all) Heldannic and allied Milenian soldiers answer positively to Vanya's call. The Mivosian troops are very puzzled and get ready to defend themselves, believing this is an outcry announcing a desperate charge. (*See Kl 25, Fe. 2; Fe. 5, Fe. 6.*)

**What This Means:** Wolfgang is actually a vessel for Vanya's political reform. She talks through him and insists on the new principles of the order as She sees them. She has no need for thousands of useless deaths; She would rather see an influential Heldannic Order spreading all over the world, rather than a powerful but geographically limited one. She also wants to give up the xenophobic aspects of Her previous philosophy, hence

Her announcing that anyone who is willing to embrace Her is worthy of Her blessing (thus including the local Milenians). Every faithful follower is valuable.

With this new philosophy Vanya hopes Her knights will have a better chance of facing the challenges to come and better spread Her faith around Mystara.

**What the PCs Can Do:** This is a historical moment for the PCs to experience.

## Wreck of The Jolsten.

**Location:** Sea of Dread, Off the coast of the Village of Sulescu, Kingdom of Karameikos. OW

**Description:** The Five Shires' trader, The Jolsten, is pushed upon a group of coastal rocks east of Sulescu Village. The hin sailors fight valiantly to save their ship but to no avail. The ship's master, Captain Shirley Kidder, orders the crew to abandon ship and make their way to the safety of the nearby shoreline. The Jolsten crew takes refuge in a coastal settlement, before making their way westward back to the Five Shires. (*See Fy. 16, Ei. 14.*)

**What This Means:** The Sea of Dread is named such for its hostile nature. The Jolsten had been on its way back to the Five Shires, from Mirros, with a return cargo of lumber. Captain Kidder had skimmed the coastline to save time on their return trip, running the vessel into a group of rocks.

## Omesron Potential.

**Location:** "City" of Izchnizoy, Kingdom of Omegaran, Underside, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** Zandor's minions report the result of their quick survey of the dark lands of the Empire of Omesro, which was more about locating subjects for their emperor than actually charting the Underside. Zandor shows the unmistakable signs of his displeasure when he is told that his empire is mostly barren of life, so they move on quickly to the more promising aspects of their investigations. (*See Va. 17, Kl. 10; Sv. 15, Ei. 7.*)

**What This Means:** Zandor can congratulate himself for his brilliant move in Limn of the Dark, crowning Bussnox King of Irsch, as the kingdom is full of potential thanks to the presence of both the vampires of Limn and the dwarves of nearby Stoutfellow, who in their eagerness to find new ore will mine their way right through into the embrace of the vampire king.

The emperor also devised a strategy based on the Randel's stubbornness and sense of duty, which, if petty King Riyankar follows his lord's guidelines, will induce Randel to send more and more people to the Underside, where they can become his subjects. The brilliant but tricky part is to stalk and harass the Randel sufficiently to goad them into sending reinforcements, but not too much that they either withdraw or come in force.

Zandor is also thinking about ways to encourage Alpathians from other surface kingdoms to come to the Underside and their true emperor. He is reluctant to travel to the surface, as he does not wish his return to Alpathia to be discovered—and his condition as a Zargosian prevents him exposing himself directly to sunlight—but he is not as reluctant to use the magical power at his disposal, and his subjects, to further his dreams.

## Felmont 4, AC 1019

### Frustrations Boil Over in Nayce.

**Location:** Across Nayce. AS, SD

**Description:** A period of sporadic rioting begins in the cities of Alinquin, Ekto, Spearpoint, Aaslin, and Blueside, as unemployed freemen and servants take to the streets to protest the current state of affairs. Shouting loudly, they demand leadership from the Naycese Council, and meaningful work. Although the protests are mainly shouting matches, in some cities they turn into full-scale riots, as masses of unemployed Alphatians rob anyone who is well dressed, and take to looting shops and vendors' stalls. In these cases, the city guard descends upon the protesters, and restores order. (See *Ya. 21, Kl. 9; Fe. 5, Fe. 10.*)

**What This Means:** Despite efforts to placate the lower classes by providing free bread, it has become apparent that more will have to be done to head off the threat of widespread revolt. The cities affected by these riots will be able to maintain order, but the atmosphere will be tense for some time to come, and outbursts of unrest will continue for many weeks. The fact that the working classes have become so restive will spur the Naycese Council to devise other solutions to the problem.

**What the PCs Can Do:** The PCs could be caught up in one of the riots as innocent bystanders, or they might find themselves aiding one side or the other. If they are newcomers to Nayce, or if they are from a comparatively better off area, an event such as this could bring to their attention that all is not well in Nayce.

### Search for a Wizard.

**Location:** Somewhere in Darokin. OW

**Description:** Millington Vonaday meets Rezak Xygar and asks him about this "Dusk" person. The traveling mage tells him that he indeed knew a person by that name. In fact, Dusk was once his apprentice, but he was always a very secretive person that seemed positively frightened about something. He never found out what that was, though, since Dusk was his apprentice only for a few years—he disappeared almost two decades ago on a trip to Karameikos. Xygar never discovered what happened to him, but suspects he may have been captured by the infamous Iron Ring. Millington pays Rezak to look out for Dusk during his travels. (See *Kl. 13, Kl. 17; Fy. 2, Fy. 18.*)

**What This Means:** If the person in question is indeed the Dusk that Millington has been looking for, then he has been lost for a long time. Finding him would be very difficult.

**What the PCs Can Do:** The precise location of this event is left undetermined so that if the PCs are with Millington, the encounter can be placed wherever it is more convenient to the campaign.

### An Unpleasant Answer.

**Location:** Blight Swamp, Kingdom of Karameikos. OW

**Description:** After spending a few days following one of the more recent trails, the investigative party finds itself in a

clearing, on a low hill that rises out of the swamp like an island. In the midst of the clearing is a pit, around which are several stakes, to which a number of hin and humans are tied. Freeing the captives, the party is warned of a great monster that lives in the pit, which is summoned each night to feast on sacrifices by a number of robed figures who come out of the swamp each evening. The party decides to deal with the beast. (See *Ya. 25, Fe. 1; Fe. 8, Fe. 22.*)

**What This Means:** The party has indeed discovered the source of the disappearances, but the question remains: who is doing it, and why? The more immediate problem, however, is dealing with the monster.

**What the PCs Can Do:** Assuming the PCs wish to kill the monster, they will have to enter its lair—a fairly extensive series of damp caves. The monster itself is not described here, but should the DM possess either the module B4 *The Lost City*, or B10 *Night's Dark Terror*, he or she could use Zargon or Kartoeba, respectively, as a model in terms of overall strength. The encounter should be difficult. The party might also wish to wait until nightfall to deal with the monster's worshippers. If they do, they will encounter roughly 30 people—a large portion of the adult residents of Fenside. Most of them are noncombatants, but some are warriors, and there is also a medium-level priest among them (the village elder, in fact). Needless to say, they will be unhappy at the prospect of losing their "god," but if enough of them are killed or otherwise wounded, the remainder will flee.

### Back on the Trail.

**Location:** Sea of Dread, off the coast of City of Alinquin, Kingdom of Dawnrim, Continent of Bellissaria, Nayce. AS

**Description:** The three Naycese *submersibles* return to the scene of their attack on the undead. Except for the carnage, the immediate area lacks any sign of their foe; although a stack of parchments are discovered on the remains of one of the fallen undead. The parchments include a pre-war map of southern Bellissaria, centered upon the southern coastal Kingdom of Surshield; the rest of the papers appear to be a journal. Of note is a section discussing the archmage Klarrissa and several accounts of her recovery of magical items. The discovery is quickly reported to Naycese authorities; the *submersibles* continue their search. (See *Ya. 26, Fe. 2; Fe. 9, Fe. 11.*)

### Death of a Sindhi Prince.

**Location:** *Mumlyket* of Nagpuri, Kingdom of Sind. OW

**Description:** The royal palace at Mahasabad is astir at the unexpected arrival of Prince Javas Kalkiin and his aides upon a *flying carpet*. The de facto ruler of Nagpuri ignores the impromptu welcome of the court and his family and unceremoniously retires to his bedchamber.

The prince allows audience only to his family, his most trusted aides, and the healers from the *rishya* caste, but word spreads throughout the palace that the prince is suffering from melancholia, probably due to the failure of his recent relief mission to Chandbali—one of his first act as ruler of Nagpuri.

It comes to a complete shock to the populace to learn that night that Prince Javas suddenly and mysteriously died! (See *Kl. 14, Fe. 1; Fe. 6, Fe. 9.*)

**What This Means:** Rumors will abound in Mahasabad about the mysterious circumstances surrounding Prince Javas's death. The most accepted story will be that Prince Javas fell sick to some poisoned water from Chandbali, explaining his sudden return and the symptoms of depression. But there will also be rumors that he was not ill at all, and instead poisoned, perhaps by an aide, a family member, or even by the *rishiya* healers. There will also be some spooky stories about a vengeful spirit of a servant girl, who was rumored to have had an affair with Prince Javas and was herself murdered in the palace not more than a month ago...

**What the PCs Can Do:** Will the PCs be able to solve a royal murder mystery? The suspects are many—including Lady Pandita Kalkiin, the prince's wife who may have resented the alleged adultery of her husband; and *Maharishi* Tayib Badahur, the belligerent leader of the *rishiya* caste and outspoken opponent of Prince Javas's rise to power—and guilty or not, they wield enough magic and political power to keep their secrets from being uncovered.

## The Mad Sage Sees Things in the Sky.

**Location:** *Emirate* of Makistan, *Emirates* of Ylaruam. OW

**Description:** At dusk, the eccentric scholar and inventor Karim al-Nazzer (more commonly known as “The Mad Sage of Sulba”) wakes up in his crude cavern laboratory, carved out of the northern plateaus of Ylaruam, far from human settlements and shaded from manmade lights to better observe the night sky. He climbs to his makeshift hilltop observatory and, using bizarre devices of his own invention (hollowed tubes, reflecting surfaces, and glass lenses), looks up to the sky to check and double check the strange celestial phenomenon he had seen the past fortnight.

Al-Nazzer's manservant below suddenly hears his master screaming in delight, calling out praises to al-Kalim and to a host of other Immortal Guardians no true follower of the Eternal Truth should even be heard mentioning casually, much less shouting out in the middle of the night (“Praise be to Ashtiru! Praise be to Manat!”). The boisterous exaltations are suddenly followed by a heavy thud, the clattering of those weird gadgets, and the shattering of glass.

The manservant finds the Mad Sage fallen, cut, and bruised, yet tearfully joyful, all the while muttering giddily gibbering about seeing stars and new moons in the sky. (*See Fe. 20, Fy. 13.*)

**What This Means:** Karim al-Nazzer is a true scientist and genius. He earned his reputation as the “Mad Sage of Sulba” when he made an incredible pronouncement that he could irrigate the entire Ylari basin by diverting an underground stream in the Altan Tepes to flow aboveground. Unable to realize this grand scheme, he was imprisoned and would surely have been executed, had he not claimed insanity! [*Al-Kalim preaches against killing those “touched by the Immortals.” Ed.*] The *Sultan* of Ylaruam, Mohammed al-Kalim, had him released and he exiled himself to his cavern lair, northwest of the town of Deraan. Since then, al-Nazzer has invented a reflecting telescope (which brought much amazement as well as jealousy from the scholars at the Eternal University of Ylaruam) and has been religiously observing the celestial bodies above Mystara.

His particular focus of astronomical study is the planet Ashtiru, more commonly called Asterius in the Old World (and

otherwise known as the doomed planet Damocles). During the Great War, he was one of the first who noted its disappearance from the sky and conjectured its destruction, and has since meticulously documented the trajectories of the planetary fragments—including the new planets Alphatia and Alphaks, but mainly the asteroid belt called the Tears of Asterius. In AC 1006, he even accurately calculated the collision of one meteor fragment onto the Continent of Brun, specifically at the border of Darokin and Glantri. (Despite this amazing feat of scientific genius, his detractors at the Eternal University of Ylaruam generally underplay the significance of the Great Meteor Crash, arguing it only involved those despicable heretic Glantrians.)

For the past decade or so, he has been tracing one large outlying asteroid in from the Tears of Asterius as it was eventually drawn towards the next adjacent planet Tarastia (called Manat by the Ylari). His present astronomical discovery—and the cause of his excitement and accidental injury—is that the fragment has now begun orbiting the planet Tarastia! More amazingly, this new satellite revolves in a retrograde path, opposite to the rest of the giant planet's many moons!

## Felmont 5, AC 1019

### No Norwold Mines.

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

**Description:** In the wake of Alpha's declaration of independence, the Naycese Council cancels its plans to ship unemployed commoner servants to Norwold, where they were expected to establish new mining towns to supply the empire with common and precious metals. For the moment, no alternatives are found to employ those commoners, although a few ships that were leaving Notrion and other kingdoms are diverted to the islands in the New Alphatian Sea, where new settlements have been founded. (*See Kl. 19, Fe. 4; Fe. 14, Ei. 14.*)

**What This Means:** While Nayce still does not know how to employ all those servants that have become masterless in the wake of the economic disruptions that have been increasingly rocking the empire since the sinking of the mainland, sending them away to a kingdom that has rescinded its link to the Alphatian empire would now be perceived as a waste. Since the Naycese Council has become too paralyzed to prevent the breaking away of one of its members, and unwilling to fight over it, this decision only confirms the abandonment of any Naycese claims on Norwold.

**What the PCs Can Do:** Adventurous PCs may decide to lead boatloads of servants to Norwold anyway, or to some other place, to carve out a life for themselves. Considering the state of dereliction of Nayce, and the undesirability of those commoners, they may be able to pull it off, even if they are not aristocrats.

## Mivosia Strikes Hard.

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

**Description:** Heldannic watch posts in the south report to the governor long serpentine lines of humanoids heading straight towards Polakatsikes. They are burning and looting their way to the city. Immediately, most elements of the Ilioloostian cavalry, who have already had to fight these monsters on their way to Polakatsikes, rush out to meet the humanoids in the plains. Governor Wolfgang Stemmell then summons all the remaining officers and explains to them the dream he had, the burial vault he found, the instructions he found in the vault and finally the secret mission he sent—a mission from which he has heard nothing for weeks. The officers are puzzled yet strangely some hope remains in their hearts. They express their faith in the governor, who is moved to tears.

In the meantime, Mivosian troops have received orders to dislodge their enemies from their defensive positions. As always, they use the local conscripts in the front ranks to sustain the first retaliatory strikes. Pushed by despair and fear of cruel death or retaliation against their families at the hands of their Mivosian overlords, the conscripted Milenians manage to force the Heldannic troops to withdraw to Polakatsikes. Yet the formidable willpower and dedication showed by some Heldannic and Milenian units allow most of the other troops to retreat safely to Polakatsikes. The toll is much heavier on the side of the conscripted Milenians, since they lost many men in the attack, but the Mivosians care little about them.

At the end of the day, the city is completely encircled and the cavalry on the plain is isolated, so it heads west to seek shelter for the night. Some elements of the humanoid army pursue them. (See *Kl. 25, Fe. 2; Fe. 6, Fe. 8.*)

**What This Means:** It's only when he heard the report about "serpentine" lines of enemy that Wolfgang understood fully the danger they were facing. There was no doubt that they represented the "desert snakes" of his strange dream.

The Mivosians forced their way into being able to lay a proper siege to Polakatsikes. The negotiators they sent two days ago have achieved an agreement with the humanoids chiefs: an alliance against the Milenians and Heldanners in exchange for loot, slaves and land.

Despite their strategic position, the bombing, the numerous wounded, and their new enemies, the Heldannic Knights and their allies are convinced that Vanya will not let them down. Their future now lies in the hands of a party of adventurers from which they have no proof that they are still alive or that they have found the *Conqueror's Heart*.

**What the PCs Can Do:** Covering the retreat would be a courageous deed to accomplish.

## A Blade of Legend.

**Location:** *Jarldom* of Ozurford, Kingdom of Soderfjord. OW

**Description:** Another raid led by Skaddri the *Skuld* succeeds in trapping and defeating a particularly dangerous family of giants. Among the spoils is found a giantish knife, large enough to serve as a sword for a human, which radiates powerful magic.

Skaddri decides to claim this knife as his personal weapon, explaining that the irony of using a giantish weapon to defeat giants and their humanoid kin amuses him. The weapon is later identified as the *Knife of Hrugg*, an ancient artifact. (See *Kl. 25; Sv. 8.*)

**What This Means:** Skaddri's discovery of the *Knife of Hrugg* was no accident. The knife is an Entropic artifact, created by Loki and specifically placed here to be "found" by His Mortal Identity. Its power will be quite useful in furthering Loki's plot.

**What the PCs Can Do:** It's possible that the PCs will be able to identify the *Knife of Hrugg* as a tool of Entropy. If they confront Skaddri with any evidence of this, though, they won't get very far—Skaddri will look shocked and dismayed, then vow to hold onto the weapon until he can safely destroy it. Which, of course, he has no intention of doing—his use of the artifact's powers will simply be subtler. And as Skaddri is a mortal incarnation of Loki, stopping PC attempts to steal the knife is easy for him.

## Felmont 6, AC 1019

### Humanoid Host Surrounds Polakatsikes.

**Location:** One-mile radius around Town of Polakatsikes, Dominion of Polakatsikes, Heldannic Empire, Meghala Kimata Plains. DV

**Description:** During the night, hundreds of new humanoids, mainly desert orcs and goblins, have encircled Polakatsikes, as well as the Mivosian troops and their siege engines. No Mivosian soldier is allowed passage through the humanoid lines. The Mivosian officers start to worry about their isolated troops. (See *Fe. 2, Fe. 5; Fe. 8, Fe. 9.*)

**What This Means:** The humanoids number about 7,000 warriors, the Mivosians have roughly 3,000 men inside the humanoid circle and about 1,500 more outside. The Milenian and Heldannic troops inside Polakatsikes amount to about 2,000, and a portion of the Ilioloostian cavalry (about 250 horsemen) is still outside in the wild.

**What the PCs Can Do:** They can try to sneak through the humanoids' lines. Good luck!

## Forton in Flames.

**Location:** Town of Forton, Territory of Heldann, Heldannic Empire. OW

**Description:** A small fleet of vessels, led by *Ordensmeisterin* Anna von Hendriks, descends upon the rebel-held town of Forton before dawn, and attacks the ships docked in the harbor. The attack surprises the garrison, and they are forced back from the docks as the ships are sunk with boulders shot from deck-mounted catapults, or are set ablaze by boarding parties and by magic. While Heinrich Straßenburger's forces regroup, and prepare to attack the invading vessels, Anna personally leads a raiding party into the town, using a *travel* spell to appear in the small fortress, and attack the guards stationed there. In the meantime, crossbowmen on the ships rain quarrels on the men opposing them on the docks, forcing many to withdraw behind fortifications, where they can return fire.

Soon enough, word reaches the garrison that the fortress itself is under attack, and many troops head there to deal with the latest incursion. By the time they reach it, Anna and her compatriots have *traveled* away, but not before setting fire to several of the rooms, and stealing a considerable sum of money from the vault. While the garrison is busy putting out the fires and tending to the wounded, Anna leads an assault on the town jail, killing many of the guards and scouring the cells for imprisoned Heldannic Knights, of which there are a few. Those willing to pledge allegiance to her are freed, and brought with her back to the ships, and upon her return with her party the vessels withdraw from Forton, sailing north. (See *Kl. 25*, *Fe. 2*; *Fe. 7*, *Fe. 10*.)

**What This Means:** Anna is all too aware of how draining the civil war has become, not only on the Heldannic Order, but also the nation as a whole. As the conflict drags on, merchants continue to avoid Heldannic ports and cities, which will only worsen the territories' economic situation. She is aware of the current problems facing the Alphatian lands further east, and she has no wish for such strife to spread here. Thus, Anna has decided that she has consolidated her forces enough to throw everything she has at Heinrich Straßenburger's armies, in the hopes of dislodging them from enough towns and cities that she will soon be in a position to dictate terms of surrender to him.

Unfortunately, magical communications with her forces in Landfall indicate that Straßenburger's armies will not be pushed out so easily. She had initially planned to sail from Kammin to Landfall, and lead an assault to relieve her northern army, but instead decided to hit her enemy elsewhere, in the hopes that some of his troops would be drawn there. Through the use of hit and run tactics and magic, Anna was able to lead a force of less than a score of skilled knights into Forton, and wreak havoc. Luckily, she and her soldiers completed their mission with only moderate injuries, and they managed to steal over 3,000 *gelder* and several confidential documents outlining scheduled troop movements. They also managed to free eleven knights of varying ranks—some of whom had been imprisoned for refusing to serve Straßenburger.

While little structural damage resulted from the raid, a considerable sum of money was stolen, the entire fleet based in Forton has been destroyed, and enough chaos was sown to keep the town garrison busy for the next week searching for saboteurs within town. Some of Straßenburger's troops, who are based in Forton, will become demoralized once they hear of

the raid, and troops stationed in Neuhausen will be reassigned to Forton, to bolster its garrison.

**What the PCs Can Do:** Take part in a daring raid! Although many of the soldiers in the garrison are fairly low level—no more than 3<sup>rd</sup>—some of their officers are competent veterans. The latter opponents should present the PCs with a few tough fights, especially those who can cast clerical magic.

## Maharishi Tayib, in the Bedroom, with the Poison.

**Location:** *Mumlyket* of Nagpuri, Kingdom of Sind. OW

**Description:** It is late evening when the ladies of the court are abuzz that Lady Kalindi Kalkiin, the second wife of the missing *Rajah* Salmahlin, has fallen ill, and fetched for *Maharishi* Tayib Badahur, leader of the *rishiya* caste in Nagpuri. The priest arrives posthaste to answer the summons and spends an hour within Lady Kalindi's private chambers. With the recent deaths at the royal palace and fears of poisoning and assassinations, the court is greatly relieved when the *maharishi* emerges, announcing that all is well with the Lady Kalindi.

Nevertheless, the most loyal servants of Lady Kalindi and the rest of the royal family, remain vigilant throughout the night. (See *Fe. 1*, *Fe. 4*; *Fe. 9*, *Fe. 14*.)

**What This Means:** This entire event is a charade, arranged by Lady Kalindi as an excuse to meet with the *maharishi* with utmost privacy and feigned urgency. Behind closed doors, Lady Kalindi falsely informs *Maharishi* Tayib that the followers of Gareth have found proof of the *maharishi's* complicity in the assassination of Prince Javas Kalkiin.

The *maharishi* denies the false accusations, pointing out the well-known enmity between the *rishiyas* and the followers of Gareth. But Lady Kalindi also points out his well-known opposition to Prince Javas—and the convenience of the *maharishi* being the scapegoat in the murder, whether true or not, considering how unpopular the *rishiya* caste is presently.

Lady Kalindi makes a deal with her unwitting pawn, that she will make the (non-existent) evidence go away, for certain favors from the *rishiyas*...



## Felmont 7, AC 1019

### Neuhafen Raided!

**Location:** Town of Neuhafen, Territory of Heldann, Heldannic Empire. OW

**Description:** The garrison of Neuhafen, shocked at the news of the attack on Forton the previous day, is dismayed to see several warships, brimming with troops, sailing towards the town. As soldiers are dispatched to meet the assault, there are reports of sudden attacks in the streets! Fearing that Neuhafen will suffer the same fate as Forton, many soldiers spread out to guard locations considered to be strategic. Where they encounter the attackers, however, they are too few in number to defeat them. Before long, several sections of the town are in flames, which take time to extinguish. While this is happening, cries of alarm erupt from the docks—several ships have been commandeered! The town garrison rushes back to the docks, but they are too late; half a dozen ships have been taken, and many others have been scuttled. (*See Fe. 2, Fe. 6; Fe. 10, Fe. 11.*)

**What This Means:** *Ordensmeisterin* Anna von Hendriks knew that news of her successful raid on Forton would reach Neuhafen before her small fleet could reach it. Therefore, she changed her tactics accordingly, and gambled that the garrison would expect a similar attack on their town. Predictably, the troops spread out to protect the most important sites, but in doing so, each group of soldiers was too small to guard against a concerted attack. Anna directed her troops to a few locations, attacked them, and then escaped using *travel* spells—a feat that can be accomplished with fairly small groups of people, and a few powerful clerics, such as Anna herself. Anna's true intent was to steal some ships for future use, and this was accomplished.

**What the PCs Can Do:** PCs, if they are of fairly high level, can take part in this raid. Quick thinking, and the ability to overpower a foe quickly, are crucial skills here.

### Village of the Dead.

**Location:** Village of Gloomy Shade, Turmoil Territories, Continent of Bellissaria, Nayce. AS

**Description:** As local traders pass through the village of Gloomy Shade on the edge of the Spectre Woods, they are forced to ride for their lives when they are suddenly attacked and pursued by a great number of zombies. As they flee, they realize that the entire village has been turned into zombies down to the last man, woman, child, dog, horse, cat, etc. (*See Nu. 25; Ei. 22, Ka. 28.*)

**What This Means:** The dark forest known as the Spectre Woods has always been a scary place, but this actually has nothing to do with it. Indeed, the zombies were all animated as servants to an invading necromancer who killed a number of the villagers when they objected to his arrival. Seeing the dead bodies before him, it dawned on him that he'd like the idea of an entire village of loyal undead servants, and so he proceeded to kill every last villager and their pets and livestock before turning them into undead under his command. Clearly the wizard problem in Turmoil is getting worse, and the commoners are busy discussing what they can do and

exchanging stories about the wizards' activities. Many describe how they've heard screams and other unusual noises from some of the towers recently.

**What the PCs Can Do:** This village is badly in need of the cleansing powers of a cleric if the zombie problem is to be stopped before it spreads beyond the village itself. There are probably also helpless, hiding villagers to rescue from the undead.

### Home Sweet Home.

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

**Description:** Alatia manages to bring the party of Heldannic Knights and gnomes safely into the pocket plane then into the burial vault some miles from Polakatsikes. They all emerge from the water in the chamber of visions, yet they are trapped inside since the vault was sealed the last time it was visited. No spell can be cast to open the seals or locks, since the entrance is protected by an anti-magic shield. The gnomes offer to dig a tunnel to get them all out. In a matter of hours, one of the gnomes gets out and meets a Heldannic sentinel who is surprised to see other knights getting out of the tomb.

Alatia is informed that Polakatsikes is surrounded on all sides by thousands of humanoids, who have allied with the Mivosians. There is no way the entire party can reach Polakatsikes unnoticed. She decides to wait for nightfall, turn herself *invisible* and *fly* to Polakatsikes to bring the artifact to the governor and her father, who is the only one who can cast the spell needed to trigger some of the magics contained inside the artifact.

She manages to cross the enemy lines in the air and reach the buildings where the defenders are assembled. She turns herself visible again and calls for her father, the magist Clenarius. She is led immediately to the governor's office, where Clenarius can be found. She delivers a quick account of the mission and proudly hands the artifact to Wolfgang, and informs him of the known procedure for activating the artifact. She also instructs her father on the spell (of 9<sup>th</sup> level) he has to memorize and cast for the artifact to be activated. (*See Kl. 23, Kl. 25; Fe. 8.*)

**What This Means:** The journey was uneventful. Alatia realizes that this means of transportation is very convenient, but tends to become expensive when a large group wishes to travel, or if the members are of high level.

**What the PCs Can Do:** If they have the resources, they can accompany Alatia in her flight to Polakatsikes. If they were the ones who retrieved the artifact, then they will be the ones making the journey, anyway. DMs are free to place as many obstacles as they wish.

## Felmont 8, AC 1019

### A Massive Humanoid Attack!

**Location:** One-mile radius around Town of Polakatsikes, Dominion of Polakatsikes, Heldannic Empire, Meghala Kimata Plains. DV

**Description:** In the early pre-dawn hours, the humanoid host makes a move toward Polakatsikes, bombarding the Mivosian lines with rocks, arrows, and tree trunks. The Mivosians have entrenched themselves in the first hours of the night so the damage and casualties are minor. Yet they are now under attack by their own allies. Outside the humanoid lines, the Mivosian troops rally under their banners and prepare to launch a counterattack, so as to allow their encircled comrades to escape. The Mivosians are repelled easily—the humanoids have concentrated some of their best units to prevent such a move—despite some significant humanoid losses. The Mivosian officers on the outer fringes agree not to attempt another attack that same day, because the more numerous humanoids can afford to lose more of their troops in resisting another counterattack, while crushing the Mivosians inside their lines.

In Polakatsikes, feelings are mixed. The orders are not to attack the Mivosians (who are out of range anyway) for the moment. The Milenians and Meghalans of Polakatsikes are very sad to see the conscripted Milenians taken between the devil and the deep blue sea. Some officers ask Governor Wolfgang Stimmel to allow the entrapped Mivosian conscripts in. He refuses, thinking it might be a trick (the Mivosians have never been concerned about their conscripts being killed before).

Later that morning, the trapped Mivosians set fire to the tar-filled ditches that had been dug by the Heldannic forces in preparation for a siege. Irony has these defenses protecting the very men they were supposed to keep at bay. Fearing fire more than anything, even the trolls refuse to attack. But the tar won't burn forever...

In his tower, Wolfgang prays to be inspired by Vanya's wisdom. (*See Fe. 5, Fe. 6; Fe. 8, Fe. 8.*)

**What This Means:** The humanoids never really intended to ally with the Mivosians. They pretended to help them to win their trust, and then took advantage of the night to surround them in order to easily crush them, maybe with involuntary help from the Heldannic Knights and their allies. Their plan was very well executed and the desperate Mivosians, who needed allies at all costs, have learned the hard way about trusting Loki-worshipping humanoids in times of war.

**What the PCs Can Do:** Try to limit the losses.

### Corruption in Our Midst!

**Location:** City of Shireton, Shire of Seashire, Five Shires. OW

**Description:** The survivors of the investigative expedition to the Blight Swamp have returned, bearing evidence that the people of Fenside have been serving dark forces! The rescued prospectors recount the details of their captivity to the assembled sheriffs, including the gruesome sacrifices that some

of them had witnessed. Shock and horror spread rapidly throughout the hall, as the sheriffs begin to wonder openly whether anything similar might reside in their own shires. Order prevails, however, and a decision is reached quickly: a second expedition will be mounted, this time to root out the evil in and around Fenside once and for all. (*See Fe. 1, Fe. 4; Fe. 22.*)

**What This Means:** The prospect that such practices might exist in other shires is too sickening for the sheriffs to contemplate; they hope that decisive action will dissuade other unsavory groups from acting up.

**What the PCs Can Do:** If the PCs were not involved in the first mission, they could certainly be involved in the second. Such a mission would involve going to Fenside and rooting out anyone who might be involved—all of the villagers would be considered suspect. This will not be as easy as it seems, for the villagers will put up a fight as long as their opponents do not outnumber them, and Fenside is riddled with burrows and cellars, all connected by tunnels. In effect, the PCs, and anyone fighting alongside them, will have to flush their enemies out of a veritable maze.

### A Dragon Rider Enters the Fray.

**Location:** One-mile radius around Town of Polakatsikes, Dominion of Polakatsikes, Heldannic Empire, Meghala Kimata Plains. DV

**Description:** At two o'clock in the afternoon a huge red dragon flies over the city. It is ridden by a robed figure, who unleashes deadly spells both at the Mivosians and the Heldannic Knights and all their allies. The people of Polakatsikes shoot volleys of arrows at it, but it stays out of range. After an hour of such harassment, it flies away and lands unharmed behind the humanoid lines. Apparently, the humanoid troops are invigorated by its presence. (*See Fe. 7, Fe. 8; Fe. 8, Fe. 9.*)

**What This Means:** The mind behind the attack is indeed the robed figure who was riding the red dragon. But he is just an agent of a very powerful and wicked archmage going by the name of Moray Vaco, who has his abode in a secret valley in the heart of the desert. His long-term motives are unknown to most of his troops and only his most trusted advisors—who are also his apprentices (of whom the dark robed figure is one)—are aware that he has embarked upon the path of the Paragon. Thus, the presence of high-level spellcasters is felt as a challenge for him. A challenge he has to win, at any cost. He thought that his time had come to sweep the puny Milenians from the eastern Meghala Kimata Plains, hence his military move. He took advantage of the already raging war to try to kill two birds with one stone.

**What the PCs Can Do:** Not much at the moment. Resourceful, higher-level PCs might have means at their disposal to attack the dragon rider before he inflicts too much damage. If they manage to do this, both rider and dragon will retreat quickly, and conserve their strength for another attack later on. If this latter option is possible, the DM should try to keep the dragon and rider alive for later events, but he or she should be prepared to alter the plot accordingly if the PCs manage to eliminate one or both of them.

## Kill Them All, the Immortals Shall Know Their Own!

**Location:** One-mile radius around Town of Polakatsikes, Dominion of Polakatsikes, Heldannic Empire, Meghala Kimata Plains. DV

**Description:** In the late afternoon, a savage attack is launched on all sides by the humanoids. Their intention is obviously to dislodge the Mivosians from their positions and launch an assault on the town itself. The Mivosians and their Milenian conscripts resist bravely.

Amid the chaos, Milenian horns are heard in the west. The town's defenders are surprised to see a host of Milenian infantry fighting the humanoids, joined in the fray by the previously missing Ilioloostian cavalry, who charge the units of trolls, while the Milenians *[from Parthenaeum and Deletria. Ed.]* attack the orcs, gnolls and ogres. Yet another unit, seeming to be desert nomads, fights alongside the Milenians. The nomads plunge deep into the enemy lines, but in their haste they venture too far from their allies. The orcs regroup and concentrate their attacks on the nomads, whom they seem to hate more than any other group. The allies rally and push the orcs toward the river, after which they stop and contemplate their ravaged surroundings.

At the same time, the apparent leader of the humanoid army, a robed figure riding a huge red dragon, takes wing and looses the fiery breath of his mount at the Mivosians entrenched before the city gate. The city magist, Clenarius, manages to deflect the second fiery breath back at the rider. Clenarius then takes flight to meet his foe in the air, and hurls lightning bolts at him, and soon the scorched body of the robed figure falls from the sky like a shooting star. The wyrm soon joins him.

Despite the loss of their leader, the humanoids keep harassing the entrenched Mivosians. One after another, the humanoid waves draw closer to the main gates, while some of the conscripts, and even some Mivosians, beg the Polakatsikans to let them in. The Mivosian general finally offers to surrender to the Heldannic Knights if they allow his troops in, the Milenian conscripts first. Clenarius assents, and the conscripts enter the town, covered by the archers on the walls and on the ground by the Mivosians, led by their general. The gates are closed and barred just in time, but the Mivosian general and his closest soldiers are overcome by the humanoids.

The final assault against the walls and the gates is countered by the newly arrived Milenians and Mivosians, who push back siege ladders and pour boiling oil on the besiegers. For two more hours the humanoid waves crash against the walls, before retreating to a safe distance from the archers and spellcasters.

A booming laugh shakes the air and the foundations of the gates shiver. A 100-foot tall colossus appears to the south, his steps like earthquakes, and all the while he is cheered by the humanoids massed beyond the walls. Governor Wolfgang Stimmel, wearing a strange and beautiful jewel around his neck and bearing an old book, appears on top of the barbican. He throws his blade and hits the beast in the eye, cursing it and calling upon Vanya to cleanse the world of these savage beasts. Clenarius, standing next to the governor, reads an arcane formula from the book, and the strange jewel emits a blast that consumes both the colossus and Wolfgang. A booming female voice addresses everyone within the town walls, ordering them to cease their hostilities, for a greater peril looms over them all. It praises Wolfgang as a faithful servant, and restores him to life

to continue his mission. A strange, elegant fountain also appears in the center of the marketplace, upon which, like a warning, the mysterious message is engraved.

The humanoid host, seeing their champion destroyed and their enemies still unbroken, take the opportunity to flee. (*See Fe. 8, Fe. 8; Fe. 9, Fe. 10.*)

**What This Means:** This is a great day for Vanya because she countered a stroke planned by entropic Immortals. Not only have Her knights vanquished the humanoids, but a workable solution (for Her) is now possible for the region. A new order has arisen, with new members such as the nomads. Mivosia will probably withdraw from the vicinity of Polakatsikes, and direct its imperial ambitions elsewhere. The local independent Milenian city-states will need time to recover from their losses. The big question is what the next move of the Heldannic Knights will be.

**What the PCs Can Do:** Fight for their lives, and accomplish feats worthy of being turned into songs. They could be the ones charged by Vanya to use the artifact and later become Her champions, instead of Wolfgang.

## Felmont 9, AC 1019

### Covert Expeditions.

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

**Description:** With news of the undead sightings near Bellissaria, as well as the recovered parchments, Master Terari makes an odd request. Speaking to the Naycese Council, he says that the recovered documents offer possible insight to the goals of the undead. He requests that an expedition be authorized to journey to Bellissaria.

Several members of the council ask about the expedition's objectives as well as Terari's findings. The archmage refuses to divulge any further information, explaining that the matter may be of a highly sensitive nature. He suspects that whatever is behind the undead may have its own means of spying upon the Naycese leadership. Terari sees little need in tempting fate with Alphatian arrogance.

Terari's argument does little to dissuade further inquiries. However, he finds assistance from an unlikely source: Karszamon supports Terari's expedition, authorizing the expedition. Though Terari would prefer to use adventurers, Karszamon insists upon using members of the Ionace garrison. (*See Fe. 2, Fe. 4; Fe. 11, Fe. 20.*)

**What This Means:** Terari's suspicions have a degree of justification. However, it is in the ability of the council to keep their mouths shut that he has little faith. In addition, he has his own interests in this expedition. The recovered documents included references to an old friend of his, whom he knew well when he was known as Tylon IV. He fears for her safety, believing that the undead may have targeted her.

## More Land Grants in Mykonos.

See map of Island of Mykonos..

**Location:** Island of Mykonos, City-State of Kastelios, Sea of Dread. OW

**Description:** Surveyors descend upon the eastern shores of the island of Mykonos to mark the boundaries of new land grants. Unlike the activity on the western shore, no village is to be founded here; instead, the individual plots are large, and spread out. (See *Fl. 12*; *Fy. 7*.)

**What This Means:** The concessions are too large for urban development, but they would be the right size for someone wishing to start farming, or build a country estate. Many of the people who obtained these land grants are prominent Kastelian merchants, all of whom share Adonai Stephanos's enthusiasm for increasing ties with the Old World.

**What the PCs Can Do:** Although nothing seems out of place at first glance, Kastelians who did not receive these land grants (no matter how hard they tried to get them) might send the PCs to Mykonos to investigate. If they look into the matter, the PCs might learn that the men who obtained these land grants have all backed Adonai—politically or financially—at some time.

## Honor Our Heroes.

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

**Description:** General Diamanes Thesakkrus's body is found among the corpses at the main gates of Polakatsikes. He fell covering the retreat of his last men when he was swarmed and mortally wounded. His body is carried with respect to the main temple of Vanya, where he will be mourned by his soldiers. (See *Fe. 6*, *Fe. 8*; *Fe. 10*, *Fe. 11*.)

**What This Means:** General Diamanes Thesakkrus indeed fell heroically. His past deeds were not so much heroic, especially his attitude and cruelty toward enlisted Milenians from Tyrnae and Deletria, but in death he paid his debt.

**What the PCs Can Do:** If they are Mivosian, they will probably mourn their beloved general.

## The New *Rajah* of Nagpuri.

**Location:** *Mumlyket* of Nagpuri, Kingdom of Sind. OW

**Description:** At the palace at Mahasabad, a large uneasy crowd is assembled to hear an important royal proclamation. Appearing before the people of Nagpuri are *Maharishi* Tayib Badahur, Lady Kalindi Kalkiin, and her son, Prince Lais Kalkiin, recently returned from his magical quest to Jaibul. *Maharishi* Tayib, the highest ranking priest of the *rishiya* caste, announces that following the disappearance of *Rajah* Salmahlin Kalkiin, the unfortunate death of the heir apparent Prince Javas, and the most recent news of the death of Prince Rohan in Jaibul—a revelation that shocks the crowd!—the *rishiyas* have confirmed Prince Almiron, the third and eldest surviving son of *Rajah* Salmahlin, as the new *Rajah* of Nagpuri.

The supporters of Prince Javas and his brother Prince Rohan are too stunned at the quick turn of events, while the supporters of Lady Kalindi and her sons do not wish to appear too celebratory amidst the other tragedies. But the magical arrival of Prince Almiron, astride an elephant, together with his entourage, and a caravan filled with trade goods from Darokin, using a mass *teleportation* spell, breaks the hesitance of the crowd and pushes the amazed populace into festivity and celebration. (See *Fe. 4*, *Fe. 6*; *Fe. 14*, *Am. 10*.)

**What This Means:** This event is actually the culmination of Lady Kalindi's intricate scheme to establish herself in power in Nagpuri. It began with the perfect opportunity: the disappearance of her husband *Rajah* Salmahlin Kalkiin. She then arranged for the removal of the other legitimate heirs: the assassination of Prince Javas and the imprisonment of Prince Rohan by the Black *Rajah* of Jaibul, a kinsman and an ally. Lady Kalindi also manipulated *Maharishi* Tayib to support her son Almiron's ascension to the throne, in exchange for clearing his name from false accusations about Prince Javas's murder. All the while, she had also managed to sully the reputations of the rival branch of the Kalkiin family.

**What the PCs Can Do:** Despite her well-executed plans, Lady Kalindi's plot is far from perfect, as there are many loose ends—which a cunning enough PC may be able to pursue and exploit. There are the followers of Gareth who may be privy to the truth of Prince Javas's death. Prince Rohan remains alive albeit imprisoned in Jaibul, and *Rani* Nipa Kalkiin may yet be saved from her petrified state. There also remains the chance that *Rajah* Salmahlin can be returned to the Prime Plane and his throne in Nagpuri...

## Strange Ruins Discovered.

**Location:** Northern shore of Vulcanian Peninsula. DV

**Description:** After exploring its initial landfall for a few days, and then sailing westwards, the Thyatian expedition comes upon the mouth of a broad river. Although they cannot sail far upstream, the Thyatians note that the mouth of the river is quite deep—deep enough to accommodate larger vessels, and the shoreline slopes gently as it recedes from the water. In other words, this location would make an ideal port. Julius Ambrosius makes a special note of this place, intending to recommend it to the emperor as an ideal location for a colony, when he is interrupted by a remark from one of his observers: they are not the first people to think of this place as being a good location for a port. Barely visible amid the bushes and other growth are the crumbling remnants of carved stone blocks, some of which are visible in the shallower waters, too. Intrigued, Julius leads a landing party to investigate.

After several hours spent combing the ruins, Julius concludes that there was, many centuries ago, a port located on this very spot. He issues the order for the site to be explored in more detail. (See *Kl. 3*, *Kl. 26*; *Fe. 11*, *Fe. 12*.)

**What This Means:** The Thyatians have discovered the ruins of a port city, so ancient that very little remains of it above ground today. The following days will be spent digging around the visible ruins, and scouting the surrounding forests for additional clues as to the original inhabitants of the area. It is up to the DM to determine who, or what, originally lived here.

**What the PCs Can Do:** The PCs can take part in the actual exploration, or they can serve as guards.

## Bite the Hand that Feeds.

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

**Description:** The night air echoes with feral screams and the sounds of battle coming from one of the West Side Quarter's dilapidated buildings. Constables mobilize from the nearby constabulary headquarters and surround the building, before they enter and secure it, methodically checking each room and floor. Inside lay twelve dead and six wounded. Of those slain, six show the signs of lycanthropy. The rest are inhabitants that had been unfortunate enough to be caught up in the battle.

Witnesses report that a woman, named Sadie, had recently moved into one of the rooms and had been assaulted by a group of werewolves. The woman had fought back and killed several of the beasts before fleeing. The constables find that the rooms reported to be Sadie's appear to have been ransacked and emptied. Searches of the apartments and adjacent streets offer no further clues. (*See Ya. 3, Ya. 13; Fe. 11, Fe. 17.*)

**What This Means:** The Canine Protection Society has been busy investigating the slaying of Lorne Hart and making some progress. Notably, reports of a woman rumored to be Hart's killer have leaked to the society's younger and more militant members, mainly friends of Hart, who have decided to take action for themselves. The group of werewolves followed the rumors to a boarding house within the city's West Side District. There they found the woman waiting for them. The battle was short and brutal, with the lycanthropes faring badly. As the constables arrived, both the werewolves and the woman halted their battle and fled.

On the surface, this battle is a disaster for the Canine Protection Society. Aside from the losses, the unauthorized attack shows the weakened control of the society over its members. Likewise, the brutality of the attack undermines the acceptability of lycanthropes, even in its fashionable form. Almost immediately, elements of the lycanthropic society begin the difficult public relations task of damage control. The bright side is that the werewolves have managed to grasp a rucksack owned by the woman; they have learned that her name is Sadie, and they have gotten a good look at her.

This attack also marks a change in the investigations. The lycanthropic powers in Glantri were prepared to allow Lorne Hart's death to be ignored since it was he who attacked the woman: a case of self-defense. However, the lack of control and a lack of progress in the investigation have given cause for the intervention of La Confrérie des Loups (Brotherhood of Wolves) and Le Tribunal des Loups (Wolves' Tribunal) to assume command of the matter. Though the Canine Protection Society is officially in charge, mostly for public propaganda purposes, the Brotherhood of Wolves and the Wolves' Tribunal are keeping them on a short leash. The message is made clear to the area's lycanthropes that unauthorized investigations or retribution will be severely punished.

**What the PCs Can Do:** After the battle in the West Side Quarter, the constabulary will intensify its own investigation. The werewolves could also use the PCs, either directly or by hiring them by a third party. PCs may find themselves hired by the Canine Protection Society to calm public fears concerning lycanthropes or perhaps to take part in the investigations. Lycanthropic PCs, or PCs affiliated with either group or Prince Malachie, may be brought in to help. Likewise, PCs deemed friendly may prove themselves worthy for membership in any of the societies.

## If at First You Don't Succeed...

**Location:** Village of Dyrrachium, Imperial Territories, Thyatian Empire. OW

**Description:** The first band of adventurers arrives in Dyrrachium, and after a brief discussion with the locals, rides into the Kerendas Hills in search of the goblins. Hours later, a lone, injured horse gallops back into the village, wild-eyed and foaming at the mouth, and bearing no rider. (*See Kl. 4, Kl. 28; Fe. 15, Fe. 21.*)

**What This Means:** The adventuring party located a likely goblin stronghold, but was caught in a well-planned ambush before it could investigate. The goblins will eat well tonight.

**What the PCs Can Do:** This event is most likely something the PCs will have heard about, but if they are the first adventuring party to reach Dyrrachium, the DM may wish to alter the encounter to give the party a better chance of survival.

## Felmont 10, AC 1019

### A Controversial Suggestion.

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

**Description:** The Naycese Council discusses what can be done to halt the current economic decline. As speculation falls on the areas where expenses might be reduced, King Corydon of Notrion suggests that they should cut down on the high wages spellcasters enjoy for the relatively simple job of casting a few spells. The comment is met with furious outcries from the more traditional Alphasians present such as Karszamon and the representatives from Floating Arkan or Aquas. King Qissling of Floating Arkan bitterly comments that this sort of "suggestion" might be expected from a commoner ruler of a lazy nation unwilling to pay aristocrats for their services. The sarcastic comments prompt the furious King Corydon to defiantly argue for his suggestion, as he sarcastically responds with a comment of his own about how this is typical for Nayce in that the commoners must pay the price for the economic decline while the aristocracy must contribute nothing. His suggestion never comes to a vote as the discussion is reduced to an angry match of insults between the traditionalists and the reformists. The bitter end comes when a silent Terari simply rises and leaves the room, while shaking his head... After that, the council quietly ends the discussion for the day and retires. (*See Ya. 21, Fe. 4; Fe. 14, Fe. 11.*)

**What This Means:** Corydon's suggestion was meant just as that, a suggestion. He was not really adamant about it, but he thought it was something the council should at least be open to discuss. When the traditionalists angrily responded with condescending remarks, he stood his ground more out of defiance against them than in determined defense of his suggestion. That is not to say that he does not believe in his suggestion, but he also knew that his ideas would not go over well with the aristocrats, and that they would have to think long and hard about it, before they would truly consider it. He only raised the matter now, so that it could be decided on later, since he feels Nayce simply cannot afford to support the high wages of spellcasters anymore. Unfortunately he was unable to control his anger when subjected to scorn and ridicule, and this has earned him some enemies among the traditionalists.

## Grauenberg Falls.

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

**Description:** After being under siege for over a year, withstanding surprise attacks, disease, and starvation, the garrison of Grauenberg succumbs to a concerted assault on the part of the rebel army that surrounds it. The attack is precipitated by an intense barrage of boulders and ballista bolts, followed by a massive charge against the city walls while the defenders are busy getting the wounded to safety. The walls are scaled in short order, but the attack is blunted for a time by the determination of the garrison, who manage to take at least one life for every soldier they lose. Within the hour, the garrison is forced to withdraw and regroup, and stages a fighting withdrawal to two locations: the temple of Vanya, and the Spike, the needle-like fortress of Grauenberg. There they manage to make a stand, but the temple is soon overrun, and the Spike is battered by magic and siege weaponry; although the city's remaining archers manage to kill some of the mages employed by Heinrich Straßenburger. Before midday, the battle is over, and rebel troops enter the Spike and dispatch those who try to stop them.

After his army gains full control over the city, the *ordensgeneral* in charge of the siege of Grauenberg gathers the surviving members of the garrison, gives them each a few days' worth of rations, and allows them to march out of the city, telling them, "Your valor and courage has earned you the right to live, and for that you have my respect. Go in peace while you may, and never return." Full of anger, and silently vowing revenge, the remaining defenders begin their long march east, under the tattered banner of Grauenberg. (See Fe. 6, Fe. 7; Fe. 11, Fe. 17.)

**What This Means:** The garrison of Grauenberg managed to endure the siege as long as it did because of the skill of its clerics, and the presence of a couple of mages who were living in the city when the siege commenced. This magical assistance helped the defenders greatly, and as long as they—and the city folk—were healthy, their enemies could not try to storm the city, for fear of sustaining too many casualties to occupy it later. Thus an uneasy stalemate developed, but it was one that favored the besiegers, as they were greater in number, and were resupplied regularly. Even when a large part of their army headed north to Landfall, the defenders could not take advantage of the situation because they were, by that time, weakened by sickness and hunger, and had suffered many casualties from raids. By the time of the final assault, many of the city's spellcasters had died, thus removing another danger to the attackers. The surviving city folk will be fed and healed, once the army's needs are satisfied—the *ordensgeneral* knows that a dead city is of no use to Straßenburger, especially one that cost more than 300 lives to take.

All told, only 43 defenders survived the attack, and they will head to Kammin, to join their fellows.

**What the PCs Can Do:** If they are helping to defend the city, the PCs could be instrumental in helping fellow soldiers escape immediate harm, especially if they can cast offensive magic. If they are captured, they will likely be released along with the other survivors, in which case they will have an arduous trek across Heldann ahead of them.

## Miracle in Vanya Temple.

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

**Description:** During the night, a party of black-robed men breaks into the temple of Vanya, seeking to loot as much as possible while the place is being used to honor the illustrious dead of the last battle. They are very shocked to be stopped by a resurrected General Diamanes Thesakkrus! He not only manages to have them flee in terror, but he also knocks out one of the would-be thieves. (See Fe. 8, Fe. 9; Fe. 11, Fe. 14.)

**What This Means:** The looters are agents of Moray Vaco, on a special mission to try to steal as many relics of Vanya as possible for future dark rituals. Unfortunately for them, Vanya had decided that General Diamanes Thesakkrus could be of better use alive. So She prevented the desecration of Her holy place by bringing him back to life and having him know who was his savior. She hopes to ultimately convert him to Her faith, and in time to use him as Her main agent in Mivosia.

**What the PCs Can Do:** The PCs can be among the looters (good luck to them!), or they can be the first to arrive on the spot to witness the general's resurrection, and try to track down and capture the other looters for further interrogation.

## Felmont 11, AC 1019

### The General Is Back.

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

**Description:** General Diamanes Thesakkrus gathers all his men in the central marketplace of Polakatsikes, and tells them that their lives were spared because the Immortals had other battles for them to fight in the future. He solemnly declares that the Heldannic Knights are no longer enemies of Mivosia, provided that they respect the future agreements that are to be reached in the next few days. The Mivosian troops are to prepare themselves to return home, proud of their valor in the battle against the humanoid hordes. The fate of the annexed city-states is also to be discussed during the next council, but the conscripted troops from these city-states are already authorized to leave freely. (See Fe. 9, Fe. 10; Fe. 14, Fe. 15.)

**What This Means:** Vanya does not want to act too swiftly or too bluntly. So She preferred to inspire the general to give a patriotic yet empty speech, one that could deflate the pressure between the two powers in the region and allow the Mivosian troops to go back home in honor.

**What the PCs Can Do:** Listen quietly, and obey.

### A Covert Deployment.

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

**Description:** Master Terari quickly organizes a squad of troops to form his covert expedition, led by Captain Keranus. The squad is given a packet of documents and their instructions. With little delay, they are *teleported* out by Captain Karloss Mayic, an assistant of Master Terari's. (See Fe. 4, Fe. 9; Fe. 20, Fe. 26.)

## Gentle Orcs?

**Location:** Northern shore of Vulcanian Peninsula. DV

**Description:** Having spent a couple of days searching the ruins, the Thyatian expedition sends a small party upstream, to explore the area further. After marching for several hours, the party hears the sounds of splashing and loud conversation, and comes upon a group of orcs, fishing in the river. Upon seeing the humans, one of the orcs shouts in an unknown language, and points at the Thyatians. Anticipating a fight, the party begins to ready its weapons, only to notice that, not only are the orcs unarmed, they are running away in fright.

Not wishing to let the orcs escape, and possibly alert a nearby village or stronghold, the Thyatians pursue their quarry along twisting forested paths, and almost lose sight of them a number of times. Eventually, the party catches up with the orcs, only to find themselves near a village, surrounded by a wooden palisade and cultivated fields. They also see a small band of lightly armed orcs heading out of the village, bearing strange banners.

The Thyatians, never having seen orcs behave in this way before, remain wary and hold their ground, prepared to fight if necessary. One of the orcs addresses the party in an unfamiliar language, and one of the Thyatians asks, in Orcish, the name of the village and the clan name of its inhabitants. This gives the orcs pause, and one of them responds, in barely intelligible Orcish, that the village's name is Aradkhûl, in the Kingdom of Varadghír; he is confused by the Orcish word for "clan." He then demands to know why the humans attacked them, which chieftain sent them, and how they came to learn the "old tongue." The Thyatians are perplexed, and respond that they do not report to any chieftain—their homeland lies far to the north—and that where they come from, orcs speak the old tongue, and are the bane of civilized folk.

Nodding slowly to himself, the orc enters a heated discussion with his colleagues, and then, in Orcish once more, demands to know more of the Thyatians' homeland, and of these "savage orcs." (See *Kl. 26*, *Fe. 9*; *Fe. 12*, *Fe. 21*.)

**What This Means:** To those in the Old World, Davania is a mysterious land, home to fantastic monsters and strange peoples. It turns out that some of those tales might be true after all—few of the Thyatians could have guessed they might one day meet orcs who behave in a decidedly "un-orcish" manner! The party is excited at the turn of events, once the orc's message is translated for the benefit of the others; word will be sent via magical means to Julius Ambrosius and the remainder of the expedition that contact has been made with some of the locals.

**What the PCs Can Do:** If they are part of the party, the PCs' actions could very well determine the outcome of this encounter.

## Tipping the Balance.

**Location:** City of Landfall, Territory of Heldland, Heldannic Territories. NW

**Description:** The ongoing battle for the city of Landfall intensifies greatly with the arrival of several sailing ships from the south, flying the flag of Neuhausen. The defenders take heart, and attack their enemies with renewed vigor, confident that, with the fresh reinforcements, they can push the

supporters of *Ordensmeisterin* Anna von Hendriks out of the region. The joyous mood quickly gives way to alarm, as the troops disembarking from the ships, led by Anna herself, join in the fray.

Faced with a fresh assault to the rear, the defenses of Landfall begin to crumble, as pockets of resistance near the docks are wiped out, and the remnants of Anna's northern army regroup. Within six hours, Anna's faction has gained control over what is left of Landfall, and those soldiers loyal to Heinrich Straßenburger who did not flee are taken prisoner. (See *Fe. 7*, *Fe. 10*; *Fe. 17*, *Fe. 19*.)

**What This Means:** A bloody stalemate arose between the two factions since the initial assault by Anna's forces was repulsed. Combatants from both sides were scattered all over the ruined city and in the surrounding forests, and since that time the conflict had degenerated into a large collection of skirmishes. Unfortunately for both sides, neither was able to seize a numerical or strategic advantage, and drive the other away. With the arrival of Anna, and another 150 fresh troops, the scales were tipped, and Straßenburger lost the city.

It will become readily apparent that this victory is a pretty empty one. Landfall has essentially been razed; about one-tenth of the buildings remain standing, and those city folk who were not killed in the battle have long since fled. Some of them may return, but they will be few. All told, Anna lost about half of her northern army, while three-quarters of the defenders died. Thomas Stilldorfer, the *Landmeister* of Landfall who sided with Straßenburger, was among the dead. Nevertheless, the loss of Landfall, thought to be a well-defended stronghold in the north, will affect the morale of troops stationed in Neuhausen and Forton, who will begin to worry that they will be next.

**What the PCs Can Do:** PCs on either side can be involved in this battle.

## Scarlet Death Strikes Again!

**Location:** Village of Lyrium, Territory of Torionensis, Hinterlands, Thyatian Empire. DV

**Description:** Panic spreads throughout the normally quiet village of Lyrium when a young family of five is found dead in its home—all of the bodies have the same red pox marks that covered the dead of Eburacum! Many villagers grab what they can and flee north to Fiorenza, in the hopes of finding a refuge there. The less scrupulous, taking advantage of the chaos, proceed to loot the homes of those who fled, but many of these are apprehended by the army. (See *Ya. 4*, *Ya. 11*; *Fe. 27*, *Fy. 3*.)

**What This Means:** It seems the Scarlet Death plague has not been contained, after all. This will prompt some colonial administrators to urge the expansion of the quarantined zone, while others recommend that the top clerics of the Hinterlands be called to *commune* with their Immortals to determine the cause, and possible cure, to this plague. Some officials, few in number, even go as far as to claim that this mysterious plague might be connected with the strange goings-on reported in the Amalur Lowlands recently [*AC 1017-18. Ed.*]. Few people will pay them much heed, though.

**What the PCs Can Do:** If the PCs have spent a lot of time in the Hinterlands, they might be commissioned by the authorities to investigate the plague—specifically, they may be asked to venture into the quarantined zone to search the abandoned settlements in more detail.

## A Killer Unmasked.

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

**Description:** The Canine Protection Society's officers make a startling discovery while poring over the items recovered from the West District attack. Combined with the descriptions of her appearance, they have determined the woman's real identity: Her name is Myndella, Sadie being one of her aliases. She is a nosferatu, skilled in magecraft and in martial combat. In addition, she has a history as a werewolf hunter, having once served the Executioners of Werewolves back when it was antilycanthropic in nature. She has been known to be a guest of Prince Morphail's hospitality, though she is not one of his minions.

The Brotherhood of Wolves offers its support to the Canine Protection Society and petitions the Wolves' Tribunal for permission to track down and slay Myndella—the werewolf huntress has slain many of their fellows over the years. The Wolves' Tribunal quickly approves the matter, though the need for subtlety and avoiding collateral damage is stressed.

The society begins a marathon of politicking, in particular with the camp of House Igorov. Prince Malachie personally meets with Morphail to try to secure Myndella's arrest. Failing that, he tries to limit Morphail's interference in their pursuit of the woman. Though Morphail objects, citing that his friend was attacked twice by werewolves and acted in self-defense, he suggests that the werewolves simply allow the matter to rest. As far as Myndella's current whereabouts are concerned, Morphail is stubbornly silent and openly cites his amusement at what carnage "little Myndella has unleashed upon your puppies," as well as what further damage she will cause.

In the end, Morphail agrees that there will be no retribution by his camp upon the werewolves should Myndella be slain. In exchange, the werewolves will recant their bounty upon Myndella after three months. With Morphail's assets in check, the lycanthropes' agents begin scouring the city looking for any sign of Myndella. Several teams of werewolves are kept at the ready to move against her should she be found. (*See Ya. 13, Fe. 9; Fe. 17, Fy. 11.*)

**What the PCs Can Do:** PCs serving the lycanthropes may find their skills added to the hunt for Myndella.

## Felmont 12, AC 1019

### Talks of War in Rattlesnake Village.

**Location:** Bear Clan Lands, Atruaghin Territories. OW

**Description:** Elders and chiefs from all the Bear Clan tribes, with Falcon Tribe refugees, and even representatives from Elk and Horse Clans, meet in Rattlesnake Village. All agree to destroy the miners' villages, Gold Creek especially, by burning them to the ground and chasing the Darokinians to the border. Envoys from Umbarth House and the DDC ask for the right to talk in the council and implore the elders and chiefs to let them speak with the miners to persuade them to leave Atruaghin territories and avoid the war. The elders agree. (*See Kl. 22, Fe. 1; Fe. 25, Fy. 2.*)

**What This Means:** Atruaghin have had enough of miners trespassing and killing in their territories, and plan to drive away the invaders once and for all. The Darokinian government now understands the danger and will try to avert the war, to avoid bloodshed and resentment against Atruaghin in Akesoli.

**What the PCs Can Do:** If the PCs are DDC or Umbarth representatives they should try everything to persuade the miners to return to Darokin, at least until an acceptable mining agreement can be reached with Atruaghin chiefs. That should be possible only if Ystran House representatives are verbally defeated or silenced. If the PCs are Atruaghin, they should prepare for war.

### An Unexpected Welcome in a Foreign Land.

**Location:** Village of Aradkhûl, Kingdom of Varadghír, Vulcanian Peninsula. DV

**Description:** The Thyatian party is formally welcomed today by the village elder, after a long discussion the previous evening about their journey, and the nature of orcs in the Old World. The human visitors are fed local delicacies, and local dancers and musicians put on a show for the occasion. During the feast, pleasantries are exchanged between the senior Thyatians and the elder, aided by an interpreter who speaks Orcish. At the conclusion of the feast, the elder, who is known as Maraghûl, announces that the humans are welcome to stay in the village as long as they wish; and they are free to explore the surrounding lands in peace. The party leader thanks Maraghûl for his generosity, and says that he and his companions would like to explore the countryside, as well as visit the kingdom's capital city. (*See Fe. 9, Fe. 11; Fe. 21, Fe. 26.*)

**What This Means:** Fortunately for everyone concerned, both parties understood enough Orcish to avoid a fight the previous day. Once it became clear that the Thyatians were not intent on invading, the orcs opened up a little, and, at the insistence of the village elder, a welcoming feast was laid out. Soon enough, it became apparent why the orcs were suspicious of the Thyatians: In a bizarre role reversal, the orcs are frequently plagued by tribes of human barbarians, who inhabit the forested hills to the west. The Kingdom of Varadghír is small, but its armies have always been able to fend off the worst of the barbarian invasions. Aradkhûl is among the more isolated villages of the kingdom, and so it has faced more than its share of attacks. Never in living memory have foreigners visited the village in peace.

The Thyatians will spend the next week touring the surrounding area, while messengers are sent to the capital city of Orodckhuur, to advise the king of the foreigners' arrival, to make arrangements for them to be escorted about the city in safety—and to ensure that they do not cause trouble.

**What the PCs Can Do:** The PCs can be part of the Thyatian party, in which case they could very well be astounded at the sight of civilized orcs. Another option is for the PCs to be from Aradkhûl, or someplace nearby, and to introduce them to strangers from far-off lands.



## Felmont 13, AC 1019

### And the Land Shall Rise against Them.

**Location:** Around City of Az'Azhat, Carnifex Empire, Valley of Lions. DV

**Description:** For the past several weeks, all across the Valley of Lions, lizard man and troglodyte patrols have been falling under attack. None of the larger patrols have been molested. In response, patrols are increased in size and frequency. (See *Ya. 8, Ya. 11; Am. 7.*)

**What This Means:** Some of the Hrissopolian soldiers who escaped the fall of their city managed to make it into the hills and mountains of the valley, where they have begun to conduct a guerrilla campaign against their enemies. Although their main aim is to wipe out as many patrols as they can find, they realize that they are too few in number (less than 200 men) to make much of a dent in the Carnifex army. As a result, they are trying to occupy their enemies' attention, so that an organized response to the invasion, if it ever comes, will have more time to develop. They have managed to interrogate some lizard man soldiers, but so far have found little in the way of useful information.

DMs should note that, If King Katamvos survived the fall of Hrissopoli, he will probably be leading the rebels, who will fight with even greater vigor.

**What the PCs Can Do:** If they are with the freedom fighters, the PCs can help coordinate raids, and possibly use their unique talents to infiltrate the city or defeat larger, more powerful, patrols.

### Declarations for Don Marco.

**Location:** *Baronía de Gargoña*, Savage Baronies. SC

**Description:** In the weeks since his initial appearance, *Don Marco de Rivera* has entranced many *Gargoñans* with his promises of protection, justice, and the restoration of the *baronía* to its former glory. Across the country, people begin to turn their anger against the interim government, and some nobles declare their support for the enigmatic *Don Marco*. (See *Ya. 14, Kl. 10; Fy. 7, Am. 1.*)

**What This Means:** *Don Esteban* is telling the *Gargoñans* what they want to hear most of all—that their country will be restored, and that he has the ambition and the power to do it. He can do so because he is not actually governing the *baronía*, and is therefore free to criticize the provisional government without having to prove that he could do a better job, or keep the promises that he is making. At the same time, *Esteban* is meeting with nobles that his spies have identified as being potential allies, offering to support them in their struggles against rivals in exchange for supporting his bid to become *barón*.

**What the PCs Can Do:** Noble PCs might have been among those approached by *Esteban's* representatives, or by *Esteban* himself if they are powerful enough. In either case, they will be promised support in any ongoing rivalries in exchange for future support, and *Esteban* is capable of loaning a company of men (loyal soldiers from *Almarrón*) for this purpose.

## Felmont 14, AC 1019

### Council of Polakatsikes.

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

**Description:** For the last three days, the commanding officers of the Heldannic Knights, the Mivosians, the Meghalese nomads and the Ilioloostian expeditionary force have been meeting to discuss a peace treaty. The Mivosians and the Heldannic Knights have spent too much energy and shed too much blood in this war and hope that their valor in battle will bring them the greatest dividends. The nomads are granted three vast regions on the desert fringes for them to live according to their customs, as long as they do not attack or ally against any of the other three members of the council.

The Mivosians are granted the towns of Deletria and Syropolis, which were both largely depopulated of their original inhabitants, who have since been replaced by Mivosian colonists. Parthenaeum and Tynnae will remain free, but both have agreed to Heldannic troops stationed there to ensure their independence. The Ilioloostians receive lands previously in dispute with Mivosia, and will station troops alongside their Heldannic counterparts in Parthenaeum.

The new border runs along the Meghala Fithi River. Up to Parthenaeum, the northern banks belong to Mivosia, while the southern banks are under Heldannic sway. However it is impossible for either nation to really control and patrol all this land. Embassies shall be set up in Mivosia, Polakatsikes, and Ilioloosti to allow better communication and to defuse any future tensions. (See *Fe. 8, Fe. 11; Fe. 15, Fe. 15.*)

**What This Means:** The combatant armies were exhausted, and treasuries almost drained: The time had come for them to cease hostilities and agree on a peace treaty. Now comes the time to rebuild and this will likely not occur without tensions.

The negotiations were tense but proved beneficial for all parties. The Meghalese nomads now have lands upon which to live, and they will guard the southern marches against any future humanoid incursions. In exchange for their help in the war, they will also receive clerical and technological help to find water and use it to grow crops and raise cattle.

The Heldannic Knights were determined to retain as many of the gains they had made over the past year as possible, both as a measure of pride, but also as a means of strengthening the position of their order in this part of the world. For their part, the Ilioloostians made considerable sacrifices over the course of the war, and, at this point, they have no interest in returning home without having any say in the political realignment of the region, or obtaining assurances that their long-standing rival, Mivosia, will not have any military advantage over them.

The Mivosians also wanted to remain in the region that cost them so much to conquer, and to learn more about the magical talisman, the *Conqueror's Heart*, that proved to be such a dreadful weapon: its origin, current location, and *modus operandi*. General Diamanes Thesakkrus desperately wanted to return home with new lands under Mivosian control for him to salvage his pride and honor.

**What the PCs Can Do:** PCs could be among the top negotiators in charge of defining the treaty.

## New Rule under New Rajah.

**Location:** *Mumlyket of Nagpuri*, Kingdom of Sind. OW

**Description:** The new *Rajah* Almiron Kalkiin proclaims two new royal commands. The first is that a large portion of arable land, previously used only for producing silk, spices, and tea, will be allocated for the growing of rice and wheat, in order to compensate for the destruction caused by the Sacred Larvae of the Earth Mother (a ravaging elemental horde earlier this year). The crops to be planted come from magically fast-growing seeds, brought back by Prince Lais, the *rajah's* brother, from his recent quest to Jaibul.

The second is that a party of alchemists from the *jadugerya* caste will be working together with healers of the *rishiya* caste, in order to provide a cure from the alchemical poisoning caused by his predecessors.

The proclamations are received with much joy and agreement by all parties involved and all the castes in Nagpuri. (*See Fe. 6, Fe. 9; Am. 10.*)

**What This Means:** Not only do these proclamations aim to heal the rift between the *jadugerya* and *rishiya* castes, but they also subtly point out the mistakes of the previous rulers (*Rajah* Salmahlin and Prince Javas Kalkiin), thereby increasing the popularity of the new *rajah*.

In truth, the new policies are not the ideas of *Rajah* Almiron but rather his mother, Lady Kalindi Kalkiin, who had thought up and deliberated these plans since the time of her husband, the former *Rajah* Salmahlin, but had no power to implement them.

**What the PCs Can Do:** The fact of the matter is that, despite her scheming and sinister ways, Lady Kalindi is a shrewd and effective ruler for Nagpuri. PCs who want to bring her reign down for her past manipulations may have to rethink what will actually be best for Nagpuri. In the meantime, they can just work along with their ruler in her many ambitious projects.

## Back to the Land.

**Location:** Across Nayce. AS, SD

**Description:** Acting upon the advice of a select group of advisors, the Naycese Council directs the aristocrats of the various Naycese kingdoms to establish new farms in wilderness regions of their lands. Servants who are unable to find masters will be paid, for a token wage, to make those lands productive. In return for their efforts, the aristocrats will be faced with fewer pressures from the growing number of unemployed, and they will be able to reap the benefits of having more land under cultivation. (*See Fe. 4, Fe. 5; Fy. 11, Sv. 18.*)

**What This Means:** In many Naycese kingdoms, aristocrats are beginning to fear the increasing numbers of unemployed freemen and servants wandering the streets. Vandalism, theft, and violence are on the rise in most major cities, and in some regions travelers have been attacked by bandits. While some kingdoms have responded by imprisoning or enslaving troublemakers, the Naycese Council realizes that this is not a long-term solution. At the same time, large stretches of Naycese territory remain unused.

Unfortunately, many of the unemployed come from urban backgrounds, and therefore know very little about farming. While some of them could prosper—and thereby be self-sufficient—over time, many would likely fare poorly. Nevertheless, the council is determined to resolve the problem of unemployment, and so it will press on in any way it can.

**What the PCs Can Do:** PC aristocrats will be approached by council representatives on this subject, and be instructed to carry out the directive in any way they can. Whether or not they choose to do so is another matter entirely.

## Operation Take Back the Night.

**Location:** Thyatian Hinterlands, Thyatian Empire. DV

**Description:** After several months of ambushes by the Nightstalkers, the Thyatians mount a concerted response. A series of precisely targeted strikes hit Thratian resistance bands and encampments in the jungles of Davania, always at night and almost always from the air. The strikes are swift, ruthless, and bloody, over almost as soon as they begin, but leaving a swath of destruction and death in their wake. No one is quite sure what organization is conducting the attacks, though, because they do not involve imperial forces in Davania. (*See Th. 3; Fy. 21, Am. 9.*)

**What This Means:** These strikes are conducted not by the Thyatian army itself, but by the Order of the Crimson Guard. They are coordinated from the Isle of Dread, with powerful magic being used to scout out the location of Thratian resistance groups and conduct the attacks. Though the attacks are bloody and involve the use of destructive magic, the aim is to target only resistance groups—never striking non-combatant Thratians. Nonetheless, some innocent bystanders will be killed. The war between the Thyatians and the Thratians has reached a new level of bloodshed.

**What the PCs Can Do:** Pro-Thratian PCs might find themselves suddenly assaulted from above by one such strike team. This should be a difficult fight for them, one they will be lucky to escape from without losses—which might draw their interest in finding out who is conducting the attacks so they can put an end to them. Thyatian PCs in the Hinterlands might find themselves being aided by members of the order when they find themselves outmatched by a Thratian group, or competing with them in locating and “liberating” some important relic in Davania. On the other hand, PCs interested in finding a way to end the bloodshed between the Thratians and the Thyatians will now have to convince the Crimson Guard and its leader, the Lady Knight of the Isle of Dread, of the need for peaceful co-existence—and, more importantly, a practical means of achieving it.

All of these goals will eventually draw PCs to the Isle of Dread.

## Felmont 15, AC 1019

### Ardelphia Founded Again.

**Location:** Camp Ardelphia, Republic of Darokin. OW

**Description:** The tunnels that run below the ruins of Ardelphia have finally been sealed and the last humanoid attack has been repelled. Now, Ardelphia is again poised to become a true city, and many new buildings stand within the raised city walls. There is still a lot to fix up, search for, and fight against, and surely Ardelphia will remain an outpost for pioneers and adventurers for many years to come, but at least the city is officially part of Darokin again and is humanoid territory no longer. A great festival is proclaimed in the city and throughout Darokin by decree of the Darokinian Council. (*See Va. 12.*)

**What This Means:** Ardelphia is alive again, even if it will remain a true frontier town for the time being. Soldiers, dwarven engineers and adventurers still form the greatest part of the population of the reborn city.

**What the PCs Can Do:** Ardelphia is really a city of adventures now, and the PCs living there should have a lot of work ahead, from fighting critters, humanoids and undead, to searching for ancient treasures, or being the first to enter long--abandoned and dangerous buildings.

### Schweidnitz Grows and Prospers.

**Location:** City-state of Schweidnitz, Izondian Coast. DV

**Description:** The new Heldannic colony of Schweidnitz is growing. The original fort, and new capitol of the colony, has been rebuilt on its previous location, 15 miles from the coast. Another little fort, with some houses and a port, has been built on the coast, where the Heldannic ships arrived some months ago. And a third village has been built upon the hills, rich in minerals, 20 miles south of the new capitol, to protect the miners and watch the close jungle of the half-orcs. Relations with the native population are quite good, for now, thanks to Wilhelm's diplomatic efforts. Unfortunately, not all the Heldannic Knights are as diplomatic as Wilhelm. Little fights (sometimes leading to injuries) happen from time to time between Heldanners and natives. (*See Fl. 27, Ya. 16; Fy. 7, Ei. 12.*)

**What This Means:** Many Heldanners think they are the new masters of this land, while the native population sees them only as guests. Furthermore, sometime Heldannic farmers try to compel the natives to work for them, and Heldannic clerics try to convert them to the faith of Vanya. Wilhelm knows better, and he knows that the colony cannot survive without the natives' aid, so he tries to avoid clashes anytime it is possible. But even Wilhelm cannot be everywhere all the time.

**What the PCs Can Do:** If the PCs are Wilhelm's agents they'll be very busy thwarting fighting between natives and Heldanners, exposing (and preventing) mistreatments of natives by Heldannic colonists, and fighting patrols of half-orcs near the border. If they are against the Heldanners but still in the territory of the new colony, they could aid the natives against the knights, or even try to unite them to force the Heldanners to return home.

### Mivosian Troops Depart.

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

**Description:** The surviving Mivosian troops depart at dawn; they will check on their newly acquired cities on their way home. Only General Diamanes Thesakkrus and his top advisors go straight to Mivosia to report to the triumvirate. (*See Fe. 8, Fe. 14; Fe. 16.*)

**What This Means:** Since war is over the general will count on his officers to establish control over the recently added city-states. Yet orders have been given to treat the local population fairly as they are now full citizens of the emerging Mivosian "Empire."

**What the PCs Can Do:** If they have proven worthy, the PCs (Mivosian of course) could be appointed governors of a city-state or of a small town or village. This is a good opportunity to introduce them to ruling a dominion.

### Complex Discovered.

**Location:** Dragon Spine Mountains, Shun Province, Exarchate of Ochalea, Thyatian Empire. SD

**Description:** Master Wu Phong Zhin of Celestial Mountain Harmony Temple declares in public the discovery of massive underground complexes in the northern mountains, which bear striking architectural resemblance to the most ancient Ochalean temples. (*See Nu. 17; Ei. 3, Ei. 19.*)

**What This Means:** The underground complexes, discovered accidentally by bandit- and monster-chasing bands, may be an archaeological treasure. They may also shed some light about Ochalea's past, which remains shrouded in mystery and myth and possible disinformation by the Alphasians.

**What the PCs Can Do:** PCs usually love to explore ancient ruins. They may be filled with all sorts of treasures, both monetary and magical and lost lore, but also with all kinds of dangers: monsters, traps, and forgotten evils.

### Forest Fires.

**Location:** Kingdom of Jibará, Orc's Head Peninsula. SC

**Description:** The forest fires continue to rage in Jibará, as the phanatons have been unable to find a way to put an end to them: Whatever they do, the manscorpions start new fires quicker than they can hope to stop them. Rain, rivers, magic—nothing can stop them totally as long as the manscorpions keep starting new ones. Some manscorpions are felled by poisoned darts, when the phanatons can get a shot at them from the trees with their blowguns, but mostly the Nimmurians remain out of range. The chiefs and shamans try to find ways to stop the destruction of their forest, but so far unsuccessfully, and for the most part they keep on fleeing before the inferno. (*See Fl. 16, Ya. 28; Fe. 25, Fy. 6.*)

**What the PCs Can Do:** PCs could find a way to stop the fire, or to stop the manscorpions, as it is them who cause the fires.

## More Attacks in Kerendas Hills!

**Location:** Imperial Territories, Thyatian Empire. OW

**Description:** Panic spreads anew amid reports of goblin attacks against the settlements of Chonae and Castoria, as well as homesteads throughout the Kerendas Hills. Some settlers, no longer willing to risk their lives in what is becoming a dangerous land, head south and east to more civilized regions, but many people stay. Even so, new calls for concerted action against the goblin menace spread throughout the region. (*See KZ 28, Fe. 9; Fe. 21, Fy. 17.*)

**What This Means:** The goblins are hungry for more loot and easy victories. Knowing that the Thyatians will have directed their attention towards Dyrachium by now, and guessing that the more remote settlements will also be under watch, the tribes strike at other settlements along the fringes of the hill country and in the Imperial Territories, near the more settled regions. In this instance, they guessed correctly. Even so, the goblins are cautious, and avoid settlements that are close to any known military encampments or outposts. Nevertheless, the far-flung raids reap great rewards.

In response to this development, local rulers will begin mobilizing their garrisons for potential action (since it is clear that the goblins are a much greater threat than previously thought), while at the same time issuing another call for adventurers—they still hope to avoid having to commit their own troops if an adventuring party or two can clean up the mess for them.

**What the PCs Can Do:** Unless they are in one of the affected regions, the PCs will likely hear of this development in passing. Nevertheless, if they are not already involved in this plotline, this event provides the DM with a convenient means of embroiling them in the conflict.

## Felmont 16, AC 1019

### Ilioloostian Troops Leave Polakatsikes.

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

**Description:** The surviving Ilioloostians that allied with the Heldannic Knights of Polakatsikes leave the region and follow the Meghala Fithi River Valley. They bring back treasures given them by the Heldannic Governor as a gesture of gratitude and compensation for their losses (many rubies brought back from Pylis were given that way). They are to stop in Parthenaeum and leave a small contingent there. (*See Fe. 14, Fe. 15.*)

**What This Means:** The Heldannic Knights surely made a good deal here for they paid Ilioloostian troops with the cursed treasure of Pylis. They are not sure whether the rubies will remain precious stones for long so they decided to give some away as a goodwill gesture. The Ilioloostians have not made a bad deal either since they are now protected from a possible Mivosia frontal assault by the recently signed treaty. They also have a written agreement that, should they need military assistance to defend their city, the Heldannic Knights, their new nomad allies, and Mivosia would be compelled to send troops.

**What the PCs Can Do:** Not much except if they were part of the Ilioloostian forces.

## Felmont 17, AC 1019

### Next Stop... Altendorf!

**Location:** Town of Altendorf, Territory of Heldann, Heldannic Empire. OW

**Description:** The town of Altendorf, until now a loyal stronghold of Heinrich Straßenburger, is attacked by a force of over 500 soldiers loyal to *Ordensmeisterin* Anna von Hendriks, as well as a significant portion of the Thyatian *thematic exercitii*. The initial assault is furious, as the town's walls are battered in several locations. The defenders muster a force of heavy cavalry to ride out and meet the vanguard of the opposing force, which has already taken up position outside the main gates for an attempt to smash them. The gates open, and the cavalry rides forth, trampling many soldiers in their path. They are followed by a force of 100 foot soldiers, armed with axes and swords, who engage the nearest enemies, and push them back from the gates.

The cavalry's charge is eventually blunted by a line of pikemen en route to the town, and they regroup to attack the remaining enemy troops near the gate, who are on the verge of breaking under the ferocity of the counterattack. Although crossbowmen manage to down a few riders, they cannot save their compatriots from being cut down by the cavalry and the foot soldiers. While this battle unfolds in front of the main gates, the *thematic exercitii*, plus 200 of the remaining Heldannic soldiers, attack two of the minor gates, overwhelming their defenders and entering the town. Crossbowmen take over the taller buildings nearby, providing covering fire for the foot soldiers as they advance further. So rapid is the advance that the temple of Vanya is occupied, and the jail houses as well. Those imprisoned within are offered full pardons if they pledge allegiance to Anna von Hendriks, and fight her opponents—few refuse the offer of freedom.

The well-coordinated assault on Altendorf surprises the remaining defenders inside the town—there are so many battles in the streets, and the attackers have seized so many strategic buildings, that *Landmeister* Hans-Joachim Kaltstetter cannot dislodge his enemies easily. Before long, Anna's forces have effectively taken control of Altendorf, and some of Kaltstetter's soldiers begin to surrender. Fighting continues sporadically for another few hours, but by day's end, the town has fallen to the invaders, and Kaltstetter is captured while trying to escape. (*See Fe. 7, Fe. 10; Fe. 19, Fe. 22.*)

**What This Means:** This is the third prong of Anna von Hendriks's campaign against Heinrich Straßenburger, the other two being the assault on Landfall, and the raiding campaign along the coasts of the Bay of Kammin. The entire campaign required the vast majority of her soldiers. The reason for the assault on Altendorf was fairly simple: aside from Freiburg, it is the closest major settlement to Kammin, Anna's current seat of power. A direct assault on Freiburg, even with all of her forces gathered for the task, would probably be suicidal; Altendorf is much smaller and less fortified, and neutralizing it would deprive Straßenburger of a stronghold for his troops. Even with Thyatian assistance, the attack was costly—over 100 of Anna's soldiers died, and at least 80 more were injured. The Thyatian force suffered about 60 casualties, whereas the defenders lost about 200 men.

Over the next few days, the remaining rebel soldiers in the region will be ferreted out, and all enemy knights and higher-ranking soldiers will be imprisoned. Lower-ranking soldiers who surrendered will be disarmed and confined to barracks, pending a final decision on their fate. For his active support of Straßenburger, and his open rebellion against the dictates of the late *Oberherr* Wulf von Klagendorf, Hans-Joachim Kaltstetter is stripped of his titles, pronounced guilty of treason, and hung publicly the day after Altendorf's fall.

**What the PCs Can Do:** PCs on either side of the civil war can take part in this battle, and can perhaps alter the outcome, depending on their power levels and strategies, but ultimately Altendorf will not be able to repel the invaders. If they are supporters of Straßenburger, the PCs would do well to escape, possibly leading like-minded individuals, regrouping, and seeking shelter in Hockstein or other rebel strongholds. A higher-level PC who has supported Anna von Hendriks for a long time, and who fought well, might be given the opportunity to become the new *Landmeister* of Altendorf.

## Unleash the Hounds.

**Location:** South of Town of Braastar, Principality of Krondahar, Principalities of Glantri. OW

**Description:** A trade caravan from Glantri City is attacked by werewolves just as it crosses over into the Principality of Krondahar. With the arrival of a Krondaharan patrol, the attacking werewolves flee, leaving behind two dead and several wounded. The dead and wounded are taken to Braastar and attended to. The attack renews a sense of outrage over the werewolf attacks, especially as they appear to have left the confines of Glantri City. (See Fe. 9, Fe. 11; Fy. 11, Fy. 14.)

**What This Means:** The Canine Protection Society's agents had found information that Myndella was being smuggled out of Glantri City within a caravan bound for Boldavia. The lycanthropes mobilized quickly, hoping to catch the caravan before it crossed into Krondahar, which could be politically difficult. Myndella was not with the caravan; the misinformation was a diversion to her real means of escape. Being a mage, she simply *teleported* out of Glantri in a series of stages, making her way to a safe area in Darokin. This diversion was aided by the influence of Prince Morphail, who utilized his own agents to spread rumors and false cover stories about Myndella's flight. The society had expected Morphail to aid Myndella, making a rumored dash to Boldavia easily acceptable. Morphail's role in the ruse does not break the agreement forged with Malachie.

Undaunted, the lycanthropes will continue their pursuit of Myndella. Given the damage done to their organizations, the Brotherhood of Wolves and Canine Protection Society begin organizing a hunting party to follow after Myndella and destroy her, and begin looking for adventurers to aid them. These teams are reminded that they have only a few months to hunt down Myndella, as agreed upon with Prince Morphail.

**What the PCs Can Do:** Depending on the PCs' involvement, they may see their role in the matter escalate and expand beyond Glantri's borders. These will be separate from the official hunting party, though sanctioned by the Wolves' Tribunal.

## Felmont 19, AC 1019

### A Careful Decision.

**Location:** Town of Neuhausen, Territory of Heldann, Heldannic Empire. OW

**Description:** The *Bürgermeister* of Neuhausen issues a declaration in favor of *Ordensmeisterin* Anna von Hendriks, and pledges the service of the town's garrison to her cause. (See Fe. 11, Fe. 17; Fe. 22, Fy. 6.)

**What This Means:** Neuhausen remained neutral when *Ordensgeneral* Heinrich Straßenburger rebelled against the late *Oberherr* Wulf von Klagendorf—its residents hoped that any conflict that might arise would pass them by, allowing them to quietly develop their region of the Heldannic Territories. At any rate, its garrison and fleet were too small to contribute meaningfully, or so the people of this town thought. Straßenburger wanted Neuhausen's developing shipbuilding industry, and access to its deepwater port. With news of the fall of Landfall to Anna's armies, the *bürgermeister* decided to pledge his support accordingly; Neuhausen is the closest settlement to Landfall, and he had no interest in having his town attacked.

Over the following days, once Landfall has been secured, and reconstruction efforts are underway, elements of Anna's armies will march and sail southwest to Neuhausen, to garrison it.

**What the PCs Can Do:** PCs employed by Anna might be sent to Neuhausen as spies, and as messengers to encourage the *bürgermeister* to side with the *ordensmeisterin*.

## Felmont 20, AC 1019

### A Second Group.

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

**Description:** Several of Terari's trusted servants begin seeking out reputable adventurers looking for work. Others are summoned to appear before Terari. (See Fe. 9, Fe. 11; Fe. 26, Fy. 18.)

**What This Means:** Several days have passed with no word from Captain Keranus's squad. Master Terari is openly troubled. He begins organizing a second expedition, this time utilizing adventurers, but with time running out, he has been forced to rush matters.

**What the PCs Can Do:** PCs deemed loyal to Nayce may find themselves recruited by Terari to form the second party. This expedition will find itself involved in the adventure "Ghosts of the Past."

## Great School of Magic Admits Humanoids.

**Location:** Great School of Magic, City of Glantri, Principalities of Glantri. OW

**Description:** A private yet well-publicized session at the Tower of Admissions at the Great School of Magic is held to decide the admissions of humanoid spellcasters from New Kolland.

In attendance are Master Angan Forrestir, the highly antagonistic master of admissions; Mistress Marisi Viniene, the broadminded student administrator; and Master Bertok Garn, the kindly master of necromancy, who serves as examiner for the applicants, as Master Angan was loathe to even interact with the humanoids. The last person to arrive at the meeting is Professor Emeritus Angus McDuff, Baron of Uigmuir, whose expertise is humanoid lore, and is serving as representative for the indisposed Grand Master Harald Haaskinz.

Prince Kol, the kobold-prince of New Kolland, not being a wizard from the Great School of Magic, is denied admittance to the meeting, and has to wait for the final decision with the gathered crowd of curious onlookers, gossiping students, and power-hungry wizards. (*See Fe. 3; Fy. 17.*)

**What This Means:** Despite the great odds working against the humanoid population in Glantri, Prince Kol will meet with a modest but unprecedented success in this matter, as eight of the humanoid spellcasters of New Kolland (including a thoul) will actually pass and be admitted to the Great School of Magic!

Of special note would be two goblins: Bruun Halfwit, son of Kano Arrow's Whisper, and his cousin, Throng Cracktooth, son of Udan Axe-Thrower, grandson of Doth, King of Goblinia. These goblin princelings are possessed by the souls of the Blood Brethren, Simm of the Grasping Dark and Koresh Teyd, evil servants of the Immortal Thanatos who tried to destroy the Hollow World, both of whom wield powerful and dark magic. Despite the fact that Simm is a cleric of Thanatos and not a magic-user, Bruun passed the spellcasting exams, since the all-too-trusting Bertok Garn misunderstood the priestly spells as simply some humanoid variation of magic, but was otherwise greatly intrigued by both Bruun's and Throng's strange necromantic magic! The Blood Brethren, particularly the necromancer Koresh Teyd, have now turned their attentions on the magocracy of Glantri, to unleash the evil influence of their Immortal.

**What the PCs Can Do:** Even for ordinary students, the Great School of Magic can pose many dangers: bullies, nasty teachers, magical pranks, miscast spells, secret traps, uncontrolled monsters, laboratory accidents... The danger is even greater for the humanoid minority, who will be facing many challenges along the way. Prince Kol may hire the PCs as bodyguards, or if the PCs have affiliations with the Great School of Magic, Mistress Marisi or Professor Angus may ask the PCs to look out for these humanoid students.

Then again, Bruun and Throng, being possessed by the Blood Brethren, will themselves be a source of danger at the Great School of Magic...

## Broken Bones and Betrayal.

**Location:** *Emirate* of Makistan, *Emirates* of Ylaruam. OW

**Description:** Two unexpected visitors arrive at the cavern laboratory of Karim al-Nazzer, the Mad Sage of Sulba. The first is a healer and cleric of the Eternal Truth, who checks out the physical and mental well-being of the scholar. He finds al-Nazzer with a sprained ankle, a broken collar bone, and a few scrapes and bruises—nothing a simple *elixir of health* cannot cure. He also learns that his manic mutterings about Ashtiru and Manat have nothing to do with the Immortal Guardians, but instead involve the planets and some astronomical discovery.

Al-Nazzer is given a sleeping draught to calm his nerves, and thus fails to meet the second visitor, Haqim ibn-Amar, a young scholar from the Eternal University of Ylaruam, who merely inspects the hermit's observatory, and orders the servants to tidy up the broken glass, damaged instruments, and scattered papers from al-Nazzer's accident. (*See Fe. 4; Fy. 13, Fy. 25.*)

**What This Means:** News of al-Nazzer's fall a few nights ago has reached the ears of the *Sultan* of Ylaruam, Hassam al-Kalim, and the scholars at the Eternal University, neither of which has al-Nazzer's best interests in mind. The *sultan* remains uneasy about the Mad Sage's supposed madness (as judged by his Preceptor predecessor), and thus has sent the cleric of al-Kalim to prove or disprove his insanity, or even entrap al-Nazzer for blasphemy against the Eternal Truth.

The scholars at the Eternal University of Ylaruam would gladly see the Mad Sage's demise, though not by their hands. Upon the event of his passing, the university scholars would immediately descend and scavenge through his inventions and his research, with the aim to augment their own studies—which is exactly what one of them did, when the young scholar investigated al-Nazzer's observatory.

**What the PCs Can Do:** The emissaries to the Mad Sage will probably need hardy adventurers to accompany them from Ylaruam across the Alasiyan Desert and through the plateaus and hills of the north. *Dervishes* and clerics of al-Kalim or Farath (Protius) would be particularly suited for this adventure.

## Felmont 21, AC 1019

### Goblin Resistance Much Stronger than Anticipated.

**Location:** Imperial Territories, Thyatian Empire. OW

**Description:** Following the latest rash of goblin raids, a number of adventuring parties have answered the call of local rulers to help eliminate the threat. Although a few of them managed to locate and clear out a couple of lairs with minimal loss of life, overall, the toll was very heavy. The various dominion rulers in the region meet once again to discuss strategies and options. (*See Fe. 9, Fe. 15; Fy. 17, Am. 6.*)

**What This Means:** The goblins have proven themselves to be very well organized, indeed. Almost half of the adventuring parties [*many of which were of medium level. Ed.*] were completely annihilated, while many of the remainder suffered great losses. In almost every instance, the parties were defeated by tactics, strategic use of terrain, and surprisingly skilled goblin warriors. Clearly, relying on adventurers to eliminate the goblin problem will prove costly over the longer term, as many parties operating in the region have begun demanding large payments up front, as “insurance,” before agreeing to hunt any goblins.

**What the PCs Can Do:** This event is likely something the PCs will have heard about, rather than experienced. Nevertheless, DMs may decide to arrange things, such that the PCs could be one of those fortunate parties who managed to avoid being completely destroyed. In this case, the PCs could well have personal reasons for striking back at the goblins, thus ensuring that they will participate in the military activities that are to follow.

### Thyatians Reach Orodckhuur.

**Location:** City of Orodckhuur, Kingdom of Varadghír, Vulcanian Peninsula. DV

**Description:** The Thyatian party, after touring the lands surrounding Aradkhûl, is escorted to the kingdom’s capital city of Orodckhuur. There, they are met by a brightly dressed ceremonial guard, as well as a number of royal officials, who extend their king’s greetings, as well as an invitation to an audience that evening, so that he might learn more of the Thyatian homeland, and of affairs in the Old World. The Thyatians accept the invitation graciously, on behalf of their emperor.

After spending many hours seeing Orodckhuur’s major sights, the visitors meet King Graghaal, who extends a personal welcome to his guests. Carefully watched by a retinue of advisors and other palace officials, the Thyatians answer the king’s many questions about Thyatis and its neighbors, as well as the doings of the orcs of Brun. In turn, the king and his advisors tell the Thyatians all about local affairs, including the recent campaigns staged by the neighboring human barbarian clans, and developments in other nations known to the orcs. After the king concludes the audience, the Thyatian party is invited to a formal banquet, where they are wine and dined into the night. (*See Fe. 11, Fe. 12; Fe. 26, Fy. 25.*)

**What This Means:** After the Thyatians proved themselves to be peaceful, Maraghûl, the elder of Aradkhûl, decided that word of the encounter should be sent to the capital, as he felt this was truly a noteworthy development. In this he was correct; King Graghaal and his advisors were at first alarmed at the arrival of unknown humans in their lands, fearing that they might be allied in some way with the neighboring barbarian clans. When this proved not to be the case, word was sent quickly to Aradkhûl that the Thyatians would be welcome to visit Orodckhuur, where the king could meet them personally, and where they could be observed. The Thyatians will spend the next few days touring the city—and being observed—before heading back to their ship.

**What the PCs Can Do:** If they are part of the party, the PCs will be allowed to venture wherever they wish in Orodckhuur’s Palace District, which contains the primary temples, the royal residences, and the largest markets. Once they leave this area, however, they must be accompanied by guides, who will provide a great deal of information about the city and kingdom if asked, and who will keep an eye on the visitors, as well. Although they should not encounter too much trouble, the PCs may very well run afoul of the locals, some of whom are not pleased at the prospect of humans—considered a threat to civilization in this part of the world—running around in their city.

### Back on the High Seas!

**Location:** Town of Smokestone City, Cimarron County, Savage Baronies. SC

**Description:** After spending several weeks helping Cimarron County lay out a route for a new road to Fort Whitestone, and pacify some of the nearby countryside, the majority of the Thyatian expedition resumes its voyage, now heading westwards around the Claw Peninsula, leaving behind Nikos Dimetrios, a distinguished army veteran, as ambassador. (*See Kl. 9, Kl. 25; Fy. 1, Fy. 5.*)

**What This Means:** The time spent in Cimarron County was reasonably profitable. A good start was made on the new road—work will progress due to the continued presence of a number of Thyatian engineers left behind, who will be picked up when the expedition returns to the east. Barring any disasters, a new road will extend a couple of miles west from Smokestone City by year’s end; the whole road will likely take another year or two to complete. The Thyatians also negotiated a deal to purchase *cinnabryl* from the LB Trading Company at a reasonable price. Cimarron County, which cannot currently produce enough food to feed itself, will purchase grain from the Hinterlands, as well as textiles such as cotton.

**What the PCs Can Do:** If they are well known to Paulus, and so inclined, the PCs could take part in the trade negotiations, or they could have spent the past few weeks hunting goblinoids. As with similar events, a high-level PC could also serve as ambassador in place of Nikos.

## Felmont 22, AC 1019

### The Sheriffs Speak.

**Location:** City of Shireton, Shire of Seashire, Five Shires. OW

**Description:** A proclamation is issued by all five sheriffs, denouncing the inhabitants of the village of Fenside. They are condemned, in abstentia, for venerating dark forces, and acting in such ways that they have offended the principles of the High Heroes [*the patron Immortals of the Five Shires. Ed.*], and ashamed their Journeyfoot cousins living in Rollstone Keep. To punish their heinous deeds, the remaining Journeyfoots of Fenside, and their descendants, are to be treated to silence, and banished from the Five Shires forever. The sheriffs go further, and announce that their protection will no longer extend to the former residents of Fenside, and that the village itself will be razed. (*See Fe. 4, Fe. 8.*)

**What This Means:** The mission to root out the evil in Fenside was a success, but the sheriffs want to ensure that it does not take root there again. Although several Fenside Journeyfoots were captured, several managed to flee to the bleak hill country to the north. Being banished is one of the worst punishments that can be meted out in the shires, and even then it is often only for a period of a few years, or maybe a few decades. The fact that the surviving Journeyfoots of Fenside, and all of their descendants, have been banished forever will tell everyone who hears of the pronouncement (and it will spread all over the shires during the coming weeks) that something truly terrible has been committed by that branch of the clan. The sheriffs will back their words with actions: what remains of Fenside will be destroyed within a few weeks, and its extensive tunnel system will be flooded and sealed. The name of every former resident of the village will be posted in public places throughout the shires, as well as the nature of their punishment. For those Fenside Journeyfoots who have not yet fled the country, life will be very hard—and probably quite short, if the sheriffs, the *kerondar*, or vigilantes find them. By year's end, there will be only a couple of clan members remaining in the Five Shires, hiding in the northern wilderness; the remainder will have long since fled north to Darokin, or east to Karameikos.

**What the PCs Can Do:** The PCs may have taken part in the final raid on Fenside, but there is more than enough work for them here—the sheriffs may pay them to ensure that the Fenside Journeyfoots leave the shires, by whatever means necessary.

### Landfall To Be Rebuilt.

**Location:** Town of Kammin, Territory of Heldann, Heldannic Empire. OW

**Description:** *Landmeisterin* Julia von Kolmburg, on behalf of *Ordensmeisterin* Anna von Hendriks, concludes an agreement with visiting Thyatian officials concerning the reconstruction of Landfall, and any other ports damaged during the campaign against the armies of *Ordensgeneral* Heinrich Straßenburger. Essentially, Thyatis will supply technical expertise and investment in exchange for its traders receiving exemptions from paying any customs tariffs, and for concessions in the form of parcels of land upon which warehouses and docks may be built. The reconstruction of Landfall will commence before the year's end. (*See Fe. 17, Fe. 19; Fy. 6, Fy. 12.*)

**What This Means:** Landfall was devastated following the vicious fighting that took place in and around it—about nine-tenths of the city lies in ruin. The city's original layout—a veritable maze of winding, narrow streets—will be replaced by a Thyatian-inspired grid pattern, with wider streets, public sanitation, and buildings organized into blocks. This will reduce street congestion, and make the city safer overall. Buildings will also be constructed according to an established code; the city will no longer have a ramshackle appearance. In some places, the remnants of the original city wall will be stabilized and preserved, as a memorial to the civil war. It will take well over two years for Landfall to be restored, and in the meantime its former residents are being resettled in Neuhausen, Klevermund, Kammin, and, for those who want it, new lands in Heldland.

Thyatis's exemption from paying tariffs is a relatively minor demand—few Thyatian vessels will dock in Landfall—but to them such a gesture recognizes their financial stake in the city. Likewise, the land concession being requested is actually quite small, but it does provide Thyatian traders with guaranteed docking and warehousing, and it reminds the Heldannic Order who came to its aid.

**What the PCs Can Do:** Although it is unlikely that the PCs will be involved in this event, they may be present at the meeting between Julia and the Thyatians.

## Felmont 25, AC 1019:

### Atruaghin Halt Mining.

**Location:** Bear Clan Lands, Atruaghin Territories. OW

**Description:** The Umbarth and DDC attempts to persuade the miners to leave Atruaghin villages have been mostly ineffective; however, Umbarth House managed to persuade the Bear Clan not to slaughter the miners but merely disrupt their activities in the hills. Atruaghin warriors assault miners in the hills without killing them, effectively halting mining operations in the territories. (*See Fe. 1, Fe. 12; Fy. 2, Fy. 8.*)

**What This Means:** If the miners cannot work, they will be forced to leave the area in a couple of weeks. Umbarth House and the Darokinian government hope to use this plan to avoid bloodshed and disrupt the plot of Ystran House.

**What the PCs Can Do:** If the PCs are Atruaghin they should try to frighten the miners away without killing them.



## Water Blowguns.

**Location:** Kingdom of Jibará, Orc's Head Peninsula. SC

**Description:** An ingenious group of phanatons devises a new type of dart that explodes into water on impact—the reverse of flaming arrows, really. These darts are hard to manufacture, as they require a shaman enchanting the dart before it is fired—it is the spell that actually produces the watery explosion, the blowgun being only a means to propel the spell into the blaze where it can be most effective. The darts allow the phanatons to fight the fire more effectively, but still is not the ultimate solution as the Nimmurians simply start more fires. (See *Ya. 28, Fe. 15; Fy. 6, Fy. 24.*)

**What the PCs Can Do:** The PCs can use such darts to fight the forest fires—maybe they are the ones who come up with the idea in the first place. The darts remain thus enchanted only for 2d6 days before exploding if they are not fired before then.

## Felmont 26, AC 1019

### Alphatians Leave Karameikos.

**Location:** Kingdom of Karameikos. OW

**Description:** Three thousand Alphatians leave Karameikos, bound for various Naycese territories. Almost all of the refugees who previously were officers in the Alphetian army leave, the rest being mostly their aides and retainers, plus a few commoners. The high-level wizards simply *teleport* to their destinations and disappear overnight, but the bulk of the emigrants put their belongings in carts and head south, toward the port of Mirros. (See *Kl. 7, Kl. 19; Fy. 1, Fy. 13.*)

**What This Means:** A decade ago, the Alphetian armies were left stranded on the surface world while Alphetia sank beneath the waves—only to be reborn in the Hollow World. Many went home, but those who came from Alphetia had no home to return to. Several went to the various Alphetian colonies, while some who had no family left but the army became mercenaries or rogues. King Stefan, however, saw an opportunity to strengthen his small nation, which was already multiethnic, and invited Alphatians to peacefully settle in Karameikos. Nearly 90,000 Alphatians settled in Karameikos, becoming the second-largest group after the native Traladarans.

The Alphatians became subjects of Karameikos, and did not pose any particular problem, despite their numbers and traditional enmity toward the Thyatians, even helping in the creation of the Karameikan School of Magecraft. Neither the rumors, later confirmed, of the survival of Alphetia in the Hollow World, nor the building of Zandor's empire, and later the Nayce, prompted many departures among the Alphetian population. A singular event led to this exodus: the departure of Master Terari who, to continue in his quest for immortality, left Karameikos for the Nayce. This sole event cast a shadow of suspicion upon the whole Alphetian community, with the unease toward this minority probably bolstered by the tension between the Thyatian and Traladaran communities. To prevent an uprising in his troubled kingdom, King Stefan's men watched the rebellious Traladarans closely, but also the Alphatians. While most Alphatians could put up with the security measures—they were used to worse—the “aristocrats,” who were particularly targeted as potential troublemakers, could not.

**What the PCs Can Do:** Alphetian PCs may decide to return to fabled Alphetia.

## Martial Demonstrations.

**Location:** Celestial Domains, *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** Grand Master Lingkai Arimaximian Songli of the Order of Perpetual Harmony (of Beitung) announces a ten-day of martial demonstrations by the monks and paladins of the order in celebration of 500 years of service to Koryieu-Tsi and the Celestial Throne since the formation of the order. (See *Va. 1, Kl. 7; Am. 14, Sv. 1.*)

**What This Means:** Such celebrations honor the Immortals, but they also display the power of the religious orders. In those times where recruitment into the orders is expected to fall, it also serves as an incentive for young men to join.

## A Skyship Redeployed.

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

**Description:** Landing at a berth in Ionace, the Naycese *skyship* *Typhoon* is ordered to stand by for further orders. The captain is met by Master Terari, who tells her that her vessel is to be resupplied and redeployed. Captain Lenora argues that her crew is overdue for shore leave, but Terari informs her that the *Typhoon* is the only *skyship* available, and the mission is of great importance. Though obviously unhappy, Captain Lenora accepts the change of orders and storms off to inform her crew. (See *Fe. 11, Fe. 20; Fy. 18, Am. 5.*)

**What This Means:** The *skyship* has been chosen to provide the return transportation for Terari's expeditions. For security reasons, the vessel's orders will be withheld until they leave.

## Felmont 27, AC 1019

### A Divine Solution?

**Location:** Village of Lyrium, Territory of Torionensis, Hinterlands, Thyatian Empire. DV

**Description:** Heeding calls from the colonial authorities in Torionensis concerning the deadly plague that has struck the southeastern regions of the territory, a small group of senior clerics arrive from Raven Scarp today. Having been briefed beforehand of the situation, they examine a number of bodies that have not yet been burned, treat the sick (with some success) and interview the remaining villagers who observed the onset of the disease. Finally, they seclude themselves in an abandoned home, and proceed to *commune* with their respective Immortals for further guidance. (See *Ya. 22, Fe. 11; Fy. 3, Fy. 4.*)

**What This Means:** Local herbal remedies have long proven themselves to be ineffective against the plague; it is hoped that the Immortals might shed some light as to the nature of this ailment, and how it can be cured.

**What the PCs Can Do:** High-level PC clerics might be summoned to Lyrium to help in the effort to combat the plague.

## Enters *Evelyn*.

**Location:** Canal Construction Site, North of Town of Tirenlos, Kingdom of Foresthorne, Floating Continent of Alphatia, Alphatian Empire. HW

**Description:** *Evelyn* is the fifth caterpillar. Zas Ubul now has four of them at work. (See *Ya. 3, Fe. 2; Fy. 13, Fy. 16.*)

## Joint Studies.

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

**Description:** Lord Clenarius, the high magist of Polakatsikes, and his daughter Alatia have studied the documents she brought back from Pyris. They even journeyed there for a couple of days using the mystical conveyor spell and met Pharias and Oblivion the great wyrm. They have brought back many relics and artifacts to help them in their studies. The gnomes have been settled in Polakatsikes, and have helped appraise the treasure. The gems are worth hundreds of thousands gold pieces, not counting the collection of rare books. (See *Kl. 25, Fe. 7.*)

**What This Means:** This is a logical aftermath of the expedition to Pyris. Lord Clenarius is now fully aware of the ways to use the new means of instantaneous transportation.

**What the PCs Can Do:** Help them study the rare books and lost artifacts from Pyris. Some might be cursed or trapped.

## Felmont 28, AC 1019

### Tel Akbir Detains Dwarves and Elves.

**Location:** City of Tel Akbir, Duchy of Tel Akbir, Thyatian Empire. KW

**Description:** Four ships from Minrothad, with 150 dwarves and 60 elves, are detained as they make a stop for supplies on a trip to Surra-Man-Raa. (See *Ya. 5, Kl. 12; Am. 2, Sv. 22.*)

**What This Means:** The dwarves are clan members of Torcreft who have left their homes to help this elder build his dream: a canal and aqueduct system to bring water to the desert. The elves are a strange group called Siswa. They are coming to help repay their debt to the master builder (Torcreft) of their temple on North Island. They are detained because the local officials have never heard of dwarves traveling on ships with elves. The leader is none other than Torcreft's great-grandson, Clovefist. A master storyteller himself, while he is detained he recites some of the epic adventures of Torcreft on his pilgrimages following in the footsteps of al-Kalim. So enthralling is the storytelling that many leaders fear that if they keep the dwarves here any longer, then many citizens might be inspired to convert.

**What the PCs Can Do:** PCs may be sent by Torcreft or Mahmud-ibn-Rachid to help in the release of these ships and their passengers. PCs that have adventured in module B7 (*Rahasia*) may be asked to help *Rahasia* once again, but be forewarned, these are not the strictly pacifistic elves of that adventure and they are adherents to the *Nahmeh*. Or the PCs could be the ones who report the strange association and cause

the detention of the ships. Some leaders may fear Clovefist's stories so much that they want him assassinated; the PCs could be hired, or thwart the attempt.

## The Journey Resumes.

**Location:** North of Kingdom of Varadghír, Vulcanian Peninsula. DV

**Description:** After having spent the better part of a week touring the city of Orodckhuur, the Thyatian party returns once more to its companions. The party leader briefs Julius Ambrosius for several hours concerning the highlights of the visit, adding to reports already sent via magical means. Julius is happy to learn that King Graghaal has consented to open formal diplomatic relations with the Thyatian Empire, and that his kingdom is amenable to trade—the party was sent back with gifts of strange spices, jewelry, and other goods to present to Emperor Eusebius upon the expedition's return. Once the report has been delivered, Julius informs the party of the discoveries made in the meantime in the ruins, and the expedition resumes its westward journey. (See *Fe. 12, Fe. 21; Fy. 25, Sv. 17.*)

**What This Means:** The chance encounter with the Varadghíri has turned out to be beneficial, but more questions have been raised. The information provided by their hosts has led the Thyatians to believe that there is a powerful, and civilized, human nation further to the east, and Julius cannot help but wonder whether this nation has influenced the orcs of Varadghír. The Thyatians have learned a great deal, but they know there is much that their strange hosts did not tell them, for they have not yet earned their trust; the orcs' suspicion of humans appears to be too deeply entrenched. Julius will recommend that the empire make it a priority to deepen ties with Varadghír, and cultivate the orcs as a potential ally in the region.

**What the PCs Can Do:** Although it is conceivable that the PCs might opt to stay in Varadghír, perhaps as envoys if they are of high enough level, it is more than likely that they will continue their journey as well. Orcish PCs from Varadghír, who might perhaps have become enamored with the prospect of visiting strange new lands, might be introduced at this point.

## Topic of the Month

### Battle Royale Over Polakatsikes

#### *Felmont 8, AC 1019*

Later accounts from different sources among which are: Clenarius (High Magist of Polakatsikes and close friend of the governor), Father Sigmund (Commander of the Brigades of Parthenaeum and Deletria), Governor Wolfgang Stimmel (Commander in Chief of the Heldannic Knights in Polakatsikes), General Diamanes Thesakkrus (Commander of the Mivosian Army in the Meghala Kimata Plains and member of the Triumvirate).

*The story as reported by Father Sigmund*

We ran for hours before seeing the dark smoke in the horizon. We knew what was happening. Our beloved town of Polakatsikes was burning and we probably would not reach it in time to save it. We were about three miles west of the city when a strange glowing hill caught my gaze. In fact, only the top of the hill was glowing; the light was pulsing like a living heart! Then suddenly a beam of light darted toward us and exploded in our midst—yet no one was hurt! On the contrary, we even felt more alive and rested than we ever did before. I addressed my troops in plain Milenian, yet I could swear every nomad understood my words too, and my voice echoed in the valley so that any living creature could hear my words:

“Hear the message of this most holy light. We come to kill, and kill again! Our arrows shall fall like hail! Run berserk spreading fear and pain! None can harm us—not their fire, their iron, or their steel, for we have Her will to strengthen our hands, and with that power we will kill. To Vanya we pray! On the blood of all our brothers and fathers, on their weapons, we now swear to avenge, not lament. Give the wicked ones death.”

And my words were answered by a terrible outcry that shook the earth! I ordered my troops to prepare to charge, and we ran as if Thanatos was on our tail. For the last couple of miles it seemed to me that our feet were not even touching the ground. It was as if we were flying over the final fields before reaching the battleground. Then we saw them, orcs and goblins and trolls, maneuvering catapults and other siege weapons. Huge cauldrons were filled with burning tar that they were about to throw at the city using their siege weapons. On our left flank, following almost the same course as we were, we saw 200 horsemen charging the trollish units. They were Ilioloostian cavalymen; we had not noticed them before since they were hidden in a small depression. We cut through the orcish lines like a hot knife through butter. The nomads, who were supposed to stay behind, had so much hatred for the orcs that they did not bother to cover their right flank, so they soon got caught between the orcs and the trolls who had regrouped. Their situation was dire. We could not let them die, for we had learned to know many of them, and friendship had been born between us.

We needed the help of the cavalry, which was still fighting its way through the trolls. It was impossible in this mayhem and chaos to call the horsemen directly because they would not have heard us. So I urged my men to sing a well-known fighting song at the top of their lungs, altering just some words to have the horsemen understand that they were needed on our right flank to help our brothers, the desert nomads. It went something like this:

“Darkness all around us

We don’t close our eyes

No one’s gonna ground us

We were born to die

“Be my brother nomad and fight to stay alive

All the world can’t change us.

Death we’re waiting, come get us

We won’t run or hide

“Now we’re all together

Let’s sing a fighting song

Two hundreds riders

On our right flank cannot be all wrong”

And we repeated the last two verses until they got our message.

At that moment, the last troll fell and a hundred of the cavalymen commenced their attack on the right, went through our ranks and crushed the orcs like a hammer smiting an anvil. The humanoids were pushed away. After that, the nomads rallied with us and we stood for a moment, unengaged, about half a mile from the city walls. Then a cry came down from the clouds above; a lightning bolt flashed and a robed man in flame fell from the sky into one of the cauldrons filled with burning tar. His body certainly had some magic components in its clothes for it exploded, splashing everyone around with blood and gore.

The story as seen by Clenarius, High Magist of Polakatsikes

I could sense the malice of my opponent around me. His art was strong and his intelligence was high, for he managed to raise a storm and had the clouds so low that our gate tower watches were no longer able to see the ground below. Thus, his taking off went unnoticed to all but me. He first flew high then dived toward the marketplace where his mount breathed fire like hell on the cavalymen assembled there. He immediately ordered his dragon to regain some altitude to avoid any retaliatory volley of arrows. He was still above us, preparing his next attack. If I had been him, I would have tried to burn the city gates to ashes to allow his troops to enter the city after they passed by the entrenched Mivosians. So I stationed myself on the city walls, next to the gates, and waited. It did not take long for him to launch his second breath attack where I thought it would take place. As his mount was slowing its dive and focusing its attention on the gates, a torrent of flames spurted out and shook the very foundations of the barbican. I almost fell to the ground because of the shock, yet I had time to unleash a vicious spell of my devising, which had the flames hit the gates then backfire at their source. Our dragon rider pulled hard on the reins of the beast to have it regain some height again, but the poor beast was surprised and did not react as swiftly as its rider would have wanted it to. Enraged by the turn of events, he angrily and thus awkwardly aimed a wand at me and a *lightning bolt* hit the crenels and the parapet next to me, darkening the beautiful white limestone we extracted from our quarries in the hills, but I digress...

I knew I had to take off too. Racing to the battle in the sky, beneath a cloak of magic, I met them in the air. I was *invisible* and moved without a sound. They looked but could not find me; they thought that I was not there, so with a spell I sent them crashing to the ground. The rider, his robe burning, fell to the ground below and I sensed his essence dissipate in an explosion, but the dragon was able to break its fall and shouted to me:

“Wait for me, wizard, we’ll meet again in the sky! By fire and magic I am sworn!”

Hell was calling! This could not be denied. We flew into the blackness of the storm. Unknown to him I wore a sacred talisman and made a secret sign which triggered wicked icy winds and acid rain. Not at home in this whirlwind of doom, the wyrm tried one last time to breathe at me, only to see its own fire coming back at it once again thanks to my talisman, and burn what was remaining of its wings. Gravity did the rest. The Gates of Hell opened to let him in.

Really, sometimes it's good to be a wizard!

The storm took some time to dissipate, and at last, two hours before sunset, we could still embrace the landscape. The sun was hidden by high and deep clouds. Fire was burning in our ditches. The orcs were still trying to climb our walls with ladders. Most of the Mivosians were safe inside the city walls, and many of them were already on the walls, pushing back the ladders with clusters of orcs and goblins on them. Their efforts seemed vain, but they were not, for our defenders high on the walls were easy targets for their elite archers. They were few in numbers but they were able to shoot an arrow in the eye of a flying sparrow at a hundred feet of distance. So our soldiers pushing back the ladders were easy targets for them.

Then I heard a laugh; at first it was faint, but it grew louder and soon everyone in the city could hear it. Someone was maniacally laughing at us:

"Ah, poor mortals. You have no idea how vain your resistance is! Now fear the wrath of Moray the Great, Moray the Immortal. What will you do against Moray's Titan?"

The ground shook as a colossus approached the city. It was 100-feet high and was humanoid in shape. It was very muscular and its crushing capabilities would certainly be formidable. Despite its apparent lack of flexibility and the slowness in its movements, I was no match for him. Then Wolfgang appeared next to me—I mean the governor, because I call him Wolfgang; you see, we had some adventures when we were younger. I remember this one time when... but I digress.

Sorry, where was I? Ah yes, the colossus was approaching and the governor joined me on the barbican, above the city gates. He was wearing a beautiful necklace, with a green emerald of gigantic proportions. A light was pulsing inside the gem. He was also carrying an old dusty leather-bound tome, which he opened and handed to me.

"Here my friend, take this and assume your role. Be ready to cast this spell!"

He threw his sword at the beast, hundreds of feet away, like a javelin champion, at hit the colossus's right eye dead-on. Then, shouting at the approaching giant, he said:

"Taste your blood which showers from my blade! I'll burn your heart, from evil it was made! With heart-felt hatred your black blood shall run through our plains! I call upon you, powers of the Ancient One who reigns, allow us to conquer evil, let evil know Thy name!"

"Vanya, I look up to Thee and heed Thy call. I live Thy dream, now passed on to me, and I now await my fate like the dusk awaiting dawn."

Then in a voice different from his own, as though he was possessed by a female entity with a thunderous voice, he yelled at the beast again:

"Come forth, ye wicked, and know great pain. I am the omen, the one who cannot die, I am the flame, justice burns inside my heart. I will crush your bones, I will smash your face, I will rend your flesh. Face me, and be filled with terror!"

Then with his own voice again he addressed me:

"So wizard, cast your spell, with no heart to do me well, so it is written, and so it shall be."

And as I uttered the arcane words written on the tome, I heard him say in an almost imperceptible voice:

"Maybe You too had to do it ages ago, to help those who looked up to You, and to defend them until the end."

And when he said that very last word, his body glowed with a menacing emerald-green hue. All men present on the walls ducked as though they were warned by a premonition. The gem on the governor's chest emitted a blast of energy of unequalled proportions. It radiated from the gem in all directions in the blink of an eye. The colossus was consumed on its feet in a matter of seconds; much of the humanoid armies were blasted into oblivion at the same time, with the remainder thrown to the ground, or burned horribly. Yet none of our troops were hit by this gigantic wave of magical energy; it was as if it had selected its targets. Few of our enemies remained alive, and those who could, broke ranks and ran.

I rose to my feet and turned around to see the body of my friend consumed also, the necklace lying on the ground. Yet we could discern a ghostly image of Wolfgang, hovering just above his ashes. He seemed not scared, but surprised and pleased. He, too rose to his ghostly feet—well, to a vertical position—and contemplated the battleground below.

Suddenly a beam of light pierced the clouds and hit him. It kind of dragged him upwards, as a magnet draws iron. The ghostly image of our governor disappeared from our sight into the blinding light in the sky. Then a gentle female voice came down to us all and spoke in a way that anyone in the city or in the surrounding countryside understood as if it was speaking in his or her mother tongue:

"Above the wreckage of your mortal world I stand,

Judgment passed, as delivered by My hand.

Now clear the smoke, where the fire ran;

There build a fitting tribute to mortality and to man.

"What was written, foretold in dreams,

In visions of apocalypse, were not just My whims.

"Honor your dead and all who fell.

May every self-righteous knight

Who lived and fought well

Drink one day to the source of My might.

"He is honored now in the clouds, for in him greatness I found.

See my champion, hear his trumpet sound."

A concert of trumpets echoed, and the ghostly image grew as it came back on a beam of golden light. It was solidifying again, and still floating in mid air, up to the point where it landed gently in the center of the market square.

The female voice added:

"The days of anger are over, warrior. Go back to your home.

Soon shall the stars fall from the sky,

The moon turn bloody, the day turn night.

Heed these signs; know then the end might come.

"United you may prevail,

Divided you shall fail."

*The story as told by Governor Wolfgang Stemmell*

Last thing I remembered was that, as the last word of the arcane formula was uttered, I felt my being disintegrate. Yet I was still there, slowly floating and crossing the city walls as the river ran below, one last time looking back; I saw my home, for She was awaiting me, reaching down for my soul. She called my name, and waved me onward. The life that She had given, full of riches and successes, had a price that I made good in blood to pay. The light She now showed to guide my every footstep was to ensure I would not falter on my way. Unto the bridge of death, I was crossing it, giving Her my soul.

When I joined Her in the skies I had a glimpse of Her full glory. She thanked me for my act of self-sacrifice. It all came clear that channeling my vital energy into the artifact I was wearing triggered a magical blast of unseen proportions. And because my act was only motivated by my love for my brethren, She managed to select the targets to the detriment of the general range of the power blast.

I was so moved that my soul was crying. She comforted me with a stroke on my head while saying:

“Riding hard, breaking bone

With steel or with stone,

“To wield eternal might I was born.

Your deeds I will protect, be not forlorn.

“Let us drink to the battles we fought and won,

Our enemy is defeated; the task is done.

“Great heroes I will always have to lead into the fight

From the north to the south, in the black of night.

“Never join evil, nor trust its hordes,

For evil’s minions shall feel the power of my swords.”

Then mentally She added as I felt I was floating again: “Bring back My words to My people.”

And now I am among you all, alive and proud, bringing back to you the unfathomable wisdom of our Immortal Patron. I still doubt I was worthy of Her talking to me. I just hope I will be a good and faithful servant of the Lady.

The story as told by General Diamanes Thesakkrus, Commander of the Mivosian Army in the Meghala Kimata Plains and member of the Triumvirate

The battle was raging around us and our men were standing despite the intense hatred we had to face. Never before had I seen such malevolent creatures, whose only goal is to bring misery and pain to people they have never seen before. Untrustworthy they are, that I learned. I was ashamed that my folly had caused so many deaths.

But the most surprising thing to me was that the Heldannic Knights were not taking advantage of the situation to shoot us in the back. I was told they were as treacherous as Loki Himself. Yet they did not harm us. I even saw them cover our soldiers who had ventured into the open to bring back wounded members of their units. Our Milenian conscripts started to lose morale when the dragon dove onto them, burning them alive with its fiery breath. They begged their brethren inside the city to let them in, that they would be of better use inside fighting

the monsters than burying themselves in those trenches waiting for death to claim them.

The Heldanners were not favorable to this solution because they suspected trickery. I felt offended because deep inside my heart I knew I would never have been able to hatch such a devilish plan.

For an hour I pondered their words, struggling against my heart, which told me to surrender to the Heldanners so that I might have a chance to stay alive along with my men. Many men tried to flee in terror toward the city gates, among whom were true Mivosians, who were using Milenian conscripts as human shields. Then I understood.

I ordered my most trusted men into a turtle to approach the city walls safely. Then I presented myself to the Heldanners and pleaded the cause of my men. I offered to surrender myself and my men if they let the Milenians inside the city walls. I promised we Mivosians would cover the Milenian conscripts while they retreated to the gates, that we would be the last to enter the city and that we would give up our weapons as soon as the gates were closed behind us.

The Heldannic officer at the gate asked us to wait for him to come back with orders from the governor. But the magist of the city, surely someone of great importance and authority, heard our plea and agreed on the terms, only if we all swore in Halav’s name to honor our word. We all did.

Minutes later the city walls were shooting rains of arrows at the humanoids to cover our retreat. Our conscripts could not believe what was happening. We were actually covering their backs. Then, when our turn came to enter the city, I stayed behind to redeem myself and try to protect my men as best I could. Those evil monsters, at first repelled by the volleys of arrows coming from the wall, soon approached under the cover of gallery sheds, mantlets, and a belfry. I shouted to the Heldanners to close the gates before the humanoids could prevent it. And they did so. Then I recommended my soul to Halav:

“Oh Halav I call You, my sword is by my side.

I now seek a death in honor, free from all false pride.

Cover me with shame if I should now fail.

Glory, Majesty, Unity—Hail, Hail, Hail.”

And I charged the orcs. And then I felt iron in my guts and the world around me went black. But a light was there, at the end of a tunnel and it spoke to me:

“Diamanes I awaited thee

My true son thou art

I hail thee now as thou shalt die

Thou hast pledged Me thy sword and to no one else wouldst thou kneel

Follow thy heart here and far

For Mine is the kingdom in the sky.”

And now I lay in this bed, among wounded Milenians, tended by Heldannic Knights. Who could have guessed that such a thing would ever happen to me?

# Fyrmont

## Fyrmont 1, AC 1019

### The School Has Been Sacked.

**Location:** Town of Krakatos, Kingdom of Karameikos. OW

**Description:** The Masked One discovers that several labs, libraries, stores of magical items and components, and many other valuables have been pillaged by the Alphas before they left the school. In addition, the Alphas faculty is almost all gone. (*See Kl. 19, Fe. 26; Fy. 13, Am. 12.*)

**What This Means:** When they left, the Alpha wizard took with them their valuable possessions (they generally had nothing else, as their previous possessions disappeared with Alpha): spellbooks, scrolls and magical items they enchanted, magical components, books related to their crafts, creatures they summoned or bound, etc. Thus they took with them their possessions, like any Alpha wizard moving his estate: in Alpha, pretty much everything belongs to the aristocrat, or does if he or she says so; the Karameikans view it differently, though, considering that all of it (except maybe for spellbooks) was school property. To the Karameikans, the Alphas used Karameikan resources (through the school) and stole everything; this will not help change Queen Olivia's unfavorable opinion of the Alphas.

### Polakatsikes Welcomes Everyone.

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

**Description:** Governor Wolfgang Stimmel orders parties of scouts to be sent north, up to the fringes of the Hills of Desolation themselves, to try to encourage as many of the Meghalans who fled their homes as possible to settle in the lands claimed by the Heldannic Order. He needs to increase the number of people within his lands in order to feed everyone, and to assert proper control. (*See Fe. 14.*)

**What This Means:** The scouts sent out are mainly the ones who patrolled these areas during the war. At that time, they found many small hamlets or encampments founded by the refugees fleeing the Mivosian armies. Since they were mainly farmers, they are now much needed around Polakatsikes to till the fields. Many of these refugees are still gathered at the fringes of the jungle in the north, and in northern villages such as Miletos, which were abandoned by their original inhabitants (who have since fled to the Thyatian Empire).

**What the PCs Can Do:** Great opportunities for adventures if sent as scouts. Many monsters to meet, some ruins to discover and explore, and people to convince to come back.

### Thyatians Arrive in Robrenn.

**Location:** Town of Senerobriva, Barony of Uthuinn, Confederated Kingdom of Robrenn. SC

**Description:** After several days of uneventful sailing along the coast, the Thyatian expedition heads for the town of Senerobriva, the baronial capital of Uthuinn. The Thyatians' arrival arouses mild curiosity from the local sailors and fishermen. When the Thyatians make it clear that they are here to trade and build ties, a small group of humans and hin, representing the major merchant families in town, host the explorers in one of their halls, sharing succulent local dishes and exchanging pleasantries. Before long, various trade goods are brought before the guests, including varieties of fish, medicinal herbs, and amber. The Thyatian and Minrothaddan merchants, who have accompanied the expedition, present goods of their own, as well as suitable sums of silver. Before the day is out, several informal trading agreements have been made. (*See Kl. 25, Fe. 21; Fy. 5, Fy. 13.*)

**What This Means:** The Thyatians had heard from the various rulers of the Savage Baronies about the nations of Robrenn and Eusdria, and, owing to the apparent lack of civilization in the lands between, headed there without delay. The Barony of Uthuinn was described by the Vilaverdians and Texeirans as being as pleasant place; hence the decision to drop anchor here for a few days. The expedition commander, Paulus Angelinus, will make a point of meeting with the baroness, Brivaela the Sagacious, to discuss local issues, and to determine whether the barony would be receptive to opening formal trading relations with Thyatis. The expedition also hopes to learn about the political situation in Robrenn—the information they have obtained thus far is far too superficial to be of much use.

**What the PCs Can Do:** The Barony of Uthuinn is, in many ways, a land apart. Being the only island territory of Robrenn, and having been inhabited by a variety of races in relative isolation over many centuries, its culture stands out slightly. The Thyatians (and the PCs) should have ample opportunities to encounter this while they are staying here.

## Fyrmont 2, AC 1019

### Sweet Dreams, Bitter Dreams.

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

**Description:** Alatia von Schneiderheim wakes up very agitated after a bad dream in which she saw her former partner Brother Ignatius tortured. He cried her name in agony, then fainted. At that point she woke up in sweat. (*See Kl. 20; Fy. 4, Fy. 6.*)

**What This Means:** Brother Ignatius was captured by the “monks” of the abbey who defend the Hulean entrance through the Great Pass in the eastern Black Mountains. He has been interrogated and tortured many times since his capture, sometimes by special agents sent by the Master. The dreams Alatia received are just echoes from Ignatius’s tormented mind trying to reach his former comrade in a last attempt to get her help.

**What the PCs Can Do:** If they were the ones undertaking the mission earlier this year, they could receive this dream instead of Alatia.

### A Great Battle in the Hills.

**Location:** Bear Clan Lands, Atruaghin Territories. OW

**Description:** The Ystran House mercenary army is trying to protect the miners from bloodless hit-and-run Atruaghin attacks with deadly force, and has killed many Atruaghin warriors in the last days. Now Bear Clan chiefs and Umbarth House agents understand that there can be peace in the hills only after destroying the Ystran House force once and for all. So, a great force of Bear Clan warriors, with many shamans and some Umbarth agents, attack and destroy the mercenary camp. Georgy Ystran, son of the head of the family and head of the operations in the hills, dies in battle. Many mercenaries are killed and the remainder, defeated and scattered, escape to Darokin. (*See Fe. 12, Fe. 25; Fy. 8, Am. 7.*)

**What This Means:** By destroying the Ystran House military base in the region the Atruaghin have dealt a decisive stroke to the invaders, as suggested by Umbarth House itself. Now the miners will have no other choice but leave the area.

**What the PCs Can Do:** If the PCs are Atruaghin warriors or Umbarth House agents, they should fight the Ystran House agents.

## Waiting for Dusk...

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

**Description:** With no new information about the wizard known as Dusk, Millington Vonaday talks to Bastian Rodens again. Bastian has no new clues, but mentions that he did meet a secretive wizard calling himself Graylock in the wilderness south of Akorros last year. Since Graylock seemed very knowledgeable to Bastian, maybe he can be of help in Millington’s quest. Bastian notes that he should then probably come along himself, since Graylock’s tower is hidden from curious eyes by several powerful enchantments. (*See Kl. 13, Fe. 4; Fy. 18, Am. 1.*)

**What This Means:** While Millington is hopeful that Rezak Xygar might turn up more clues about Dusk, he does not want to wait around for it to happen, so he continues to explore alternative leads, although many of them turned out to be red herrings.

**What the PCs Can Do:** The mysterious Graylock is rumored to live in the forested areas south of Akorros, which could pose some danger to Bastian and Millington.

## Fyrmont 3, AC 1019

### Scarlet Shadow Over Fiorenza.

**Location:** Town of Fiorenza, Barony of Fiorenza, Hinterlands, Thyatian Empire. DV

**Description:** Disturbing reports reach Baron Justinian Silvestro of outbreaks of the plague near the Fens of Lost Hope, which lie just beyond the southern borders of his dominion. Without delay, he issues an edict forbidding all citizens from venturing to that area, and he dispatches troops to police the frontier. (*See Fe. 11, Fe. 27; Fy. 4, Am. 8.*)

**What This Means:** Despite ongoing efforts to halt the spread of the plague, it is still advancing slowly. Now, it has reached as far north as Fiorenza, which understandably alarms Justinian.

**What the PCs Can Do:** PCs employed by Justinian could be sent south to the fringes of the fens, to investigate. If they have not been involved in this plotline yet, this would be a good insertion point.

### A New Love.

**Location:** City of Baraga, Merry Pirates Seas. HW

**Description:** Luciano Saviola stumbles across a lovely ship, which he buys at once. He calls her Hurricane. She seems to be fast enough to be fit for the big race, but he is still undecided about joining the competition. (*See Ya. 2, Ya. 27; Fy. 20, Fy. 24.*)

**What This Means:** Although Luciano initially refused the challenge, this new ship may make him reconsider. Anyhow, he still has a few days to make up his mind.

## Texeiras and Vilaverde Ponder.

**Location:** Town of Porto Preto, *Dominio de Vilaverde*, Savage Baronies. SC

**Description:** *Barão* Bartolomeu of Texeiras is received by *Barão* Jorge of Vilaverde and his Captains' Council. Although the discussion is conducted behind closed doors, there is little doubt about its subject: Terra Vermelha and Torreón. (See *Ya* 28, *Kl* 17; *Ei* 18, *Ei* 26.)

**What This Means:** With the failure from the Signatory Council of the Treaty of Tampicos to respond to Torreón's breaking of the treaty, *Barão* Bartolomeu is trying to garner support from Vilaverde, his neighbor that shares many similar interests with—but is also a main competitor of—his nation of Texeiras.

**What the PCs Can Do:** The PCs may act as diplomats. They may also be sent to try to win the support of the ruling families of Vilaverde, by any means at their disposal—examples include bribery, blackmail, or any other form of coercion, or a favorite of the DM: gaining their favors by performing for each family a—probably dangerous—task (a.k.a. an adventure).

## Fyrmont 4, AC 1019

### Questions Answered—By More Questions.

**Location:** Village of Lyrium, Territory of Torionensis, Hinterlands, Thyatian Empire. DV

**Description:** The assembled clerics summoned to help resolve the dilemma of what has become widely known as the Scarlet Death announce that their respective Immortals have spoken, after repeated attempts to seek their advice. They were told that the plague currently afflicting this region of the Hinterlands is magical in origin, and that it is not borne as mundane illnesses would be; rather, it comes from the earth itself, and poisons on a whim. The clerics go on to say that this begs the question of how to cure something that appears to afflict the land itself, and whether it can be done where the plague strikes, or whether it must be traced to its source. (See *Fe* 27, *Fy* 3; *Am* 8, *Am* 10.)

**What This Means:** The clerics have stumbled onto something none of them have experienced before—an illness that does not strike people directly, and thus cannot be eliminated by healing the sick alone. Indeed, their attempts at healing the ill have been in many ways successful (the ill became healthy once more), but almost without fail, other people fell ill elsewhere. Furthermore, the plague required more powerful healing spells to combat, such that it would take many senior clerics to keep the plague in check, let alone push it back.

These revelations will sponsor calls within the next few days to consult the Emerondians, to determine whether or not they, with their close ties to the land and their considerable knowledge of druidic lore, might be able to help.

**What the PCs Can Do:** The PCs might be selected to travel to Emerond (not an easy task), and seek out those who might be in a position to help.

## Alatia Takes Her Leave (a.k.a. Papa Don't Preach).

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

**Description:** Alatia von Schneiderheim seems to have disappeared during the night. Yet her father does not seem overly concerned by her “escapade.” He even forbids anyone to go after her, for this might not prove wise (a gentle way to threaten someone of an unpleasant fate). (See *Kl* 20, *Fy* 2; *Fy* 6, *Fy* 8.)

**What This Means:** Alatia has received omens during her sleep and has had confirmation by her father that Bertolucius and Ignatius are both alive and held prisoner by Hulean agents in the Black Mountains. She took upon herself to find them and try to arrange their escape. She is joined by Thraim Skratchet of Clan Skratchet, the most adventurous gnome she brought back from Hule, and whom she needs for his knowledge of the region.

**What the PCs Can Do:** Once she has had confirmation that her beloved Bertolucius was still alive, nothing could have stopped Alatia from intervening. The PCs could also accompany her on her quest. Feel free to suppress this entry if Bertolucius or Ignatius have not been captured in your campaign.

## Fyrmont 5, AC 1019

### On to Dubrax.

**Location:** Town of Dubrax, Barony of Avarica, Confederated Kingdom of Robrenn. SC

**Description:** The Thyatian expedition, after having forged ties with the neighboring Barony of Uthuinn, puts in at the town of Dubrax. With relatively little delay, the explorers are able to secure a meeting with the baron, Eusgetorix the Stormy, in order to discuss items of mutual interest. (See *Fe* 21, *Fy* 1; *Fy* 13, *Fy* 17.)

**What This Means:** The Thyatians hope to establish relations with a number of Robrenn's dominions while they are in the area, and Avarica was the next logical place to visit. In addition to exchanging diplomatic niceties, the Thyatians will also trade some of their goods, and try to obtain a better picture of Robrenn's strategic situation—something they could not learn in Uthuinn, due to its relative isolation. Of special interest to the expedition are developments in neighboring Eusdria, and the activities of the humanoids of the Yazak Steppes. After the Thyatians have been in town a couple of days, Paulus Angelinus will head inland to the capital city of Eyf with his most trusted advisors, plus a handful of merchants, while the remainder wait here for his return.

**What the PCs Can Do:** The PCs will have many opportunities to do some investigating.



## Fortified Shrine To Be Built.

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

**Description:** To secure the burial vault and its mystical and magical properties, orders are given to build a fortress upon the site. The gnomes are hired to devise the plans. At the bottom of the hill where the fortress will stand, a fortified town will be built, with some port facilities to navigate the Meghala Fithi River downstream toward Deletria, Parthenaeum and Mivosia. The port will act as Polakatsikes's port, thus justifying the fortress. (*See Th. 16, Fe. 14; Fy. 8, Fy. 12.*)

**What This Means:** Since the Heldannic Knights do not want the secret of the vault to be revealed, they have to secure it in a discrete and practical way. Navigation is only possible on the river from the bottom of the hill because upstream the water is not deep enough to allow even small ships. Governor Wolfgang Stemmel wants to boost the economy to sustain his colony and have it flourish. He wants to spread the order's influence in the region by using trade between the city-states. He realized that the river had never been used to convey goods downstream and he wants this to change.

**What the PCs Can Do:** Secure the area from any possible monster threats. Devise some of the fortifications.

## Fyrmont 6, AC 1019

### Straßenburger's Strategy.

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

**Description:** Following a lengthy meeting with his closest advisors, *Ordensgeneral* Heinrich Straßenburger orders a consolidation of his troops. The *landmeister* and garrison in Forton, as well as any town officials who swore allegiance to him, will relocate to Hockstein. Messengers will also be dispatched throughout Heldann to contact any bands of soldiers in Straßenburger's service, and order them to join the garrisons of Grauenberg and Althaven. (*See Fe. 19, Fe. 22; Fy. 12, Am. 2.*)

**What This Means:** With the losses of Landfall and Neuhausen, Straßenburger has only one remaining stronghold in the north: the town of Forton. Although Forton is well fortified, it is isolated from Straßenburger's other strongholds, and, with the fall of Altendorf to *Ordensmeisterin* Anna von Hendriks, it would not take much for her to surround the town. Rather than waste several hundred men defending a town that is likely to fall anyway, Straßenburger deemed it prudent to concentrate his forces in three strongpoints in southern Heldann: Grauenberg, Hockstein, and Freiburg/Althaven. He decided to evacuate town officials loyal to him because he might still need their administrative skills, and because he does not wish them to reveal critical information, should they fall into enemy hands.

**What the PCs Can Do:** PCs in Straßenburger's service could be sent into the countryside as messengers—a potentially dangerous task, given that they could encounter bandits, or enemy soldiers.

## Breaking into the Evil Abbey.

**Location:** Pocket plane, then Eastern Black Mountains, Sind Desert. WB

**Description:** Alatia and her gnome companion Thraim sneak into the abbey where Ignatius was captured. They wander the halls using *invisibility* spells and try to learn about the place and its secrets. Alatia follows the high priest in his private cell where she witnesses him speaking to a dark-robed figure on the other side of a magical mirror, informing his master that “the recently arrived agents have succeeded in their attempt. The target is now under control.” (*See Fy. 2, Fy. 4; Fy. 8, Fy. 13.*)

**What This Means:** The Master of Hule is not the black-robed figure behind Bertolucius's kidnapping. Ignatius is indeed held prisoner in the abbey, but Bertolucius is actually kept prisoner halfway between the abbey and Jaibul, where the *najah* wants to question him as soon as he arrives. The high priest of the abbey is a double agent who works both for Jaibul and the Master of Hule. As often with unscrupulous people, they betray each other and nothing is what it appears to be.

**What the PCs Can Do:** The PCs could be accompanying Alatia, but they should remain cautious: some of the “monks” are quite powerful and the PCs will encounter many difficulties if they fool around and make too much noise.

## Water Burn.

**Location:** Kingdom of Jibará, Orc's Head Peninsula. SC

**Description:** Accidentally, a phanaton fires a water dart at a Nimmurian archer instead of a poisoned dart. The phanaton curses at her own stupidity—she has lost a valuable water dart—but waits before firing again, in order to see whether he drowns in the water spell or if she will have to use another dart—the right one, this time. As the exploding ball of water splashes, she sees that the manscorpion is thrashing wildly—no doubt because he does not like water any more than she does, she guesses. She still holds her fire, however, and is puzzled by the fact that the manscorpion keeps thrashing and screaming even though the water is gone now, as if he was in pain from the water clinging to his skin. Finally, he collapses, and lies still. Cautiously, fearing a trap, she glides down. The manscorpion is dead, with burning marks all over his body. She then understands something the phanatons did not know about their enemies: water burns them like fire does phanatons! Ecstatic about her accidental find, she glides away to share that secret knowledge with her elders. (*See Fe. 15, Fe. 25; Fy. 24, Am. 17.*)

**What This Means:** Of course, the manscorpions are not vulnerable to water—not directly, that is. In order to withstand the light of the sun, they wear protective makeup. Although that makeup can withstand some water exposure, it cannot resist massive rinsing by running water or violent downpours—or the water darts. Without such protection, a manscorpion dies from exposure to sunlight, unless cover can be found quickly enough. The phanaton accidentally removed that manscorpion's protective makeup, and drew the wrong conclusion about the cause of his death—but does it matter?

**What the PCs Can Do:** The PCs might stumble upon this discovery with their own water darts. Alternatively, the DM might turn a fumble into that same scenario: a PC who fumbles fires the wrong kind of dart. It's then up to the PCs to reach their own conclusions from the dart's unexpected effect.

## Fyrmont 7, AC 1019

### The Silver Princess Burns the Silver Countess.

**Location:** The Cosmopolitan Theater, City of Glantri, Principalities of Glantri. OW

**Description:** At its gala performance, the controversial new play *The Silver Countess* comes under fire, figuratively and literally! *The Silver Countess* is a political satire about a vapid and frivolous silver-haired Countess Argenta, whose once noble house has come to dire straits. She has to choose between marrying a sinister, aquiline-nosed Aalbanese baron (who wears nothing but black), thus saving her status in life, or marrying her true love, a poor commoner and highwayman. The hapless Argenta is counseled by her quixotic uncle, who fancies himself a dragon-knight with a white dragon steed, but is later revealed to have lecherous intentions for the girl, and a mad kidnapping aunt, who nearing the end of the play, reveals that Argenta was actually not a true heiress of the noble house, but was kidnapped by her barren mother from a local peasant woman.

At a crucial climactic point of the play (when Argenta reveals she is pregnant and is about to reveal the father of her child), the lead actress playing Argenta is engulfed in a huge *fireball*. Shocked onlookers quickly determine the source of the blast: an infuriated Flaemish wizard in the front row. A second wizard in the audience sends another *fireball* at the first, while a third wizard hurls another fire spell at the stage, causing it to burst into flame.

When the audience realizes that all these attacks are not part of the performance, chaos ensues. Amidst screams of terror and cries for help, are jeers, catcalls, and sloganeering, such as “Long live Juliana Vlaardoen, Princess of the Flaems!” and “Flaemish Supremacy of the Highlands!”

Within the hour, order is restored, due to the quick and combined efforts of the Glantrian constabulary, wizards from the nearby Great School of Magic, and the coolheaded supervision of the theater manager, Lady Vilma Virayana. Damage to the Cosmopolitan Theater turns out to be minimal, as the long-standing enchantments at the auditorium (to protect against theater magic) prove to be more effective than expected.

Ticket sales and reservations for the play become astronomical—Glantrians love a scandal—but Lady Vilma prudently decides to cancel its run. However, copies of the script become available on the street the next day, though it is unconfirmed if the Cosmopolitan Theater receives a cut from the sales. (*See Fl. 18; Ei. 14.*)

**What This Means:** Based on an ancient legend, *The Silver Countess* is obviously a jibe at the silver-haired Princess Juliana Vlaardoen and her rule as Princess of Bergdhoven and leader of the Flaemish people. Delicate issues—such as the paternity of Princess Juliana’s child (either Herr Ludwig “The Black Eagle” von Hendriks, the recently extradited Karamaikan criminal, or Feldian Lehenard, a mere commoner and mundaner)—are muddled in with nasty gossip, such as the incestuous affections of the royal uncle, Sir Anton Vlaardoen, towards Juliana (the truth is that the dragon-slayer Sir Anton has been replaced by the shape-changing gold dragon named Raknaar, who is truly in love with Juliana). A core matter that surfaces in the play is Juliana’s legitimacy to the Flaemish throne; the old rumor that the silver-haired Juliana (all the Vlaardoens typically have flaming red hair!) was merely bought or stolen from a commoner and raised to be a Flaemish princess has not yet died out!

The portrayal of the mad kidnapping aunt in the play—clearly a vicious parody of Lady Sinaria Verlien, Juliana’s godmother, the former Countess of High Sonden, who kidnapped Lord Rejladan Virayana, son of Prince Jherik Virayana IV of Krondahar, and became insane from her imprisonment at the Demiplane of Nightmares—is an important clue to the instigator of the scheme: Sinaria’s own son, Lord Pieter Verlien, the present Count of High Sonden.

In line with his crusade to eliminate the false nobles of Glantri, Count Pieter decided to put to scrutiny Juliana Vlaardoen’s rule and legitimacy. But knowing that attacking Juliana directly would earn the ire of other Flaemish nationalists, Pieter used this play instead, which not only undermined Juliana’s power but also successfully pit true and loyal Flaemish patriots against the more extreme racist Flaems. Of course, the Krondaharans, such as Lady Vilma Virayana, who have no love for the Flaems, did not mind helping along in the scheme.

But all this is part of a bigger scheme that even Count Pieter (who is increasingly coming under the influence of the *Crown of Halzgunthram*) cannot see. In his delusions, Count Pieter wishes to overthrow Juliana and himself become the Prince of Bergdhoven and ruler of the Flaems, after which he and the Flaems will rule the Highlands once more!

**What the PCs Can Do:** This is another multifaceted Glantrian intrigue where PCs can get involved as agents for one or more sides. Should the PCs side with Princess Juliana to preserve her honor and the honor of the Flaemish people against enemies without and extremist elements within? Should the PCs side with Count Pieter Verlien, in his ambitious crusade to wipe out the false nobles in Glantri at any cost? Should the PCs investigate the legitimacy of the business of the Cosmopolitan Theater hidden behind the veneer of artistic creativity and expression? Or should the PCs remain neutral, and try to keep order in Glantri City, the Flaemish fiefs, and the Krondaharan rivals? Should the PCs take more than one side, as mediators or double agents?

## Wilhelm Sends Adventurers.

**Location:** City-state of Schweidnitz, Izondian Coast. DV

**Description:** Wilhelm sends the adventurers who joined in Kastelios to explore the nations surrounding Schweidnitz. While none too happy to be stuck in Davania, they have been effectively aiding the new colony in the past months, acting as scouts for the army and watching the border with the half-orcs of Mogluur. (See *Ya. 16, Fe. 15; Ei. 12, Ka. 21.*)

**What This Means:** Wilhelm has been listening to the tales of the natives about the surrounding nations. The natives tell him of strange crab-like creatures to the north and of horse-like creatures to the south. Wilhelm wants to know if those unknown creatures can become allies against the half-orcs, or if they are already enemies as the half-orcs... or their allies. Besides, he wants to know what the half-orcs are up to, because in the last months they have been far too quiet.

**What the PCs Can Do:** If the PCs are the adventurers, they will visit the lands of the crabmen, to the north of Schweidnitz, and then they will have to cross the dangerous land of the half-orcs, to arrive at the human and centaur nation to the south. [See the *Atlas* for details about these places. Ed.]

## Imperial Museum Endowed.

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

**Description:** Flavius Nucius Justinus arrives in Thyatis City amid some fanfare with the first shipment of relics from the Hinterlands. A special showing for members of the Thyatian nobility and imperial court is arranged, a social gathering as much as a scholarly exhibit. (See *Ya. 19.*)

**What This Means:** Most of the relics are ultimately sent to the Imperial Museum, where they will be studied by scholars, and put on display. Select items are spirited off to vaults in the imperial palace as soon as they are unloaded at the docks, however, and held in the government's custody. The museum exhibits spark renewed interest in the Hinterlands, and in the Thyatians' own past.

Relics related to the exploits of Vanya will spark renewed interest in the warrior-maiden, and a revival of the Thyatian woman-warrior.

**What the PCs Can Do:** Thyatian characters may get themselves invited to the initial, exclusive exhibit, to rub elbows with the Thyatian elite and perhaps help one of the relics "find" their way into the hands of a patron—or their own hands. They will find security tight, however, and the most interesting objects already missing: Eusebius has "procured" any such items for himself.

## Marching on the Capital.

**Location:** Town of Ciudad Real, *Baronía de Gargaña*, Savage Baronies. SC

**Description:** Crowds of *Don Marco de Rivera's* supporters march through the streets of Ciudad Real, demanding that the interim government established by *Barón Balthazar* step down. The demonstration is peaceful, but the message is clear—many

Gargoñans have lost faith in their government, and want real change. (See *Kl. 10, Fe. 13; Am. 1, Ka. 17.*)

**What This Means:** *Don Esteban's* efforts to gain support among the common people, as well as some of the more prominent minor nobles, have borne fruit. He has decided that the time is right for him to seize power. More demonstrations of this sort will be staged across Gargaña in the following weeks, to give the illusion that Esteban commands greater support than he really does. Wishing to avoid bloodshed at all costs, the interim government will be placed under heavy pressure to acquiesce to what appears to be popular demand.

**What the PCs Can Do:** It is unlikely that the PCs would be involved in this event, but the governing council, or those nobles who oppose the mysterious *Don Marco*, might order them to investigate the demonstration and its leaders, to determine the real motives behind it.

## Expedition Returns from the South.

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

**Description:** The party of explorers that had been sent out last year [*Fyrmont, AC 1018. Ed.*] to assess the situation in the Amalur Lowlands has returned, and delivers its report to the Kastelian Assembly without delay.

The information they provide is chilling. Everywhere they went, they found evidence of a large-scale mustering of forces, with all able-bodied lizard men marched eastwards, towards the Adakkian Mountains. They also found evidence, confirmed by allied tribes in that region, that many of the crude temples erected by the lizard men in their villages have been destroyed, and in their place strange, new temples have been built. The stone used to build them, basalt as black as night, was brought from the coast by troglodyte slaves. The investigators also found several excavation sites—confirming observations made the previous year—where the ruins of ancient cities appeared to be in the process of being uncovered.

In closing, the explorers mention that their lizard man sources informed them of similar activities far to the west, "across the long sea." (See *Fl. 12, Fe. 9.*)

**What This Means:** A long-dead menace, the Carnifex, has stirred once again, and they have built themselves an army to bring much of northern Davania under their sway. A great host of lizard man warriors is indeed marching to the western slopes of the Adakkian Mountains, and should they make it through, the Meghala Kimata Plains, and their war-weary inhabitants, would lie before them. Recognizing the importance of this information, the Kastelian Assembly will have messengers share it with all of the city-state's allies.

The last observation, that the Carnifex are equally active on the other side of the Adakkian Sound (the "long sea"), is paid little heed for now.

**What the PCs Can Do:** The PCs could have been part of the expedition to obtain the information, in which case they would have spent the past year skulking about the Amalur Lowlands, trying to avoid detection while learning as much as they could about the activities of the lizard men. Regardless of whether or not they took part in this mission, the PCs could be employed as messengers to bring the news to those lands that have agreed to stand against the lizard man horde, should it march against them.

## Fyrmont 8, AC 1019

### Fortification Plans for the South.

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

**Description:** Military advisors have devised a plan to avoid future surprise invasions from the southeast: They plan to construct a series of fortified towers to reinforce the already existing patrols in the region. The towers would be made out of stone if possible, or wood. The funding will come from the hoard brought back from Pyris. (*See Fe. 14; Fy. 12, Am. 9.*)

**What This Means:** The southeastern border is the most vulnerable area, now that relations with Mivosia have been “stabilized.” To avoid any unpleasant surprises, the Heldannic Knights decided that part of the treasure from Pyris should be invested in that project. Any other plans in the Heldannic-held region could be jeopardized if the humanoids can easily enter the Meghala Fithi River Valley.

**What the PCs Can Do:** Secure the area against any possible monster threat, and maybe find a way to speed up the construction.

### Escape at Dawn.

**Location:** Evil abbey, Eastern Black Mountains, Sind Desert. WB

**Description:** At the first light of dawn, a loud explosion blows the main gates and riders are spotted just out of long bow range. Moments later, another explosion rocks the chapel, filling it with smoke. The monks rush to the water wells to try to prevent the ensuing fire from engulfing the whole abbey.

Alatia sneaks into the abbey just seconds after the explosions, and uses the smoke screen to enter a crypt and trigger a secret passage. She swiftly sneaks into a large, damp cave, where she throws *fireballs* at the prisoners’ guardians. Minutes later, she *dimension doors* out of the abbey along with Thraïm and a limp, seemingly exhausted figure. (*See Fy. 4, Fy. 6; Fy. 13, Fy. 20.*)

**What This Means:** The explosions were real but they caused more smoke and fire than real direct damage. The riders outside the fortifications were just illusions designed to attract the sentries’ attention and prevent them from paying too much attention to events inside the abbey. The guards were surprised by the violence of the attack and opted to fight the spreading fire instead of trying to recapture escaped prisoners.

**What the PCs Can Do:** This could be a fun operation to perform for daring adventurers. Be careful to set medium-power opponents for the group. Fleeing from the abbey should not be easy.

## Miners Leave the Gold Hills.

**Location:** Bear Clan Lands, Atruaghin Territories, and City of Akesoli, Republic of Darokin. OW

**Description:** Without the protection of the Ystran House mercenaries and harassed by Atruaghin warriors, the last miners leave the Gold Hills, returning to Darokin. Bear Clan chiefs promise to let mining activities resume in the spring, provided they reach an acceptable agreement with the DDC. (*See Fe. 25, Fy. 2; Am. 7.*)

**What This Means:** Umbarth House has defeated Ystran House politically, and obtained the support of the Darokinian government. Now its trade with the Bear Clan lands is saved and the house will obtain most of the mining concessions next year. Ystran House will surely plot revenge.

**What the PCs Can Do:** If the PCs are Atruaghin or Darokinians, they should simply make certain that the miners leave the area.

## Fyrmont 10, AC 1019

### Thyatis and the League.

**Location:** Village of Portus Canium, Barony of Canium, Tranquil Coast, Thyatian Empire. NW

**Description:** Baron Honorine Canolokarius of Canium rescinds his vassalage to the Empire of Thyatis, and joins the Norwold League. (*See Va. 5, Kl. 19; Am. 17, Ei. 27.*)

**What This Means:** This is a clear demonstration of the intents, or lack thereof, of the Empire of Thyatis in Norwold: like the Alaphatian Empire, it has agreed not to push imperial dominion over this northern corner of Brun. Emperor Eusebius did not intend to pursue military conquest of Norwold, as Thyatis did in the past, but rather expand Thyatian trade in the region and thus economic dominance. The goals of the league are therefore very much similar to his, and he is content with letting the Thyatian colony and the other Thyatian affiliates “go native,” and become the vanguard of the increasing Thyatian commercial interests in Norwold. The truth behind this event is that Canium has been granted special privileges to act in the empire’s interest; much the same as an *exarchate* in principle but without the formal recognition as such. On paper, Canium is no longer a dominion of the empire, thus giving it the legitimacy it needs to join the Norwold League, but it is still bound to it in other ways. Eusebius still envisions Oceansend joining the empire as an *exarchate* someday, in which case he may join Canium to the city in order to create a stronger, more populous territory. Should that come to pass, King Olaf Yarrvikson would become the empire’s voice in the north. In the meantime, Thyatian spies will use Canium as the base for their activities throughout Norwold—and the same goes for Latela and other friendly dominions.

**What the PCs Can Do:** PCs who have become vassals of Thyatis at some point, or are close allies to the empire, will receive encouragement from the emperor to join the league and defend the empire’s interests there.

## Fyrmont 11, AC 1019

### Unleashed Fangs.

**Location:** Town of Luln, Kingdom of Karameikos. OW

**Description:** Residents are horrified to discover the slaughtered remains of a farmer in an outlying farm. Though humanoids are initially blamed, some local inhabitants insist that the attack was the work of werewolves. Local officials examine the area and find numerous sets of tracks, from large wolf-like creatures. Neighbors also testify of hearing howls that night. Lady Sascia increases patrols. (See *Fe. 11*, *Fe. 17*; *Fy. 14*, *Fy. 21*.)

**What This Means:** The attack is the work of a band of werewolves, calling themselves the Night Fangs. They are a militant band of werewolves from Glantri, organized by the Brotherhood of Wolves and Canine Protection Society to hunt Myndella down. The lycanthropes have searched for Myndella and picked up her trail in Darokin since pursuing her south into Karameikos. The Night Fangs made this attack out of bloodlust: Free of the confines of Glantri, they have found the wilderness of Karameikos liberating, allowing them to be werewolves. The Night Fangs have moved on, leaving the area by the time the farmer's corpse is found.

**What the PCs Can Do:** PCs involved with the hunt for Myndella may find their way to Luln, just after the attacks. If lycanthropes, they may even be discovered and blamed for them. Local PCs may be hired, or inspired, to track down the werewolves.

### An Unfortunate Maiden Voyage.

**Location:** City of Spearpoint, Kingdom of Surshield, Continent of Bellissaria, Nayce. AS

**Description:** Amid much fanfare, the *Seawarden*, the prototype of a new, smaller class of *submersible*, is launched from the port of Spearpoint. As the assembled crowd watches the vessel slide smoothly into the harbor, a commanding naval officer extols the strengths of the new craft, and how its more efficient design will herald a new era of Alphatian maritime prowess. His speech is interrupted after twenty minutes by an urgent message from a patrolling *skyskip*—a large collection of debris and bodies has surfaced over one mile out to sea. Losing no time, the navy cancels the speech, and commences a rescue effort, but it is too late. The *Seawarden* is lost, with all but two of her 24 crewmembers reported drowned. (See *Fe. 10*, *Fe. 14*; *Sp. 18*, *Sp. 26*.)

**What This Means:** Another consequence of rising commodity prices has begun to rear its head—some builders are beginning to cut corners in order to save money. In many cases, finished products may not look as nice as they used to, but they may also be of inferior quality, due to the use of fewer or cheaper materials. In the case of the *Seawarden*, the builder used lower grade wood and metal than had been called for in the designs, and reduced the number of spells cast on the structure during construction, to save even more money. The result was that, once the *Seawarden* submerged deep enough into the water, the pressure ruptured the hull, causing the *submersible* to implode suddenly. Only those crewmembers who had immediate access to magical protection managed to survive the ordeal.

The navy will salvage as much as possible of the wreckage, and conduct an investigation into the matter, which could take several months. In the meantime, *submersible* construction will be halted.

**What the PCs Can Do:** The PCs could have the adventure of their lives if they are crewmembers of the *Seawarden*, in which case they must survive the catastrophe at sea. The adventure might not be over for them, however; they might feel the urge to investigate the matter on their own, in which case they might uncover a bigger problem within Nayce than cost-cutting.

## Fyrmont 12, AC 1019

### Forton Burned.

**Location:** Town of Forton, Territory of Heldann, Heldannic Empire. OW

**Description:** Having assembled the bulk of her northern army in Neuhausen, *Ordensmeisterin* Anna von Hendriks leads her soldiers south, to take the neighboring town of Forton. While advancing along the coast, the vanguard reports seeing many pillars of dense smoke to the south. Not liking this news, Anna orders her troops to quicken their pace, and before long they encounter many bands of common folk, some riding horses or pushing carts, but many walking as though in a trance. It soon becomes apparent that these people are the former townsfolk of Forton, who were driven from their homes by the authorities, and told to head north. The last thing they remember seeing was the garrison setting fire to many of the buildings.

It soon becomes apparent that this was, indeed, the case—Forton has been put to the torch, and is blazing wildly. Realizing that there is nothing that she can do, Anna orders her troops to cordon off the area, and dispatches orders to Neuhausen to take in as many refugees as possible. (See *Fe. 22*, *Fy. 6*; *Am. 2*, *Am. 12*.)

**What This Means:** When *Ordensgeneral* Heinrich Straßenburger ordered a withdrawal from Forton, he also instructed the garrison there to burn the town once they had pulled out. He was certain that Anna would try to use the town's resources to her advantage, and so he made sure that there was nothing of value left behind. Once the fires subside, Forton will be little more than a blackened wall containing a field of ashes. An unanticipated side benefit for Straßenburger is that the townsfolk expelled by his forces will slow down Anna's advance. Realizing that she needs the support of the people against Straßenburger, Anna will try to ensure that as many refugees as possible are looked after, before resuming her march. The last thing she needs right now is a revolt. This will, in effect, grind her war machine to a halt for a couple of weeks.

Once her faction has secured the area, a similar arrangement will be concluded with Thyatis as was done for Landfall. Forton will take less time to be rebuilt, though.

**What the PCs Can Do:** PCs with access to clerical spells can heal the injured, or if they are proficient at building, they can construct simple shelters for the refugees. Otherwise, they can scout ahead to determine where the fleeing enemy troops have gone. If the PCs serve Straßenburger, they can be spies hidden amongst the refugees, tasked to uncover enemy plans or sow dissent.

## Reward for Gang Eradication.

**Location:** Cao Province, *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** Governor Lord Baigou Renlin increases the bounty on the notorious (but popularly beloved) southern bandit gang known as the Cedar Ghosts to an unprecedented 5,000 *teng* (25,000 gp). Any confirmed, useful information is still worth 1,000 *yab* (1,000 gp) but no one seems able or willing to come forward. (*See Nu. 11.*)

**What This Means:** The bandit gangs have become more active throughout Ochalea, raiding settlements more boldly. This gang, however, is also quite popular with the general populace, for it does not bully the lower-class Ochaleans like other gangs (and oftentimes officials as well) do. In fact, it often protects people from other threats, and is perceived as more benevolent than many bands (including the governor's tax collectors and guardsmen). This is not the governor's opinion, however.

**What the PCs Can Do:** The PCs can try and collect the bounty. They will find it hard to gather information from the local population, though they may at first mistake this for fear from the bandits.

## Plans Made for Vanyapolis.

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

**Description:** Both as a gesture toward the most conservative Heldannic Knights and to further tighten the order's grip on the region, a new town shall be founded about halfway between Polakatsikes and Parthenaeum. It shall be named after their beloved Immortal patron, Vanya, and be located on the banks of the Meghalo Fithi River, some 100 miles southeast of Deletria. It will act both as a trade center with the Meghalese nomads and as a deterrent for the Mivosian presence in Deletria. (*See Fy. 5, Fy. 8; Am. 9, Am. 27.*)

**What This Means:** Governor Wolfgang Stimmel realized that the Heldannic Knights need to spread and tighten their grip on their newly acquired lands. He hopes trade with the Meghalese nomads will strengthen the local economy. Naming the new town after Vanya is a gesture to the most conservative Heldannic Knights, who sometimes judge his politics to be too soft.

**What the PCs Can Do:** Adventurers could be useful for securing the region and surveying it for natural resources.

## Fyrmont 13, AC 1019

### Ylari Astrologer Discovers Two Moons Around Tarastia.

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

**Description:** At the Eternal University of Ylaruam, scholars and teachers assemble at the observatory for a grand presentation. Haqim ibn-Amar, a junior scholar of astrology, announces an astounding scientific discovery: The planet Manat (Tarastia to the rest of the Old World) has two new moons that are moving in retrograde orbit to the rest of its many moons!

Haqim presents his scientific findings, together with calculations and other documentation, and the amazing tale on how he first chanced upon the moons—He was gazing wistfully at the planet through his speculum, hoping for some inspiration for his astrological studies, when he chanced upon the strange movements around Manat. Haqim proposes to name the two moons Amn and Anbay (two figures from ancient Ylari mythology, before the time of al-Kalim, both associated with the Immortal Ashtiru, Patron of the Moon and Trickery), and gives a thorough report on the astrological significance of the discovery.

The Ylari scholars are simply astounded. Many excitedly look upward to the sky, to sight the retrograde moons themselves, while other look downwards, at the books and papers and other records of the study. Within the week, the scientific news has spread throughout the scholarly communities of the *emirates*, and within a fortnight, reports of the discovery has reached the major scholarly institutions in Darokin, Thyatis, the Karameikan School of Magecraft, and even the Great School of Magic in Glantri. (*See Fe. 4, Fe.20; Fy. 25.*)

**What This Means:** Whereas Ylari stargazing traditions at the Eternal University do not divide the scientific and mathematical study of planets and stars from the mystical interpretation of their movements and alignments, it is still an incredible feat for an astrologer, especially a young one such as Haqim ibn-Amar, to have made such an amazing astronomical discovery.

But the truth of the matter is that Haqim first learned of the retrograde moon of Tarastia from the notes he had stolen from the Mad Sage of Sulba, Karim al-Nazzer. Not wanting to rely solely on the scribbles of a madman, Haqim confirmed the discovery with his own astronomical observations, and in the process, found there was not one, but two retrograde moons on Tarastia! As a scholar in astrology, the easiest part was to find appropriate mythological names for the moons and to attach an astrological interpretation to the finding.

## Alphatians Detained.

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

**Description:** The Alphatians who are on their way out of Karameikos are intercepted by the Guard Phorsis while approaching the city by the King's Road. The Alphatians are escorted to the Foreign Quarter where they will be held while their possessions are searched. The Alphatians are furious, but also worried about the king's intent: will they be arrested and imprisoned? (*See Fe. 26, Fy. 1; Am. 12, Sv. 9.*)

**What This Means:** King Stefan was alarmed that a large number of foreigners, many former soldiers, would cross the countryside and march to the capital. There are already several armed bands that freely cross Karameikos's borders, especially in the east, and this one was potentially even more dangerous due to its size, its destination, and the still unclear intents of its leaders. Therefore, the king sent the Guard Phorsis to meet them.

Once it was ascertained that they were not armed and marching as a military force, they were led to the Foreign Quarter. The king, alerted by the Masked One about the sacking of the Karameikan School of Magecraft, wants to search the emigrants' belongings for stolen magics, and possibly for state secrets.

**What the PCs Can Do:** Alphatian PCs may try to sneak by the Guard Phorsis—especially if they have something to hide!

## Accident at the Construction Site.

**Location:** Canal Construction Site, North of Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Alphatia, Alphatian Empire. HW

**Description:** A severe accident occurs with the collapse of a freshly dug part of the canal, but the juggernauts react in an exemplary fashion. *Annabelle* and *Claudia* manage to hold back the avalanche of earth long enough that *Yvonne* is able to pick up the workers and carry them away. Only minor wounds are sustained, but the caterpillars are buried. *Annabelle* is only covered slightly and can free herself, but her sibling vanishes under the moving earth. *Annabelle*, *Benjamin* and *Evelyn* dig up *Claudia*, but she has sustained severe damage; the juggernauts drag her out of the trench but she appears to be destroyed. *Zas Ubul* sends for the transport ship. (*See Fe. 2, Fe. 27; Fy. 16, Ei. 23.*)

**What This Means:** *Claudia* saved the day, but it is questionable whether she will survive this accident.

## A Meeting with the King.

**Location:** City of Eyf, Forest of Carnuilh, Confederated Kingdom of Robrenn. SC

**Description:** After passing through the County of Morguen, where they were entertained by Countess Onnena the Sylvan, Paulus Angelinus and his companions arrive in the city of Eyf, the capital of the confederated kingdom. Impressed by the beauty of the city, which is almost entirely constructed of wood, the Thyatians spend several hours sightseeing and enjoying the local spectacles, before presenting themselves at the king's hall.

Before long, they are ushered into the main audience chamber, where Paulus presents himself and his companions to King Edwix II, son of the Night Harrow. The king listens intently to what he has to say, and afterwards grants them leave to stay in Robrenn as long as they wish, so long as they do not enter the sacred Forest of Carnuilh, which is forbidden to all but the druids, and so long as they abide by the customs of the land. Edwix thanks Paulus for the courtesy being extended by the Thyatian Empire, and before dismissing everyone, instructs his officials to negotiate with the Thyatians in good faith. (*See Fy. 1, Fy. 5; Fy. 17, Am. 21.*)

**What This Means:** Although King Edwix wields a considerable amount of influence due to the support of the druids, each dominion within Robrenn conducts most of its affairs as it wishes, so long as the laws of the land are not violated. Thus, from a trading perspective, this meeting was little more than a formality, as most of the "real" business would be conducted with the individual dominion rulers and their officials. Nevertheless, Edwix is widely supported in Robrenn, and any affront to him would not play well in the kingdom at all. The meeting with Edwix does, however, establish formal diplomatic ties between Thyatis and Robrenn, which will be worked out in more detail in the coming days. One of Paulus's advisors, *Claudia Silvestriana*, will remain in Eyf to assume her duties as ambassador, and to conduct minor espionage as the opportunity arises. Paulus will also leave a couple of soldiers behind to serve as *Claudia*'s personal guard, until a more formal embassy staff arrives from Thyatis.

**What the PCs Can Do:** The PCs can take part in the discussions, or they can explore the city of Eyf. Although Eyf is a relatively safe place, the Forest of Carnuilh—which borders the city on its northern, eastern, and southern sides—is inhabited by watchful forest spirits, and the mysterious druids of Robrenn. Should they enter the forest, the PCs can encounter almost any type of fantastic creature imaginable, orcish infiltrators from the north, and druids going about their business. If the latter are encountered, the PCs run the risk of being sacrificed to the patron Immortals of Robrenn unless they can escape. PCs who are interested in exploring Robrenn can remain here as *Claudia*'s aides, in which case they can do some spying of their own. Alternatively, a higher level PC might be selected to be the ambassador, instead of *Claudia*.

## First Night in the Desert.

**Location:** Eastern Black Mountains, Western Fringes of the Sind Desert. WB

**Description:** *Alatia*, *Thraim* and a less diminished Brother *Ignatius*, after some rest on the slopes of the Black Mountains, follow the clues they have been able to gather and head down to the desert in search of the convoy that held *Bertolucius*. They only travel by night to avoid being spotted from afar. (*See Fy. 6, Fy. 8; Fy. 20, Fy. 23.*)

**What This Means:** After *Ignatius*'s major wounds were healed, the trio decided to try to find the place where *Bertolucius* is held. Fully aware that most humanoid life forms in the desert are agents of the Master, they have opted for secrecy, even at the cost of swiftness.

**What the PCs Can Do:** Finding the right path out of the Black Mountains and away from the evil abbey might be fun. Remember that the patrols have been ordered to watch for intruders, and not to look for the escaped prisoner.

## Fyrmont 14, AC 1019

### The Exposed Fangs.

**Location:** City of Halag, Kingdom of Karameikos. OW

**Description:** An armed patrol from Halag is alerted to sounds of battle. Investigating, they find a solitary figure, a woman, surrounded by a group of werewolves. The arriving soldiers witness the woman take down one of the creatures, fairly easily. The werewolves quickly disperse, fleeing into the surrounding woods. The woman looks briefly at the fallen werewolf writhing in agony at her feet, then turns to flee into the woods as well.

The soldiers search the immediate area but find no signs of the woman or the werewolves. Turning to the fallen werewolf, the troops try to finish it off, but find their weapons of little use. They quickly bind the creature and ferry it back to the fort. The dying creature is questioned by the fort's head priest. He gets little from the werewolf, before the creature breaks from its bonds and is put down by the attending guards armed with silver weaponry. Dead, the creature returns to its human form. No one knows his identity and he does not appear to be a local.

The cleric summons the castellan to report his findings. He tells his superior that the werewolf was part of a hunting pack, called the Night Fangs, looking for someone they called "the slayer." The cleric assumes that this target was the woman, but could not get an answer from the creature before it broke free. He does note that the werewolf seemed terrified by this "slayer." The castellan files the information and forwards it to his superiors in Mirros. As a precaution, he strengthens the guard and, when possible, outfits them with silver and magical weaponry. (See Fe. 17, Fy. 11; Fy. 21, Fy. 23.)

**What This Means:** The patrol interrupted a battle between Myndella and the Night Fangs. The Night Fangs' leader, a man named Lucas Pétain, challenged her to a duel. Myndella struck him down in a nearly casual manner, using a weapon coated with silver powder. The wound imbedded with silver dust would not heal, even with the werewolf's natural healing abilities. The ease with which Myndella dispatched Pétain shook the confidence of his underlings, who fled from her as much as they fled from the patrol. It will take some time before they regain their composure to continue their pursuit.

The interrogation was lacking of information, though the castellan discovered that the Night Fangs are from Glantri and are hunting "the slayer," who has been killing their kind. In that, their efforts have failed as "the slayer" has lived up to her name. More information might have been forthcoming were it not for a precautionary *geas* spell cast on each werewolf before they left Glantri.

**What the PCs Can Do:** PCs involved with the hunt for Myndella may find their way to Halag, just after the attacks. If lycanthropes, they may even be discovered and blamed for them. Local PCs may be hired, or inspired, to track down the werewolves who may be in the area for a few days before continuing after Myndella.

## Apollo 1 Ready for Takeoff.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** The new *voidship* is finished, and Lady Ardana proposes to name her *Wakezun*. The rest of the team agrees, and the ship is named properly. With the exception of Ardana nobody uses this name though, calling the ship *Apollo 1* instead, and she has to bear with this nickname. Kossan, Iris, Olanth and Xanax are ordered to conduct some test flights near the tower, including at least one penetration of the *skysield*. Those flights will serve as the basis for the decision on who will board *Apollo 1* for the real mission into the void. The crew cannot consist of more than three persons. After a few days' rest Ardana will start repairing the *dynamo of flying*. (See Fl. 7, Kl. 4; Fy. 15, Fy. 24.)

**What This Means:** After long months of hard work the team is now able to fly into the void, or at least after the ship has proven her worth.

**What the PCs Can Do:** Courageous as PCs always should be, they might become crewmen of the *Apollo 1*. There is still time to qualify for the mission.

## Fyrmont 15, AC 1019

### Test Begins.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** Kossan and Olanth are the crew of the first test flight. It only lasts two hours, and does not go far away from the tower. *Apollo 1* works as designed. (See Kl. 4, Fy. 14; Fy. 24, Fy. 27.)

**What This Means:** Testing a new vessel is often boring and sometimes dangerous, but it is necessary nonetheless. Everybody hopes that there are no significant design errors.

**What the PCs Can Do:** If the PCs are part of the gang, it might be their job to test the *voidship* and detect any issues with her—without crashing her, if possible. Maneuvering difficulties, technical problems, and even in-flight encounters (with a dragon for example) are among the hazards that the DM may throw at them.



## Fyrmont 16, AC 1019

### Loss of The Fancy Dancer.

**Location:** Sea of Dread, off the coast of the Village of Sulescu, Kingdom of Karameikos. OW

**Description:** The Five Shires' merchantman, The Kholn, comes across wreckage off the coast of Karameikos near the village of Sulescu. Items recovered indicate that it was a Minrothaddan vessel, The Fancy Dancer, a fleet vessel of Merchant Prince Horace Delmist of Harbortown. The wreck is immediately blamed upon the rocky coastline and demands for a lighthouse are heard from the region's seafaring nations. It will be discovered soon that The Fancy Dancer was actually a victim of pirates from Fire Island, Minrothad Guilds. (See Fe. 3; Ei. 14.)

**What the PCs Can Do:** The PCs can become involved in several ways. The first way is for them to be on The Fancy Dancer when it is attacked, and be captured. Their survival and escape could be vital to discovering the truth. Other options include the PCs being hired by Merchant Prince Delmist to investigate and exact revenge. The attack could also be part of a plot against Delmist by a rival merchant prince. Bolstering his fleet's defenses could earn the PCs a bit of coin. Conversely, the PCs could be pirates or work to hamper Delmist's investigation and retributions.

### Claudia Leaves for Hospital.

**Location:** Canal Construction Site, North of Town of Tirenlos, Kingdom of Foresthome, Floating Continent of Alphonatia, Alphonatian Empire. HW

**Description:** In a bleak mood the canal workers watch how *Wilhelm*, *Xaver* and *Benjamin* move the paralyzed *Claudia* aboard the huge transport ship. The maneuver proves that the ship is not very well equipped for loading a motionless juggernaut, and the task is lengthy and dangerous. Finally *Claudia* is fastened and the ship can set sail. (See Fe. 27, Fy. 13; Ei. 23.)

**What This Means:** *Claudia*, despite being a construct designed for heavy work, is viewed as a kind of hero and everybody is heavy-hearted to see her leave, and the best wishes of the crew are traveling with her.

## Fyrmont 17, AC 1019

### An Elusive Quarry.

**Location:** Imperial Territories, Thyatian Empire. OW

**Description:** Soldiers from the County of Vyalia, the Barony of Biazzan, and the Duchies of Kerendas and Machetos march against the most recently reported goblin positions in the Kerendas Hills. Expecting pitched battles and sieges, the Thyatians are surprised to find only token resistance—many of the goblin lairs that are discovered are lightly garrisoned, and only a handful of patrols are encountered. Puzzled, the Thyatian commanders press on, and secure a number of strategic locations that will be turned into temporary bases while the campaign continues. (See Fe. 15, Fe. 21; Am. 6, Am. 27.)

**What This Means:** The rulers of the Thyatian dominions most concerned about the recent surge in goblin raiding decided that a joint military campaign was the best way to deal with the problem. Each territory contributed a small force with its own commander, supported by a handful of adventuring parties, for a total force of roughly 375 soldiers.

The Thyatians encountered little resistance because the goblins have withdrawn from the lands they were using as staging areas for their raids; they left behind enough warriors to make it look like the goblins were still active in the region, but the vast majority have already retreated northwards, to their original strongholds in the Altan Tepes Mountains. Over the course of their campaign, the goblins managed to secure a considerable amount of loot (which was their initial goal), and as a side benefit they diverted the attention of the Thyatians to their northwestern frontier, which allowed some of their cousins further east (in Halathius and Buhrohur) to raid other settlements. It will take some time before the Thyatians conclude that the two raiding campaigns are not related.

Over the coming weeks, scattered goblin patrols will attack the Thyatians to delay pursuit, and to let them think that there is still a sizeable goblin presence in the region. By the end of Fyrmont, however, the goblins will have managed to escape. The Kerendas Hills, in the meantime, will calm down, and more settlers will arrive in the coming years; although a pall of fear will still hang over the region.

**What the PCs Can Do:** The PCs can, and probably should, take part in this campaign. Although only a token goblin presence in the Kerendas Hills remains, they still pose a threat to settlers, and there is always a chance that stolen treasure can be recovered. Plus, the goblins are still disciplined foes. The Thyatians will continue their pursuit into the mountains themselves, where they will secure good locations to establish camps. During this time, goblin attacks will continue (the Thyatians are fairly close to the goblins' main strongholds, after all), but warriors will avoid capture at all costs. The goblins know that a pitched battle against the Thyatians in their own strongholds could very well go against them, and if not, any survivors could bring back more soldiers later. The PCs could be tasked with hunting down goblin patrols, and taking prisoners.

## Humanoid Student Dies in Laboratory Accident.

**Location:** Great School of Magic, City of Glantri, Principalities of Glantri. OW

**Descriptions:** A careless human student makes a fatal mistake with a concoction involving gray ooze acid, gargantuan blood, and diamond dust, producing a giant prismatic ooze, which expands rapidly and traps all living creatures within its weird substance, while dissolving all nonliving physical matter. Half a dozen students and the teacher are absorbed into the growing multicolored blob, which dissolves the walls of the adjoining rooms and melts through the floors to the lower levels. Other wizards and apprentices attempt to stop the thing, but quickly find that it is immune to their magic.

Fortunately, a powerful elven wizardess (who was conducting some private research in the Wizard Warrens below) discovers a peculiar characteristic of the ooze: that, like a *prismatic wall* or *prismatic sphere*, it is affected only by certain spells cast in a certain order. The wizardess successfully keeps the creature at bay, until the other masters of the Great School of Magic arrive to finally dispel it and free its captives.

Seventeen persons are injured and three are killed, including one of the humanoid students from New Kolland. Another humanoid, who is thought to have been killed, turns out to be the thoul, and eventually regenerates and rises from the dead. (See Fe. 3, Fe. 20; Fy. 27.)

**What This Means:** While laboratory accidents are hardly uncommon at the Great School of Magic, this particular episode is newsworthy because it involves some of the new humanoid spellcasters from New Kolland. While the humanoids are not at fault, the focus of the reports and rumors will be on them. Was it sabotage or simply a prank that got out of hand? Were they targets of a racist attacks or just incidental victims of an accident? Was the accident a result of their incompetence, and are humanoids really qualified for wizardry at the Great School of Magic? Some folks will even suspect the wizard-rogue Robin Moorkroft!

The elven wizardess is no less than Princess Carlolina Erewan, come to the Great School of Magic to investigate the *Radiance* and hopefully discuss it with Grand Master Harald Haaskinz. And while racial hatreds between elves and humanoids run deep, Carlolina is truly a good person and did the right thing in saving the students, whatever their race. Prince Kol XIV, who has a tenuous truce with Princess Carlolina, will learn of her heroic efforts, and thus not direct his antipathy towards Erewan in this matter.

**What the PCs Can Do:** Even with Princess Carlolina Erewan involved, the PCs can be kept busy dealing with a new magical monster in a highly dangerous situation. They must figure out what sequence of spells the creature responds to (refer to the descriptions of the prismatic spells for ideas), and they must also deal with crowd control, collapsing buildings, and maybe even wizard apprentices with mischievous or even malevolent intentions!

## On the Edge of Civilization.

**Location:** Town of Morigamna, Barony of Nemausa, Confederated Kingdom of Robrenn. SC

**Description:** The Thyatian expedition reaches the baronial capital of Morigamna, the first stage of its tour of Robrenn's northern frontier. Word of their arrival precedes them, as representatives of Baron Calturix the Bloodthirsty meet Paulus Angelinus and his companions, and escort them to the baronial hall. After arriving, the visitors are treated to music, and a splendid feast, and Paulus is asked by Baron Calturix to share his opinions on what he has seen of Robrenn so far. Paulus responds tactfully, but is honest in his view that the people of Robrenn are very generous hosts. Following the meal, the Thyatians share tales of their exploits thus far, and items of mutual interest (such as trade) are discussed. (See Fy. 5, Fy. 13; Am. 21, Am. 26.)

**What This Means:** Paulus is making a point of visiting as many dominions of the larger nations as he can, to minimize the risk of slighting some local lord—Thyatis might want something from one or more of these nations in the future, and anything that might provoke hostility is to be avoided. With the king's blessing, Paulus and his entourage will tour the northern frontier of the kingdom, both to view the fortifications, and to give the Thyatians an idea of Robrenn's importance as a country that is holding back the goblinoid tide. On the way, official visits will be made to the Barony of Sedhuen, the County of Suerba, and the Duchy of Avernus before returning to Dubrax to resume the voyage. During each visit, the Thyatians will meet with the local ruler, and discuss issues of trade and other matters, with a view to establishing ties.

**What the PCs Can Do:** The PCs can poke about in town if they like, or, if they have a death wish, they can descend the escarpment and hunt goblinoids in the lowlands to the north.

## Fyrmont 18, AC 1019

### The Typhoon Returns.

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

**Description:** The *skyship Typhoon* returns from its deployment to support Master Terari's expeditions. The vessel's cargo, both human and material, is offloaded and moved to Terari's facilities. It will take time for the expedition's findings to be studied. (See Fe. 20, Fe. 26; Am. 5.)

**What the PCs Can Do:** PCs serving Terari will find themselves spending a few days being debriefed. In the meantime, they might as well rest and recover from their ordeal.

## Meeting the Wizard's Wrath.

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

**Description:** For several days Bastian Rodens and Millington Vonaday have been searching for the tower of the wizard Graylock. Millington is beginning to wonder if this mysterious wizard even exists, and Bastian is getting frustrated that he cannot find his tower again. As they are about to leave the forests south of Akorros, they meet a robed figure, who indeed turns out to be the very wizard they were looking for. He is not pleased, however, and expresses disappointment with Bastian for bringing the priest to his abode after he promised not to reveal its location.

Surprised, Bastian begins to apologize when Millington tries to join the conversation and explain his presence. In response the wizard coldly comments that he has nothing to talk about with a priest. He then turns to leave as Millington mentions that he came to find out whether he is correct in believing that he needs to bring Dawn Henry, the thief known as Shadow, together with someone, or something, called "Dusk" to fulfill a prophecy concerning Itheldown Island. Graylock pauses for a moment, but doesn't turn around as he asks why Millington's Immortal has put him on such a quest. Millington briefly explains how he learned of the prophecy last year on Honor Island in Ierendi, but wasn't actually charged with the matter by his Immortal. With his back still turned, Graylock seems to ponder this for a moment, then calmly comments that they need to discuss this further. Without further comment he simply walks onward with the others following, and within a few minutes they arrive at his hidden tower that Bastian and Millington have tried in vain to find for days.

Inside the tower Graylock produces food for his guests, but warns them to stay on the ground floor of his tower. He then begins questioning Millington about what he has discovered concerning Itheldown Island and its curse. Millington gets the impression that the wizard is quite well informed on the subject already, but he doesn't learn much new information from the wizard, who clearly prefers to keep his knowledge to himself. After discussing it well into the night, Graylock states that he will provide assistance, but first he wants to see the thief, Shadow, alone. (*See Fe. 4, Fy. 2; Am. 1, Am. 12.*)

**What This Means:** It would appear that Graylock harbors animosity towards Immortals in general, and his disgust seems to extend to their mortal servants. No clue is revealed for the reason behind this feeling, but it is quite obvious to those present, particularly to Millington. Whether Graylock indeed knows more about the Itheldown curse is not clear, but Millington has little choice but to agree to his terms and see where they lead him, as he has no other clues to explore.

**What the PCs Can Do:** If the PCs are with Millington and Bastian, they should take care not to be hostile towards Graylock. Even if he isn't exactly friendly to the group, it should be clear that they came here looking for an ally and not to make an enemy. Inside Graylock's tower, they should also heed his warning to stay on the ground floor, as there are dangerous wards and guarding constructs who will take them for thieves and attack them if they decide to explore the tower beyond their invitation. Of course, that's not counting Graylock himself, who will scarcely be pleased that they ignored his request in his house. Rather than being subjected to harmful

magic, however, impolite guests will quickly find themselves *teleported* to a random location outside in the forest with no hope of finding the tower again.

## Fyrmont 19, AC 1019

### From the Depths It Came...

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

**Description:** Just as the defenders on Ionace seem to have the dusanu infestation under moderate control, a gargantuan dusanu more than 20 feet tall crawls up from below and marches on the city. Hearing of this, some sages speculate that this might be an example of a Gargantua specimen of the monster currently attacking Ionace, but soon after the large creature reaches the city itself and penetrates all defenses with not only monstrous strength, but also the ability to cast *lightning* spells at the defenders, when it's not throwing huge rocks or similar. Eventually it forces most of the aristocrats and other leaders and bureaucrats to flee the island before they become its victims too. (*See Th. 7, Ya. 5; Sv. 4.*)

**What This Means:** The huge dusanu is actually not a Gargantua creature, though it does explain the large concentration of rot fiends. The monster is the body of a storm giant infected by the dusanu spores, one among a number of storm giants who lived on the peaks of the Kerothar Mountains and found their way underground to escape the falling of the mountains when Alphatia sank a decade ago. Unfortunately they met and were infected by the dwarves, who had themselves been infected by the dusanu. However, a humanoid as large as a storm giant obviously requires a great number of spores to animate, and so the resulting colony forms a collective group mind far more intelligent than that typical of dusanu. The storm giant dusanu is able to telepathically contact common dusanu and even retains some of the abilities of the storm giant, which explains why it can cast *lightning* spells. The other dusanu naturally see this monster as their leader and follow its directions blindly. Though Nayce may be able to keep the monster at bay, few aristocrats will want to return to Ionace after this, and Nayce will have to look for a new seat of imperial power.

**What the PCs Can Do:** Plenty of fighting for adventurers here. Just be careful not to become part of the dusanu invasion...

## Fyrmont 20, AC 1019

### The Champion Joins the Race.

**Location:** City of Baraga, Merry Pirates Seas. HW

**Description:** Captain Saviola has decided to participate in the big race. After all, he is the champion from the last circle. There are now five ships in the race. (*See Ya. 27, Fy. 3; Fy. 24, Fy. 27.*)

**What This Means:** Late, but not too late, Saviola made up his mind. Nearly every pirate is happy about the decision, even his old rival Theodor Merryweather.

## Claim Jumpers!

**Location:** Town of Norfen, Republic of Darokin. OW

**Description:** The constabulary has been receiving the odd report of claim jumping [*the theft of another prospector's claim. Ed.*] for several months, but the number of incidents has spiked over the past couple of weeks, particularly in a newly explored area a few miles south of town where rich deposits are thought to exist. Although increasingly stretched thin by the general surge in crime, the chief constable decides to investigate the matter himself. (*See Kl. 17; Fy. 22, Am. 5.*)

**What This Means:** With the influx of so many people over such a short time, Norfen's constabulary has become overwhelmed, dealing with much more crime than has ever happened here before. As a result, criminals of every sort are operating much more freely than they would in a comparably-sized, established town elsewhere in the country. The power vacuum that exists here for the moment has also allowed organized crime to move into the area, and some families are employing thugs to gain control over the richest claims.

**What the PCs Can Do:** Criminally-minded PCs might be ones tasked with forcing the prospectors out, but more likely they might be on the receiving end of such treatment.

## Deep Under Cover.

**Location:** Western Sind Desert. OW

**Description:** The last few days have been very harsh on the three desert voyagers. It was all the more difficult as Alatia discovered that Ignatius was no longer able to use his clerical powers. Their water supplies had to be used with great care. Today, while approaching a rocky mountain rising from the desert, Alatia and her comrades venture into the rocky ravines in search of any water source, for their situation could rapidly worsen. They soon stumble upon a large party of gnolls accompanied by elves. The three friends, seeing no way out, surrender to the elves. Although well treated, they are led underground and imprisoned for later questioning. (*See Fy. 8, Fy. 13; Fy. 23, Fy. 24.*)

**What This Means:** The party has stumbled upon Graakhalians, the local underground inhabitants of the Plain of Fire. This encounter is indeed very fortunate for them because the Graakhalians control the few water springs in the region.

**What the PCs Can Do:** It is important to start this encounter with a very exhausted party. They should have no chance to escape the Graakhalians on their own territory. The best way would be to negotiate. Brute force can only lead to the party being decimated. Role-playing is the only way out (or in).

You can also have the party venture into tunnels and caves and only stumble upon the Graakhalians later or under different circumstances.

## Fyrmont 21, AC 1019

### Exploration Program Launched.

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

**Description:** For the last month and a half, speculations have been made about the other mystical spots in Davania. In an effort to better know the places (and people) they are linked to, special teams are to be sent through the gate to explore them.

The first mission is launched in the general direction of Vanya's Rest to try to have a better way to move troops from one place to the other. The party discovers that the mystical spot is located on an island in the middle of the great lake some 900 miles northwest of Vanya's Rest. (*See Kl. 16; Sn. 14, Ei. 3.*)

**What This Means:** This mission was ordered by Lord Clenarius von Schneiderheim.

**What the PCs Can Do:** The possibilities for adventure are endless. Just remember that two "gates" cannot be closer than 600 miles from each other. Any party would need a spellcaster of Name level to cast the spell needed to activate the gate.

### Ambushing the Ambushers.

**Location:** Thyatian Hinterlands, Thyatian Empire. DV

**Description:** The Order of the Crimson Guard conducts another strike against a Thratian resistance encampment, hitting it from above in a furious aerial assault. But this time, the Nightstalkers are ready. The encampment was set up to bait just such an attack, and while the members of the Crimson Guard are invisible to divination and scrying, the Nightstalkers' druid, Brien daughter of Maeve, was able to use a *crystal ball* to scry the encampment itself. She could see when the attack began from the impact on the Thratians in the camp itself as the spells and arrows hit their targets.

The Nightstalkers *teleport* in en masse to fight the Crimson Guard's strike team. The two forces seem evenly matched, but the Nightstalkers have the support of the Thratians in the encampment. After a long battle, the Crimson Guard members escape with relatively few casualties. (*See Th. 3, Fe. 14; Am. 9, Ei. 28.*)

**What This Means:** The Nightstalkers had the Thratian tribes set up several encampments that they watched via divination, setting out bait for the Order of the Crimson Guard. Over the following days they will be able to ambush the Thyatians in similar ways; they want to make good use of their new tactics. Today they gained an important victory, and the presence of these fake encampments will make the Thyatian generals scratch their head in search not only of a military solution, but also of a way to understand which camps are occupied and which are not—in order to avoid wasting precious time, beyond the already preoccupying waste of precious lives.

**What the PCs Can Do:** Take part in the battle, on either side.

## The Fangs Draw More Blood.

**Location:** Village of Vandevicsny, Kingdom of Karameikos. OW

**Description:** Shortly after dusk, a small trade caravan traveling from Darokin through Luln is attacked by a band of werewolves. The werewolves kill one horse and two caravan members before slinking off into the surrounding darkness. The merchant caravan makes haste to Vandevicsny and reports the incident. Lord Gustav Vandevic dispatches patrols, but to no avail. The village ruler initially posts a 100-*royal* bounty on all werewolves and a 10-*royal* bounty on all wolf pelts. It is quickly pointed out by the local clergy that determining the identity of a werewolf after its death is difficult as it returns to human form, and mistaken werewolf deaths could be a problem. The baron quickly retracts the bounties. (See *Fy. 11, Fy. 14; Fy. 23, Am. 3.*)

**What This Means:** The caravan encountered the Night Fangs, who attacked out of need for food as well as a bit of carnage, at the wrong time. Baron Vandevic's reaction demonstrates the difficulty in identifying a werewolf once killed. The bounties are pointless as the Night Fangs will quickly move on in their hunt, leaving "innocent" local werewolves to bear the blame.

## Fyrmont 22, AC 1019

### Oil Boom Gets Bloody.

**Location:** Town of Norfen, Republic of Darokin. OW

**Description:** Many of the residents of Norfen are shocked when they learn of the murder of the town's chief constable, who had been investigating the recent string of claim jumping in the area. A note, reading "Stay out of our way," was found on his body, which had been dumped in a well just outside of town. Some townsfolk blame the oil boom for the murder, and others decry the lack of law and order, but almost everyone agrees that someone should step in and set things right. (See *Kl. 17, Fy. 20; Am. 5.*)

**What This Means:** Not wishing anyone to discover its involvement in the claim jumping, and to warn others away, one of the crime families arranged to have the chief constable executed while he was investigating. Many of the original residents of Norfen are horrified at what has happened—not least because many of them knew the chief constable personally—and some will move away as a result. Word of the murder will spread to neighboring villages, and an aura of fear will descend on the area.

**What the PCs Can Do:** Unless they are in the area, news of this event will not reach the PCs—murder is not uncommon in larger towns and cities, after all. If they are in the area, the PCs could be contacted by the Norfen town council, and hired to track down the constable's murderer and bring him or her to justice. Alternatively, they can be hired by the Darokin Council to perform the same task. Of course, during their investigations the PCs are likely to find out about the involvement of organized crime, which may lead to a larger campaign to bring order to the region, or at least to keep things from getting any worse.

## Fyrmont 23, AC 1019

### Bodies Everywhere.

**Location:** East of Village of Vandevicsny, Kingdom of Karameikos. OW

**Description:** A group of woodcutters from Vandevicsny, returning to town after weeks of logging, comes across a grisly sight: in a small clearing lie the naked bodies of nine men and women, all dead and bearing the signs of battle. Some bear wounds caused by arrows, and several corpses still hold broken-off silver arrowheads. Others bear signs of spellfire and sword slashes. Most disturbing are the corpses bearing vicious tears, in particular at their throats. The woodcutters bind up the bodies and load them onto their carts and return to Vandevicsny, where they report their encounter and turn the bodies over to the baron's men.

After a quick examination, the dead are identified as being possible werewolves. In gratitude, the baron gives each woodcutter 50 *royals* for bringing the corpses to town. He then has the corpses attended to and officially closes the matter. He does write up a report, sending it to Halag, to be forwarded to Mirros. (See *Fy. 14, Fy. 21; Am. 3, Am. 7.*)

**What This Means:** The Night Fangs had come under attack once again, this time not having the benefit of soldiers to intervene. Myndella lived up to her "slayer" reputation, butchering the werewolves. One did escape, a man named Zabba Kael, who fled towards Sulescu. Baron Vandevic does not care who killed the werewolves, as long as they no longer pose a threat.

## Battle in the Caves.

**Location:** Beneath western Sind Desert. OW

**Description:** A mighty earthquake shakes the caves where the three prisoners are held. Soon after, orcs and giant worms spring out of the crumbled cave walls. The remaining Graakhalians are soon outnumbered and are forced to retreat and gather around their prisoners. Alatia and Thraim, who have escaped from the ropes binding them, launch a fierce attack and plunge deep into the monsters' ranks. There, Alatia releases several bolts of lightning from her concealed wand and scorches the biggest creatures. The Graakhalians, seeing the tide turning to their advantage, counterattack and pursue the remaining attackers, who flee in terror.

Later, the Graakhalians, who have decided to free the party, supply them with water skins. During the long conversation that ensues, they explain to Alatia that a well-armed convoy passed through the region several days ago, heading southeast and apparently guarding something or someone important. (See Fy. 13, Fy. 20; Fy. 24, Am. 6.)

**What This Means:** This attack had nothing to do with the presence of the Heldannic party. It was an attack devised a long time ago to free an important member of an orcish clan who was held in the same caves used to detain the Heldannic party. The earthquake that shook the caves also caused many cave ceilings to collapse and bury their occupants. Very few escaped alive.

**What the PCs Can Do:** This is a good opportunity for the Heldannic party members to shine and show their valor in combat against very fierce and savage orcish attackers. Some other mightier opponents should be added to spice up the combat. Plus, some high-level shamans are present and can trigger some nasty spells.

## Fyrmont 24, AC 1019

### Intermediate Report.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alphatia, Alphantian Empire. HW

**Description:** Kossan writes down a report about his worries about the air condition. During the last flight he observed a temperature increase inside the ship. The flight was only a few hundred yards below the *skysield*, and he is concerned by the way magic will work in the void (or, more to the point, how it may not work). Olanth and Xanax, who were part of the crew during that flight, shrug away these concerns as insignificant, as do the designers. (See Fy. 14, Fy. 15; Fy. 27, Am. 5.)

**What This Means:** The ship's design is quite new, and some minor faults are inevitable. Should there ever be another ship, the known faults would be addressed. Anyhow, the majority thinks that Kossan is worrying about nothing, and that the ship is fit to cross the void. The test flights will continue, but Kossan's chance of participating in the mission has decreased.

## The Race Starts.

**Location:** City of Baraga, Merry Pirates Seas. HW

**Description:** Five ships sail out into the Sound of Baraga for the race around the island. The question of who will return first seems to be the most important gossip (and gambling) issue in the Merry Pirates Seas at the moment. Participating are Captain Saviola's Hurricane, Captain Merryweather's Fast Food, Captain Liu's Tsingtao, Captain Hawthorne's Defiant and Captain Cato's Res Publica. (See Fy. 3, Fy. 20; Fy. 27, Fy. 28.)

**What This Means:** The pirates love all kind of games and competitions, and most are betting on one ship. Some are even betting on who will be sunk by whom.

## Farewell to Graakhalia.

**Location:** Beneath western Sind Desert. OW

**Description:** The Heldannic party bids farewell to their newly-made Graakhalian friends. They are blindfolded and led out of the cave network. Then, they hurry and hope to be able to make up for lost time. They are told that they should find an oasis where the previous convoy would have stopped. (See Fy. 20, Fy. 23; Am. 6, Am. 9.)

**What This Means:** Most Graakhalians are happy to see the Heldannic party leave for they all fear that they are bad luck.

## Water Burn Trials.

**Location:** Village of Arai, Kingdom of Jibarú, Orc's Head Peninsula. SC

**Description:** Clan chiefs and shamans convene in this major tribal settlement to spread the news: A direct hit by a water dart can burn a manscorpion to death! Phanaton warriors are dispatched with batches of water darts, with instructions to fire them at manscorpions rather than at fires. Gliders are sent south to Ji-Tapará to convey that knowledge to the southern phanatons, so they can use the tactic also. (See Fe. 25, Fy. 6; Am. 17, Am. 22.)

**What This Means:** More trials with water darts have had the same result: manscorpions die as a result of being soaked by the water. A direct hit from a water dart is required, though, as splash damage is not effective enough (in fact, it does not suffice to remove enough protective makeup to cause lethal sunburns). Also, weather control has proved ineffective, as the manscorpions then take cover from the magical rain as they do natural rain. Only the fast, direct hit of a blowgun with water darts (or directly with a water spell) leaves them no chance. The fact that the method is not particularly more effective than poisoned darts does not strike the phanatons.

The phanatons will now stop fighting the fires, and strike at their source: the Nimmurians.

**What the PCs Can Do:** The hunt for manscorpions is open!

## Fyrmont 25, AC 1019

### The Mad Sage Contests the Eternal University.

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

**Description:** An uproar occurs at the Eternal University of Ylaruam as Karim al-Nazzer, The Mad Sage of Sulba, emerges from his exile, demanding an audience with the High Master of Stargazing and Astrology. When detained by the routine ceremonies and academic bureaucracy, al-Nazzer flies into a rage, claiming that his astronomical discovery was stolen by the scholars of the Eternal University, and that credit for the discovery of the retrograde moons of the planet Manat (Tarastia) should go to him!

As the scholars of astronomy and astrology delay their audience with al-Nazzer, the Mad Sage begins casting threats and curses, but no one, not even the school guards, make any move against him. [*The Ylari fear violence against the insane, as they are "touched by the Immortals" and harming them even accidentally would mete out "the curses of a thousand demons!" Ed.*] One alert senior scholar has the sense of mind to usher al-Nazzer into one of several private guest rooms and lock him up to keep him out of trouble, while the masters and elders ponder the situation. (See Fe. 20, Fy. 13.)

**What This Means:** Karim al-Nazzer is in the right about the one moon of the planet Tarastia, and of the plagiarism of his discovery; but the young scholar Haqim ibn-Amar is the one who discovered the second moon using al-Nazzer's calculations. Moreover, al-Nazzer does have his detractors and academic rivals still powerfully ensconced in the Eternal University. At worst, they can have him imprisoned, maybe even executed if the matter is twisted enough; at the least, the credit for the astronomical discovery will be shared by both the Mad Sage of Sulba and the young astrologer. Ultimately, this is merely an academic matter riddled with controversy, religious factions, and political power-play that has grown out of proportion.

**What the PCs Can Do:** If the PCs are friends of al-Nazzer's, they may have accompanied him from his exile out of the deserts of Sulba, or they may have to protect him when he arrives in Ylaruam. Perhaps they may have to rescue him from prison, or even unlawful imprisonment at the university. On the other hand, the PCs may be working for the welfare of the Eternal University, one of Karim's old enemies at the school, or even religious fanatics of the Immortal al-Kalim or even Manat (Tarastia), and they will be tasked to rid Ylaruam once and for all of the threat of the Mad Sage of Sulba. (It would be easy to blow the situation out of hand to introduce more conflict and danger to the adventure.)

### More Ruins Found!

**Location:** Northern shore of Vulcanian Peninsula. DV

**Description:** After almost a month of sailing along the coast, the Thyatian expedition is almost despairing of finding anything even remotely interesting. They have mapped the mouths of numerous rivers, and, aside from having sailed along the fringes of a large swamp, nothing has broken the seemingly endless stretches of forested coastline. Early today, the sentry on watch reports the presence of strange rock formations, in the form of two pillars, rising from the waters just off shore up ahead.

Before long, everyone on board can see the pillars, and, as the vessel draws nearer, it becomes apparent that they are not natural rock formations, for they bear the faint marks of having been carved, and they are too similar to each other. Between the two pillars, which seem to frame a wide bay, the crew can see a shoreline covered with low, grassy ridges, which extend outwards into the bay in some places.

After dropping anchor, some of the expedition members scout the area, and within moments, they reach an exciting conclusion: the regular patterns of the ridges, and the gullies between them, appear to denote old walls and streets. The expedition has discovered the ruins of yet another city, this one apparently much larger than the previous one. (See Fe. 21, Fe. 26; Sv. 17, Sv. 24.)

**What This Means:** The Thyatians have discovered the ruins of the Lhomarran city of Erkalion, which was an island of civilization in an increasingly chaotic land following the sinking of Lhomarr. It survived the collapse of the Lhomarran Empire by almost 1,000 years. In its heyday, Erkalion was home to more than 200,000 people, and was a provincial capital in the old empire. It was also famous for the great statue of Xeron [*an ancient name for Ixion. Ed.*] that straddled the entrance to the city's bay, the weathered legs of which still remain. Even during its slow decline over the thousand years following the sinking, Erkalion remained a powerful city.

Julius will lead excavations here, which will last for a couple of weeks—Erkalion will turn out to be a treasure trove of fragmentary relics of the past. During that time, expedition members will uncover many items of interest, including jewelry fragments, coins (which match those found in the catacombs of the Mountain of Bones), and stones bearing inscriptions. The writing will also match samples found in the Isles of Steam, and it is from this information that they will deduce the city's name. Aside from the discoveries, another noteworthy aspect of Erkalion is its location; it is a natural port, with defensible hills surrounding the ruins. The members of the expedition will pay special attention to this, and Julius will recommend claiming the site for settlement, should a Thyatian outpost ever be planned for the region.

**What the PCs Can Do:** PCs of a more archaeological bent might undertake a few excavations of their own, or they might explore the forests surrounding the ruins, which contain the crumbling remains of even more buildings and the like—Erkalion was a large city, after all. If any forgotten sewers or catacombs are discovered, the PCs can likewise be called upon to explore them, or to act as guards.

## Fyrmont 27, AC 1019

### Final Test—Aborted!

**Location:** Void outside the *skyshield* of the Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** Iris, Olanth and Xanax are manning the *Apollo 1* during the final test. The penetration of the *skyshield* does not pose a problem and the *Apollo 1* can maneuver in the void as predicted, but atmospheric conditions become problematic. Inside the *voidship* it becomes too hot, and the flight has to be aborted. Iris manages to remain conscious, but her crewmates are knocked out. The ship returns to the Tower of Zynillith. Obviously the problem has to be addressed. (See Fy. 15, Fy. 24; Am. 5, Am. 26.)

**What This Means:** The ship is designed to keep the crew alive in the airless void, but due to insufficient knowledge about this strange environment Lady Polint has made a mistake that might require redesigning the ship. Kossan had warned the team before, but it had been shrugged away.

### Race into the Fog.

**Location:** Open Sea south of the Island of Baraga, Merry Pirates Seas. HW

**Description:** The five ships are not too far away from each other, and so all of them are caught by the same mysterious fog. The crews are unable to explain it, because fogs are quite uncommon in the Merry Pirates Seas. Time will tell which captain can handle the situation better. Some more superstitious sailors call this weather phenomenon “Protius’s pea-souper” or “Protius’s laundry.” The more enlightened pirate officers discard this theory as nonsense. (See Fy. 20, Fy. 24; Fy. 28, Am. 1.)

**What This Means:** Of course Protius is neither cooking pea-soup nor cleaning His clothes, but He is indeed responsible for this incident. For unknown reasons He is toying with a submarine volcano that produces this mass of mist. As usual His fellow Immortals overlook it.

**What the PCs Can Do:** A prayer might be helpful, but perhaps not. Only really experienced PCs could quell the volcano, but only if Protius will not hinder them. It would be more effective to negate the cloaking effects of the fog.

### Carlolina Escapes Aerial Assassination.

**Location:** Above the Glantrian Alps, Principalities of Glantri. OW

**Description:** Unable to have an audience with *Prin*g Harald Haaskinz at the parliament or the Great School of Magic for the past two months, Princess Carlolina Erewan finally learns that the grand master is indisposed at his fief, the border Principality of Sablestone. Princess Carlolina quickly arranges for a contingent of elven griffon-knights (an order first founded by her ally, the late Countess Aliana Nyraviel of Soth-Kabree) to escort her to westernmost frontier of Sablestone.

While flying over the Glantrian Alps, the entourage is beset by a pair of blue dragons, one mounted by a humanoid. The dragons attack the griffon-knights with claw, tooth, nail, and lightning breath, while the humanoid dragon-rider opens fire at the princess with crossbow quarrels and magical attacks.

Fortunately, trailing the princess from below is the elven hero Tel’Erond, who takes to the sky on a wyvern mount and saves Carlolina from sure death. Tel’Erond, the griffon-riders, and Princess Carlolina’s powerful magic eventually manage to chase away the heavily-wounded dragons, but not before the rider is knocked off and plummets to the earth. Tel’Erond’s followers search the grounds below and eventually recover the crushed body of the assassin, who turns out to be a dark-haired elf, disguised as an orc. (See Va. 18, Fy. 17; Am. 2.)

**What This Means:** With an attempt at Princess Carlolina’s life, one would usually think of Prince Kol XIV of New Kolland, the Free Armed Elven Resistant Youth (F.A.E.R.Y.) from Belcadiz, or even *Princesa* Carnelia de Belcadiz herself! But this strange, fearless, and almost successful attempt came from another quarter—the assassin’s guild known as the Unseen Hand, secretly lead by *Signor* Antonio di Tarento, Marquis of Dunvegan and ally to Princess Dolores Hillsbury of Fenswick.

Princess Dolores (secretly the evil night dragon Synn) was greatly disturbed by the loss of her pawns last year, particularly Prince Kol XIV of New Kolland and his humanoid hordes. In order to test the loyalty of her remaining ally *Signor* Antonio, as well as to embroil Prince Kol in an assassination scandal and generally cause more trouble between the prevailing factions of Belcadizan and Erewan elves, Princess Dolores chose the goody-goody Princess Carlolina Erewan as an easy mark for an assassination. It was then easy for the Unseen Hand to find a disgruntled Belcadizan elf to be the magically-disguised assassin and command the rogue blue dragons (subdued by Synn in a recent hunt as a night dragon) to attack Carlolina.

However, what Princess Dolores and *Signor* Antonio do not know is the uneasy truce between Princess Carlolina and Prince Kol, and that the elven hero Tel’Erond (of “Shadow Over Mystara” fame) has come to serve and protect Carlolina!

**What the PCs Can Do:** This event can provide exciting aerial combat, riding griffons, wyverns, dragons, or with any other magical methods! If the PCs do not have their own flying mounts or flying magic, then they could become retainers of Princess Carlolina or allies of Tel’Erond, both of whom could provide some means of flight.

On the other hand, PCs can be hired to investigate the assassination attempt, which would likely lead them to humanoids of New Kolland, the belligerent Belcadizans of F.A.E.R.Y., or maybe even the ruling family of Belcadiz itself! *Don* Miguelito de Belcadiz is, after all, a dracologist of the second circle!



## Fyrmont 28, AC 1019

### Fatal Encounters in the Fog.

**Location:** Open Sea south of the Island of Baraga, Merry Pirates Seas. HW

**Description:** The pirate ships participating in the big race are still crossing in the misty region in their desperate search for clear sky. Until now the ships have not met in the fog, but this changes dramatically as the Tsingtao rams the Res Publica, yet is able to break free without too much damage. The Res Publica's crew faces the much bigger problem of sinking.

Not long afterwards the Hurricane and the Fast Food meet, and both captains give orders to prepare ships for battle. When the crews report readiness, both captains open fire. Unfortunately in the meantime the Tsingtao drew near from astern, and the first shots hit the poor ship and her surprised crew. Saviola and Merryweather recognize their mistake at once, but continue their attacks nonetheless. Due to the fog the Tsingtao is able to break away after being hit a second time. The battle then comes to an abrupt halt as the attackers—those who wanted to fire at each other in the first place—lose each other in the fog. Both Barbarossa and Merryweather continue the search for quite a while, but they are not successful in finding each other. (*See Fy. 24, Fy. 27; Am. 1, Am. 2.*)

**What This Means:** Navigating is a difficult thing in such a fog, and this is the simple explanation for the crash between Tsingtao and Res Publica. That the ramming ship runs into the middle of a battle between the old archfoes is plain bad luck. Saviola and Merryweather have had to learn the difficulties of navigating and fighting in a thick fog the hard way—though it was mostly hard on the Tsingtao, really: none of the two rivals has taken any damage.

**What the PCs Can Do:** The biggest problem is still the fog, and it would be a good idea if the PCs could do something to counter its effects. Otherwise they will have to do their very best in the aftermath of those incidents.

## Topic of the Month

### The Varadghíri

*Our sources have managed to obtain yet another extract from the journals of Julius Ambrosius, who leads the Thyatian expedition to Davania. We trust that the readership of the Mystaran Almanac continues to find these rare insights into the doings of the notable personalities of our world to be interesting, and entertaining.*

#### Fyrmont 1, AC 1019

As we resume our journey, I must reflect upon the most interesting experiences I have had in the Kingdom of Varadghír. Before seeing the wonders of this small kingdom—in what is, perhaps, the most remote part of our world—I would never have thought that the orcish race would have been capable of anything approximating what we call “civilization.” In this, as with many experiences I have had thus far, I have been proven wrong. Along with my companions, I have seen cultivated

fields, roads, bridges, towers, and walled towns—in short, the hallmarks of an established culture.

Our surprise at being surrounded by such comforting amenities was, I think, reflected by our hosts, who seemed surprised at seeing civilized humans. Throughout our time in Varadghír, I have tried to learn more about these barbarian tribes who harass the orcs with such ferocity, but the Varadghíri are a closed-mouthed folk—especially with outsiders, it seems. Everywhere we walked in their country, the locals stared at us, and many sought to avoid our presence whenever they could; even in their capital city this was the case. Upon asking our guides about this, we were told simply that, in this land, humans were always associated with destruction and savagery. It was only after our audience with King Graghaal that we learned the full extent of the barbarian menace: Varadghír was once a vast kingdom, it seems, but the orcs have steadily lost ground over the years. The only other nations known to the Varadghíri are the enigmatic Three Kingdoms, which lie far to the east along the so-called “Rim of the World,” and the reclusive sea traders from a place known as Arath, whose small vessels are said to ply all the known seas. Neither of these folk have visited Varadghír in living memory, which in many ways explains the reluctance of the Varadghíri to trust outsiders, but there must be more to the story than that.

The Varadghíri, despite their aloofness towards us, were nonetheless quite curious about events in our part of the world, and the doings of their distant cousins. The fact that we spoke Orcish—known to the Varadghíri as the Old Tongue—put us in good stead, but they were uniformly dismayed that the orcs of Brun are a savage lot. Obviously, they have not been in contact with other orcs, even the jungle orcs of other regions of Davania, for many, many years. Our hosts were also quite interested about the doings of the Immortals, as well—more specifically, which Immortals were revered by our people above others. We were quite taken aback by the directness of such a question, but ascribed it to the quirks of a foreign culture. We answered as fully as diplomacy and tact demanded, but our hosts seemed somehow pleased. Clearly, the Varadghíri are a spiritual people, as evidenced by respectful references to various Immortals that pepper their speech. From what I was able to glean from our discussions, the Varadghíri believe that their destiny is tied closely with the fortunes of a pantheon of Immortals, and so long as they are venerated widely, Varadghír will endure.

What more can I write at this point? I must discuss the events of the past few days with my companions, and from that, I will furnish a more extensive report to the emperor. Given their level of civilization, the Varadghíri could prove to be very dependable allies in this part of the world.

#### Fyrmont 2, AC 1019

We just held a meeting in my cabin concerning what we had seen in Varadghír. Clearly, the emperor will be most interested in what we have found—particularly those matters relating to the trading potential of the kingdom, as well as...

*[More follows, but our sources were unable to obtain the rest. It seems we may have to send a correspondent of our own down to Varadghír, if we wish to learn more about this strange kingdom on the far side of the world. Ed.]*

# Ambrymont

## Ambrymont 1, AC 1019

### A New *Barón* for Gargoña.

**Location:** Town of Ciudad Real, *Baronía de Gargoña*, Savage Baronies. SC

**Description:** The interim government of Gargoña steps down, acknowledging the claim issued by *Don Marco de Rivera*. Without delay, Marco goes to the baronial palace, and declares himself as *Barón* Marco de Rivera. He then accepts the resignation of the governing council, and issues a formal proclamation that, as *barón*, he will speak for the people of Gargoña and defend their interests against all who would do the *baronía* harm. (See Fe. 13, Fy. 7; Ka. 17, Ka. 28.)

**What This Means:** *Don Esteban* has achieved his goal of gaining control over Gargoña. In the weeks and months to come, he will reorganize the country's army to make it combat-ready once more (ostensibly for the purpose of retaking the northern half of the country from *Narvaez*, but *Esteban's* interests lie elsewhere), and he will eliminate potential rivals discretely, using his cadre of thugs. Drawing on his own resources, and those of the nobles he has either cowed or persuaded to support him, he will complete the reconstruction of Ciudad Real and other villages that suffered during the war, as well as fortify the frontier along the *Rio Copos*. As time passes, *Esteban* plans to be seen as a decisive, strong *barón* who inspires confidence and loyalty—most of his potential rivals are already dead, anyway.

**What the PCs Can Do:** There is little the PCs can do at this point, apart from continuing to investigate the *barón*; although they will have to be more discrete about it once he is in power. If they are employed by *Esteban*, the PCs might be given the task of tracking down any remaining opponents to his rule, and eliminating them quietly.

### Bronsdale Burns.

**Location:** Village of Bronsdale, Republic of Darokin. OW

**Description:** The townspeople in the fishing village of Bronsdale by Lake Amsorak are suddenly interrupted from the quiet everyday life when a fire breaks out in the village. Though some try to put out the fire, most of the villagers flee their burning homes in horror. Some terrified villagers make comments about how the tragedy was caused by the “wolves of fire.” (See Kl. 17, Fy. 18; Am. 12, Sv. 3.)

**What This Means:** The fire was caused by a group of howling demons released by the roaring demon, *Razrog*, from *Itheldown Island*. The howling demon is a four-armed wolf-like humanoid creature with the ability to use magical fire and cause fear and horror around it. It will take the authorities in Darokin a few days to investigate the matter, at which point they will find that only about a third of the village survived the fire. All of the villagers who remained to put out the fire are found dead, presumably having been caught unawares by the

fire. In truth they were killed by the howling demons, who then burned the bodies, but that may take some time to put together. Meanwhile the howling demons will continue to randomly terrorize the countryside and torch settlements in the area.

**What the PCs Can Do:** Demons on the loose and terrorizing the local townsfolk? What more do true adventurers need to know? True, they may not know that this is the work of demons yet, but when villages mysteriously burn, it should certainly entice curious adventurers to investigate.

### The Eternal Fog.

**Location:** Open Sea south of the Island of Baraga, Merry Pirates Seas. HW

**Description:** The *Defiant* is the first ship to leave the fog, and Captain Hawthorne sets a course for Floresque. Elsewhere, the *Hurricane*, the *Fast Food* and the *Tsingtao* are still struggling to find clear skies. The badly hurt *Res Publica* has not yet sunk, but the exhausted crew is still trying to repair the damage, and therefore she is drifting in the fog. (See Fy. 27, Fy. 28; Am. 2, Am. 3.)

**What This Means:** Sheer luck gave the *Defiant* the chance she needs. The other ships are still lost in the fog, and the *Res Publica* has much more urgent matters to handle.

## Ambrymont 2, AC 1019

### Clovefist Arrives in Cinsa-Men-Noo.

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

**Description:** Clovefist has taken members of his clan in *Minrothad* to help his great-grandfather build his canals. It has taken a long time, but in total 300 dwarves and 100 *Siswa* elves accompany him to complete this task. (See Kl. 12, Fe. 28; Sv. 22, Ka. 5.)

**What This Means:** *Mujibur* has acquired immense wealth to pay for such excursions, and he has also many converts to the *Ylari* religion. In his travels he stayed for a while at North Island in *Minrothad*. There he met *Torcرفت*, *Clovefist*, and the strange elven culture called the *Siswa*. After a series of debates, *Mujibur* was determined to be a wise man or *samadhi*. Many of the *Siswa* adopted many of *al-Kalim's* philosophies, and word spread through much of the *Elsan* clans as well.

**What the PCs Can Do:** Besides the Northman emigration on *Klarmont 12*, these are the strangest adherents to the *Ylari* religion. They also carry a new fervor, much different from the teachings of *Elyas* in the Quiet Way. If characters remember the *Siswa* from B7 (*Rahasia*), they will be shocked by the more outgoing *Siswa* of *Ylari* faith. What is stranger than dwarves and their acceptance of the faith is their “brotherhood” to the elves.

## Black Lion Takes Flight.

**Location:** Town of Klevermund, Territory of Heldland, Heldannic Empire. NW

**Description:** The relative peace of this bustling town is shattered, as the great clamshell doors of an immense, recently constructed structure in the town's northwestern corner grind open for the first time. Townsfolk gather on the great field that surrounds the building, as over 100 men are seen pulling ropes connected to something within the building. Soon, a great prow, bearing the growling visage of a black lion, comes into view, followed by a long, very large, ovoid body. The men continue pulling, and more people gather to watch the spectacle, until the strange contraption is brought into full view. It is a long, bloated cylinder, with a lion's head for a prow, and four great fins at the rear. Along each side is a great lateral fin, below a giant painted image of the black lion of the Heldannic Order, as well. Beneath the oval is what looks like a passenger compartment of some sort, which, although dwarfed by the structure above it, is quite large in itself, measuring over 30 feet in length. On each side of the compartment are two fan-bladed structures, one above the other, and held out from the sides on metal struts.

While the crowd still gapes at the sight before them, Hermann Adalard, the former *Landmeister* of Oceansend, presents the Black Lion, "the latest weapon in our ceaseless campaign against the usurper, Heinrich Straßenburger, a product of human, dwarven, and gnomish ingenuity in the service of the Heldannic Order." He then enters the passenger compartment, which is already occupied by a handful of gnomes, dwarves, and knights, and, with a great roar, the craft rises slowly into the air, its rotors whirring. The crowd still stands amazed as the dirigible turns slowly southwest, and vanishes into the distance. (See *Fy. 6, Fy. 12; Am. 12, Am. 24.*)

**What This Means:** Anna von Hendriks's plan has finally borne fruit—the dwarves of Kildorkak were able to duplicate the Oostdokian zeppelin structure, and the small cadre of gnomes from the Falun Caverns built the required machinery to make it work. Thus, after many months of work, and at considerable expense, the Black Lion has entered service. Anna had chosen Klevermund to be the center of activity, and had a hangar built—with the help of dwarven engineers—for this purpose. Fearing that Straßenburger's spies would learn about the project's specifics, the work was completed within the hangar, but the structure was placed within town to ensure that everyone knew something was going on—all the better to keep one's enemies guessing.

For the time being, there will be only one zeppelin; Anna's faction does not have enough money to pay for another. Depending on how the Black Lion performs in upcoming conflicts, more might be constructed in future years as replacements to the *warbirds*. Even so, the fact that the zeppelins require their own power sources, and are very labor-intensive, and expensive, to build, means that there will never be very many of them. In the meantime, the hangar's security will be strengthened even more.

**What the PCs Can Do:** If they have served Anna loyally before, and are of mid- to high-level, the PCs might be given the task of guarding the hangar while the zeppelin is under construction. This is a position of great importance; only those working on the project directly, even after the launch, are allowed inside the hangar. PCs working for Straßenburger will

have an extremely difficult job ahead of them if they try to infiltrate the hangar, but it is possible to do so with the right talent.

DM Note: If you have the *Champions of Mystara* boxed set, the Oostdokian airship information card will provide you with a rough idea of how the Black Lion is laid out. The main differences are that it is about twice as large—primarily because it is scaled to human size—and there is a *blight belcher* located in the lion's mouth on the prow.

## Carlolina Seeks Enlightenment about the Radiance.

**Location:** Principality of Sablestone, Principalities of Glantri. OW

**Description:** The villagers of Kern are astonished to see a flurry of large griffons, bearing a regiment of soldiers with the Erewan coat-of-arms. These hardy frontiersmen are even more surprised when they see that leading the squadron of griffon-knights is none other than Princess Carlolina Erewan, goodhearted but embattled ruler of the Erewan elves.

At Sablestone, Sir Dominick Haaskinz welcomes the good princess warmly but uneasily, since *Prinz* Harald Haaskinz (the "Reluctant Prince") has in all politeness declined an audience, owing to his poor health. Undeterred, Princess Carlolina gently reminds Dominick of "the patience of the elves."

Later that evening, Princess Carlolina is invited to the prince's private study. (See *Fy. 27; Am. 15.*)

**What This Means:** Princess Carlolina has good reason for flying in from Glantri City (and surviving an assassination attempt!) to meet personally with *Prinz* Harald Haaskinz, who for the better part of the year has been indisposed and more reluctant than ever to perform his princely and even scholarly duties.

First, Carlolina approached Harald so that she may wield the magic of the *Radiance* to protect Erewan and perhaps all of Glantri. For many years, she has known of its existence, but only recently had she pieced together enough knowledge of its nature and powers, and the possible identities of its keepers, the secret Brotherhood of the *Radiance*.

Secondly and more importantly, with the advice and at the urgings of Tel'Erond, Carlolina has realized she and other forces of good must muster their powers (including the *Radiance*), to defend Glantri against the most insidious danger of all, the evil Queen of the Night Dragons, Synn. Carlolina discovered that Synn was the *agent provocateur* behind many evil plots—the lich Deimos in Darokin (D&D *Tower of Doom* arcade game), the "Shadow Over Mystara" in Aengmor, and even the opening of the Dead Place in Ylaruam—and linked to another agent of chaos in Glantri, Princess Dolores Hillsbury!

*Prinz* Harald, on the other hand, is unwilling to initiate the elven princess into the Brotherhood of the *Radiance*, mainly because he fears the corruption of the Radiant Voice, which caused his breakdown and has influenced the rest of the brotherhood malevolently.

The matter will remain unsettled, but with Carlolina far from being deterred by Harald's reluctance.

## Clear Skies.

**Location:** Open Sea south of the Island of Baraga, Merry Pirates Seas. HW

**Description:** The fog vanishes, and three captains set their courses for Floresque. Captain Liu has used the time in the fog to repair as much damage aboard the *Tsingtao* as possible, but he cannot sail as fast as before. Captain Cato sets course for Baraga Island as the ship is still in danger: his crew has been able to keep the *Res Publica* afloat after the crash, but the damage is too heavy. (See *Fy. 28, Am. 1; Am. 3, Am. 5.*)

**What This Means:** Whatever he might have been doing, Protius is done now and the fog dissipates under the merciless rays of the Red Sun shining down onto the Merry Pirates Seas. The *Defiant* is one day ahead, but this does not preclude Hurricane or Fast Food from winning. The *Tsingtao's* chances are lower, or virtually non-existent.

## Ambrymont 3, AC 1019

### The Vastergardic War.

**Location:** Town of Morden, *Jarldom* of Haltford, Kingdom of Soderfjord. OW

**Description:** For the past few months, the rule of Hoskuld Harekson in Vastergard has been alarming and dismaying his neighboring *jarls*. Today, they announce a war of liberation against his usurpation. Forces from the *Jarldoms* of Haltford, Vandermark, Rogaviki, Highland, and Heddesfjord will all march in unison—led by Hoskuld's exiled brother, Hogni—to demand Hoskuld's overthrow. (See *Ya. 19; Am. 9.*)

**What This Means:** In spite of the many *jarls* allied against Hoskuld, this war will not be an easy victory for his enemies, and Hoskuld knows it. He is not without allies of his own, though they can't declare themselves openly, and he has the full backing of the cult of Loki. Also, many of the *jarls* opposing him are more interested in grabbing a slice of Vastergard's forestland or fishing grounds than deposing Hoskuld himself—which provides a perfect opportunity to sow dissent in the enemy ranks. With Ragnar removed from the throne, there is no one to prevent the *jarls* of Soderfjord from resuming their sporadic squabbling—if ever Ragnar had the authority to prevent it, anyhow.

**What the PCs Can Do:** The *jarls* of the Morden-based coalition are always willing to recruit more troops, at good pay. Exactly what the PCs are sent to do depends on their level of skill. Hoskuld will also be looking for extra warriors, though it's unlikely the PCs would be willing to serve under him.

## Stranded.

**Location:** Island of Baraga, Merry Pirates Seas. HW

**Description:** The *Res Publica* reaches the Island of Baraga. The immediate danger is over, and the crew has much more time to repair the ship to return to a well-equipped harbor. (See *Am. 1, Am. 2; Am. 5, Am. 7.*)

**What This Means:** The race is over for *Res Publica*, but nobody died, and they should be able to bring their ship home.

## A Matter of Communication.

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

**Description:** A parcel of letters arrives from Halag. Lord Korrigan looks over the reports, noting the attacks by the werewolves. The seneschal of the royal estate is greatly concerned over this series of attacks. The western regions of the kingdom have tended to be isolated and overlooked by the throne; the crimes of the Black Eagle are one of the prime examples of these oversights. The truth is that travel through the western regions is limited to the Westron Road, leading to Radlebb Keep. Travelers to the more southerly settlements do not benefit from such a maintained and patrolled road. With some reluctance, Lord Korrigan calls for Sir Tyern Malkov, of the royal engineers. (See *Fy. 21, Fy. 23; Am. 7, Sv. 11.*)

**What This Means:** Karameikos has a fairly good system of roadways, used for defense as well as trade. The roads are regularly patrolled and are considered to be mostly safe for travel beyond the safety of the kingdom's urban settlements. The western settlements depend upon the Westron Road, a single stretch of roadway cut through a large expanse of wilderness.

The royal engineers have long desired creating a stretch of roadway from Mirros, through Marilenev, along the coast, to Sulescu, through Vandevicsny, and ending at Halag and the Westron Road. The basis of this roadway is already present in the form of crude cart paths used by the locals. However, construction of the road is politically problematic. Lord Korrigan has called his most trusted friend in the engineers to look into the matter.

## Academy Tower Completed.

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

**Description:** Thanks to the help of many powerful Darokinian wizards, the academy tower in Darokin City is completed well before the set deadline of the end of the year—although the furnishings are a bit rough by many a present wizard's standards. Bastian Rodens can now initiate his courses, and he does not lack for prospective students, as many young Darokinians have heard about the school or saw its construction in the capital during the past months. (See *Ya. 8, Fy. 18.*)

**What This Means:** Now, Darokin has its school of magic to rival those of Glantri, Thyatis, Karameikos, and distant Alphatia, and the dream of Bastian Rodens has come true. To make the school functional and efficient will not be easy, but Bastian and many other Darokinian wizards are determined to succeed!

**What the PCs Can Do:** Foreign wizards from Glantri or Karameikos could try to sabotage the new academy with innocuous pranks or attacks against the building, even if they do not have the intent to kill anyone. PCs could be hired by Bastian to prevent any problems during the inauguration ceremony.

## Devil Is a Pirate Ship's Enemy.

**Location:** Northern Sea of Dread, South of Kingdom of Karameikos, North of Kingdom of Ierendi. OW

**Description:** The hin pirate ship *Daggersting* spots a fat Thyatian merchantman, the *Pride of Lucinius*, laden with cargo, and gleefully sails to attack their hated traditional foes. Just as they are firing their warning shot, two huge shimmering black “things” resembling devil rays wink into view overhead. Each fires a salvo of meteors into the *Daggersting*, which explodes in a torrent of fire and sinks almost immediately. The survivors, two hin pirates and the ship’s “maiden,” are fished out of the wreckage by the *Pride of Lucinius*. (See Fe. 1.)

**What This Means:** Thyatis’s two *Devil Ray* class airships, the *Creative Destruction* and the *Spontaneous Order*, were tracking the *Pride of Lucinius* for training purposes. The *Daggersting* just chose the wrong target. Thyatis constructed one *Devil Ray* in AC 1017, but the senate cut funding when they decided it was an inefficient use of resources—the cost was too high. Eusebius was not convinced, and as Duke of Thyatis financed the completion of a second *Devil Ray* out of the income of his duchy. But faced with that cost, his enthusiasm over “gold-plated” airships cooled as well. The two *Devil Rays* are highly capable warships nonetheless, and are completing their testing period.

The hin pirates are turned over to Thyatian authorities in Terentias, where they are tried and ultimately sentenced to a life of hard labor in the mines of inland Thyatis, where they will never see the sea again—and possibly not even the sun or sky.

The “maiden,” Lady Josaca Pelacios, vows revenge against her former captors, and sets herself to fitting out, equipping, and hiring a crew for a privateer of her own. It turns out that most women do not like being held as ship’s maidens. Josaca turns her attentions to mastering the art of the cutlass, eventually becoming a skilled swashbuckler.

**What the PCs Can Do:** Characters might be hired as part of the crew of the *Dread Maiden*, the ship commanded by Lady Josaca Pelacios.

## Ambrymont 4, AC 1019

### Mivosian Finding.

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

**Description:** Reports reach Polakatsikes that spies working in the region controlled by Mivosia have discovered old Milenian ruins. It is currently being explored by Mivosian adventurers. Governor Wolfgang Stimmel orders more spies into the region to gather more information about the ruins and what can be found there. (See Fe. 14.)

**What This Means:** One of the Mivosian patrols north of Deletria found the remnants of a big Milenian city. The high grasses made it difficult to assess the size of the ruins but they are thought to be extensive.

**What the PCs Can Do:** DMs are free to place as many ruins in the region as they wish, since the area in question is not close to present-day trails. Any danger can be encountered, not counting the Mivosian agents crawling around the ruins to guard it from other potential lurkers. Tensions might rise in the region, especially if the PCs get caught. Mivosian PCs can participate in the exploration, or they can protect the site from Heldannic spies or monsters.

## Ambrymont 5, AC 1019

### More Death in Oil Country.

**Location:** Town of Norfen, Republic of Darokin. OW

**Description:** A prospector comes across an oddly silent camp while en route to his own claim. Curious, he investigates the site, only to find that the occupants have all been killed! Word of the deed spreads like wildfire, and once again many people in Norfen are alarmed at what is happening to their part of the country. Before long, rumors of all sorts are circulating: some people say the victims were killed by rival prospectors, and others say the criminal gangs are behind it all. (See Fy. 20, Fy. 22.)

**What This Means:** The explanation for the killings is far simpler than many locals would think. The prospectors had ventured too close to the nest of a dwindling tribe of lizard men, whose habitat has been shrinking rapidly due to the drying of the Malpheggi Swamp. The locals are unaware of the lizard men, but the tribe has been watching the humans for decades, ensuring that no one discovered their nest or sacred grounds—those who did “disappeared.” With the recent oil boom, more humans are venturing deeper into the swamp, and the lizard man tribe feels that it will soon have to fight to survive.

**What the PCs Can Do:** Should the PCs investigate, they should be able to figure out what really happened, and possibly make contact with the lizard men. The question is, what do they do? If the PCs tell the town about the lizard men, they, or other adventuring parties, will be asked to hunt down the creatures and make the area safe. If they do not tell anyone, they may be able to help the lizard men find a new home, farther away from the town. Or, they may come up with an entirely different solution to this moral dilemma.

### Damage Report.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** Lady Polint has finished her inspection of the air-conditioning enchantments, and she believes that she can fix the problem. It will consume time and money though. (See Fy. 24, Fy. 27; Am. 26, Am. 27.)

**What This Means:** Polint thinks that the necessary time and money will be lower than the costs for a totally new ship. It is to be hoped that she is right.

## Terari Reports.

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

**Description:** In a closed meeting with the Naycese Council, Master Terari delivers his official report on the expeditions, the undead, and the *Phylactery of Agmas*. He explains that the parchments recovered from undead forces had revealed their interest in a reclusive mage living in the Kingdom of Turmoil, on Bellissaria. That mage was considered an expert in the field of magical items, boasting a sizable collection of her own. The undead probably saw her as a means of discovering the location of the phylactery, perhaps believing that she might even have the item in her collection.

The mage was aware of the phylactery, though she knew nothing of its power and function. She was intent upon studying the item, but found that it had been confiscated by the imperial throne as a danger to the empire. Randel mages had stored the item within a secured facility designed to house magical items judged to be too dangerous to be privately owned.

Terari states that the exact whereabouts of this secured facility is unknown, except that it was located within the Kingdom of Randel. He adds that the facility's defenses were impressive, even by pre-war standards, being designed to counter any concerted attack from a body of archmages. Terari suggests that the phylactery be left where it is, suggesting that the facility is more secure than anything that Nayce currently has. Likewise, there is the potential for great danger should any other items stored there ever be removed.

In attendance, King Verothrics of Veroth confirms the existence of the facilities, referring to them as the Nogryn Vaults. He explains that if the *Phylactery of Agmas* was placed there, it should remain undisturbed. He agrees with Terari's view that the Nogryn Vaults should be considered far more secure than any facility that Nayce currently has or can afford to construct. Karszamon also assents, stating that if the Alphatian Empire saw the phylactery as dangerous enough to warrant such extravagant storage, then Nayce should respect that. However, he adds that such a facility should be used by Nayce.

The Naycese Council agrees to leave the Nogryn Vaults alone, at least for the time being. (*See Fe. 26, Fy. 18; Sr. 4.*)

**What This Means:** Terari omitted to mention the identity of the mage and two children, which could have exposed him as the former Emperor Tylon IV. He is uncertain what type of reaction a revelation of his true identity, much less that there are two previously unknown heirs to the imperial throne living in Turmoil, would bring.

As Tylon IV, Terari knew of the Nogryn Vaults, and had several items confiscated and placed there during his reign. As such, he knows the potential dangers held within. However, in his identity as Terari, there is no plausible reason why he would have any in-depth knowledge of the vaults, including its defenses and exact location; thus, he had to maintain the charade. Terari was hoping that Verothrics would be able offer more information. However, the former King of Randel knows very little about the facility, as he had little need to know the exact workings of the place.

In addition to his stated reasons, Karszamon's support for leaving the Nogryn Vaults alone comes from the apparent mystery surrounding the place. He feels that Verothrics either

does not know how to access the facility, or thinks that the potential danger is not worth it. Otherwise, Karszamon feels that Verothrics would have taken advantage of the facility already.

## In Floresque.

**Location:** Town of Floresque, Merry Pirates Seas. HW

**Description:** The Defiant enters the harbor and leaves it immediately. Nobody leaves the ship, and nothing unusual happens. (*See Am. 2, Am. 3; Am. 7, Am. 10.*)

**What This Means:** Captain Hawthorne has to enter the harbor, but he has no business here, and so he left as soon as possible.

## Ambrymont 6, AC 1019

### Blue Dragon over Our Heads.

**Location:** Western Sind Desert. OW

**Description:** The Heldannic party spots great flashes of light in the pre-dawn hours, and then hears a loud and slow flapping sound above their heads. They see a wounded blue dragon flying over them and being struck by a lance of magic energy. The dragon plummets to the dunes below where it lands heavily. The party decides to investigate. (*See Fy. 23, Fy. 24; Am. 9, Am. 12.*)

**What This Means:** A party of adventurers has embarked on a journey that has led them to this region to face Hithaegir, a large blue dragon. What the PCs spotted was the battle, during which the dragon was badly wounded and finally fled to his lair to lick his wounds. Some members of the party could have survived their encounter with the dragon (the mage who cast the lance energy spell for example) but many are badly wounded, and must be tended to after two of the dragon's lightning breaths were unleashed upon them.

The dragon has a decent hoard (type H x2), comprised mainly of gold pieces. Some magical items could also be present but the remaining members of the group who ambushed the dragon would not easily relinquish their hard-earned share of the hoard.

Some surviving members or followers can be hired to accompany the Heldannic party in its mission, but then the group has an increased chance (+3% per new member) of having a random encounter every day due to their lack of silence and secrecy.

**What the PCs Can Do:** The Heldannic party can be the group that challenges the dragon and has to face its wrath (yet it would be best in that case to have more members in the party, or to lower the power of the dragon). If they succeed, they can try to find the dragon hoard. There is very little chance that the dragon can be tamed or subdued; he would rather flee. If the dragon does flee, the PCs can try to find his lair, which is located less than a mile away, and try to get rid of him once and for all.

In the unlikely event of the PCs subduing the dragon, they can ask him to serve as a flying mount, thus making their travel much faster to the oasis. Yet their chance of entering the oasis secretly would be nil.

## Goblins Raid Darokin!

**Location:** Village of Reedle, Republic of Darokin. OW

**Description:** The normally quiet village of Reedle erupts in panic as a large group of goblins, riding dire wolves, sweeps down from the hills in the pre-dawn hours and proceeds to wreak havoc. Many shops, as well as the homes of prominent villagers, are looted and burned. The raiders escape within an hour, bearing a considerable amount of loot, and flee to the safety of the mountains. (*See Fe. 21, Fy. 17; Am. 27, Sv. 21.*)

**What This Means:** The goblins who mounted such a successful campaign in Thyatis have turned their attention to southeastern Darokin, where they expect easy pickings. Secure in their mountain strongholds, which they have managed to conceal from the Thyatian army, they have long kept watch over this part of Darokin, with its relatively unguarded villages, and its rich trade routes. Now that Thyatis is closed to them for the time being, they will mount a similar campaign in the region south and east of Selenica.

The people of Reedle are utterly shocked that such an attack was made on their village. Until now, humanoids rarely came near Reedle, preferring instead to attack merchant caravans on unprotected stretches of road further west. Even so, the fact that the goblins were well organized will not escape notice. Over the coming days, reports of similar attacks against other villages in the region, as well as isolated farms, will cause growing concern.

**What the PCs Can Do:** This event is intended to be a campaign hook to get Darokinian PCs involved, but the PCs could also just be passing through the area. The PCs could be in Reedle when the raid occurs, in which case they could force the goblins to retreat much earlier than they would otherwise.

## Ambrymont 7, AC 1019

### Accusations against Ystran House.

**Location:** Cities of Akesoli and Darokin, Republic of Darokin. OW

**Description:** Umbarth House presents its accusation against Ystran House over what happened in Atruaghin lands. Umbarth House suspects that another great house, maybe Franich or Toney, was supporting Ystran House, but unfortunately cannot prove anything. The Darokinian Council fines Ystran House in the amount of 50,000 *darns* for “illegal international activities.” The punishment is significantly less than what Umbarth House demanded, strengthening the suspicion of another great house’s involvement. (*See Fy. 2, Fy. 8.*)

**What This Means:** The great house that is behind Ystran activities managed to persuade or bribe the other houses to impose only a minor penalty on its ally. Umbarth House will continue to investigate to discover who was behind the incident, and will continue to watch for the rival Akesoli house.

**What the PCs Can Do:** If the PCs are Umbarth House agents, they should try to discover which is the house allied with the Ystran, maybe dogging Arius Ystran, the head of the house.

## Church and State.

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

**Description:** Lord Korrigan is interrupted by an insistent Patriarch Sherlane Halaran, of the Church of Karameikos, requesting an audience. Halaran requests that the church be allowed to send priests along with the rumored construction expedition to Sulescu. Lord Korrigan is hesitant, insisting that no construction plans have been set as of yet. He explains that one does not simply lay a road down: such a project requires planning and surveying. Undaunted, Halaran insists that clerics accompany any engineering expeditions into the west, especially to Sulescu. Lord Korrigan obliges, at least in theory, though he stresses that subtlety is needed when dealing with the western peoples. He ends the meeting stating that any clerics accompanying such an expedition will have to adhere to strict guidelines in their conduct. Halaran agrees, insisting that he would only put his best clerics on it, ones that would use some common sense in the matter. (*See Am. 3; Sv. 11, Ei. 14.*)

**What This Means:** Rumor of the planned road to Sulescu has leaked out, even though it is only a project on paper. The Church of Karameikos has a strong desire to spread its faith into the west. The imposition, real or perceived, of the Church of Karameikos upon the western Traladarans is not a prospect that Lord Korrigan relishes. Besides, the Church of Karameikos has recently been embroiled in secular fighting between passive and more aggressive members. An overly ambitious cleric could turn this into a political and domestic mess. If the Church of Karameikos were not so influential, Lord Korrigan would have forbidden the effort entirely. Instead, he has given it partial approval, but with an understanding that caution and respect for the Traladarans be adhered to.

## Pursuers in Floresque.

**Location:** Town of Floresque, Merry Pirates Seas. HW

**Description:** The Hurricane and the Fast Food arrive and leave within mere hours of each other. (*See Am. 3, Am. 5; Am. 10, Am. 12.*)

**What This Means:** The distance has not yet significantly decreased between the Defiant and its main competitors.

## Flames of Rebellion Quenched.

**Location:** Forested hills east of City of Az'Azhat, Carnifex Empire, Valley of Lions. DV

**Description:** Without warning, a large gathering of Hrisopolian rebels is attacked by a larger force of troglodytes, who seem to appear out of nowhere. Although caught by surprise, the rebels rally quickly, but are nonetheless cut down by superior numbers, and by their enemies' paralyzing scent attacks. Several rebels manage to fight their way to their corralled ponies, and ride to freedom. (*See Ya. 11, Fe. 13.*)

**What This Means:** A botched raid a few days earlier yielded a rebel prisoner who knew about the gathering that was to take place today. After a few hours of not-so-gentle persuasion, he told his captors everything they needed to know, which allowed the Carnifex to send roughly 150 troglodyte warriors to this location, in advance of the meeting. Troglodytes are known for their ability to blend in with their surroundings, which, although it does not make them invisible, allows them to sneak up on opponents and ambush them. This is what they managed to do here. The rebels, many of whom were once soldiers, were still disciplined, and thus were able to overcome their surprise fairly quickly, and inflict quite a few casualties of their own.

Although this attack has managed to wipe out most of the rebels, enough of them escaped to spread the word to those rebel bands who did not attend the gathering. Over the next few days, the remaining rebels will flee the valley and head for Ilioloosti, where, they hope, some form of aid can be obtained.

If King Katamvos is still alive, he will lead a spirited counterattack, and then instruct his soldiers to regroup and follow him to Ilioloosti to seek help.

**What the PCs Can Do:** If the PCs have been working with the rebels, they could be at this gathering when it is attacked, in which case they will have a tough fight. Depending on what the PCs do, they might be able to defeat the troglodytes. If they do so, many rebel lives will be saved, and the Carnifex advance will be delayed.

## Ambrymont 8, AC 1019

### Emerondian Help Sought.

**Location:** City of Izmira, Kingdom of Emerond, Jungle Coast. DV

**Description:** Envoys dispatched by the Thyatian Empire arrive in the city of Izmira under escort, and seek out representatives of King Jerem Rhody, in the hopes of securing official assistance in fighting the Scarlet Death. They make their case to the officials who meet them outside the king's residence, who then assure the visitors that their request, and its urgency, will be carried to the king. In the meantime, they are to stay at the residence of Cirus Bovas, the Thyatian ambassador to Emerond. (*See Fy. 3, Fy. 4; Am. 10, Sv. 2.*)

**What This Means:** The Empire of Thyatis and the Kingdom of Emerond signed a treaty of friendship and cultural cooperation a few years ago [*AC 1016. Ed.*], and thus, when they were met at the Emerondian border, they were allowed to enter the kingdom once their purpose was made plain. It also helped that a message was sent to Cirus once the messengers embarked on their journey, to inform him of what was happening.

**What the PCs Can Do:** The PCs could be the messengers sent to contact the Emerondians.

### Atzanteotl Answers.

**Location:** City of Rafielton, Colony of Aengmor, Shadow Elves' Territories. OW

**Description:** The Church of Atzanteotl hits the very center of Rafielton during the night to avenge the assault against its followers of two months before. Clerics, wizards and warriors of the church attack Princess Tanadaleyo's palace, slaying servants and guards alike. To cause even more havoc, some wizards target nearby buildings with *fireballs* and other destructive magics. After heavy fighting, and the participation of Princess Tanadaleyo herself, the followers of Atzanteotl are defeated, but most of them escape with *gates* and by using *teleport* spells. Dozens of shadow and fair elves are among the dead. (*See Kl. 11, Fe. 2; Ei. 16, Ei. 22.*)

**What This Means:** Despite the destruction caused, this is more an act of desperation by the Church of Atzanteotl: contrary to its usual conduct, the cult acted openly, thus uniting even more shadow and fair elves against it.

**What the PCs Can Do:** The PCs could help defend the palace of Rafielton against the assault, or try to magically track the followers of Atzanteotl to their last hideout. Or they could even be misguided Alfheim Avengers still fighting for the wrong side.



## Ambrymont 9, AC 1019

### (Ambushing Those) Ambushing the Ambushers.

**Location:** Thyatian Hinterlands, Thyatian Empire. DV

**Description:** After a couple of unsuccessful raids, the Crimson Guard tries another strike against the Thratian resistance. Oddly, it seems that the Thyatians haven't learned much from past defeats. Once again, it seems like the fight will go the Thratian way, but within moments several shimmering, iridescent *gates* iris open over the battle. Through them fly two powerful gold dragons and several Thyatian adventurers including the Mistress of the Order of the Crimson Guard. The Nightstalkers find themselves unable to *teleport* away from the ambush, but fight back fiercely. They are outmatched in this battle, however. While a few fight to the bitter end, the rest surrender. (See *Fe. 14, Fy. 21; Ei. 28, Ka. 27.*)

**What This Means:** After the first success, the Nightstalkers managed twice more to surprise and defeat the Thyatian raiders. However, after the first defeat, the Thyatians had begun to think of a new strategy. The last Thratian victory was really a test by the Crimson Guard to study the best way to defeat the Nightstalkers' ambushing parties. The Nightstalkers were too inebriated by their recent successes to suspect anything, and change their fighting strategy enough to counter the Thyatian surprise attack: tonight, the hunter was the hunted.

The surviving Nightstalkers are taken to the Fortress-Estate of Anthusa in the center of the Isle of Dread. They are treated cordially, almost as guests of a gracious and charming hostess, but are nonetheless kept as prisoners. Lady-Knight Viviana Romanones will try to persuade them of the greatness of the empire, its civilization, and the benefits of supporting it. Romanones keeps current with academic developments and is aware of the common background of the Thyatians and Thratians and will play on that in her efforts to convince the Nightstalkers that the Thratians' future is with the empire. The Thratians are akin to the Kerendans, she will argue, in being a "Thyatian tribe," and should join in upholding the *imperium* of the Thyatian people. She will not use magic to compel them, but attempts to brainwash them nonetheless.

For the Hinterlands as a whole, this battle is a blow to the morale of the Thratians. The Thyatians will make sure that word of it gets out, through the songs of bards, throughout the region, presenting the order as heroes and the Nightstalkers as noble but misguided failures. Because Thyatian attacks against them will continue, Thratian resistance bands will begin to dig and tunnel, burrowing their enclaves under the earth, "living as little better than orcs or goblins" in the view of one of their clan leaders. Even these underground bases will not be entirely safe, however, if the Thyatians discover them.

**What the PCs Can Do:** A rescue attempt to the Isle of Dread is in order. Characters might find a smooth tongue more likely to help them win than a swift sword or spell. Getting to the center of the island and crossing the lake to Anthusa will be a challenge not just to Thratian PCs, but for anyone interested in putting an end to the increasingly pointless fighting between the Thratians and the Thyatians. They will find the inhabitants of the Isle of Dread unwelcoming to intruders and highly stubborn. But they, unlike many Thyatians, value integrity and

will honor any deal they strike with the characters. Those who succeed might negotiate the release of the remaining Nightstalkers (and other captive Thratians), and find a powerful ally to advocate a peace settlement in the imperial court at Thyatis City, especially once she learns of the historical bond between the Thyatians and the Thratians. Though this will not succeed in driving the Thyatians from Davania—something that Romanones would not support—it may serve the Thratian people better than further fighting would.

### The Oasis.

**Location:** Oasis in central Sind Desert. OW

**Description:** The Heldannic party searching for Bertolucius finds its way to the most central oasis of the Sind Desert. There they rest and book a tent. They soon subtly inquire about the convoy they seek. (See *Fy. 24, Am. 6; Am 12, Am. 19.*)

**What This Means:** There is no way the convoy did not pass through the oasis. So the Heldannic party is convinced that with a little bit of intelligence and some blackmail (the gold found in the dragon lair could help), they should be able to get the information they need.

**What the PCs Can Do:** Good time to role-play. The Master and many other nasty local tribal chiefs would not look kindly upon a party of Heldannic people in the middle of their territory asking questions.

### Fortification Plans for the North.

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

**Description:** Governor Wolfgang Stemmel orders the construction of a series of towers to guard the trails leading to Pyris. He wants the fallen city to remain a guarded secret though, so he publicly announces that those towers are to be built to repel any possible threats coming from the north. The towers will be located so far from Polakatsikes that it is deemed convenient to found a small village nearby to allow the watch post to be self-sufficient. If existing ruins are discovered that are judged fit for the purpose, they could be restored.

As for Tyrnae, which declared its independence, it is agreed that forts could be built on its territory to watch the Mivosian-held territories to the west. These forts will be manned for a period of five years by Heldannic soldiers, after which Tyrnaean soldiers will take them over.

Parthenaeum also asks for assistance in the construction of forts guarding its northern border with Mivosia. (See *Fy. 9, Fy. 12; Am. 27, Sv. 25*)

**What This Means:** In the northwest, the towers will be left on their own and be commanded by the most troublesome yet promising officers, provided that they fulfill their mission and keep anyone out of the valleys leading north.

Tyrnae agreed to militarily cooperate with the Heldannic Knights. The knights will train Tyrnaeans in modern warfare tactics, and, in the meantime, they will be assisted in their watch duty. The same goes for Parthenaeum, which asked for assistance since Mivosia is a very close neighbor.

**What the PCs Can Do:** As always in this case, the area should be secured of any possible monster threat.

## Delaying Tactics.

**Location:** *Jarldom* of Vastergard, Kingdom of Soderfjord. OW

**Description:** For the past few days, the borders of the *Jarldom* of Vastergard have been simmering with tension—warriors on both sides have waited for a signal to attack. Today, open fighting finally breaks out.

The warriors of the Mordenic coalition attack in a conventional manner, trying to engage the enemy in battle and push towards Hoskuld's clan seat at Rollag. The Vastergarder warriors, on the other hand, avoid open battle and instead engage in quick, sharp skirmishes and raids. The Vastergardic tactics, though they don't cause much damage, are quite effective in slowing down the enemy advance. (*See Am. 3; Am. 16.*)

**What This Means:** Hoskuld knows that his vassals would be badly outnumbered in any conventional battle, and so is playing for time instead. Every day that he can avoid a straight-up fight is one more day for his spies and agents to foster chaos in the enemy ranks.

**What the PCs Can Do:** If the PCs are fighting on the side of the Mordener troops, they will likely be far more effective in intercepting the Vastergarder raiding parties than common soldiers. However, the Vastergarder troops are just too spread out for the PCs to do more than blunt the raids' impact.

## Ambyrmont 10, AC 1019

### Famine Strikes Gunjab, Averted in Nagpuri.

**Location:** *Mumhykets* of Gunjab and Nagpuri, Kingdom of Sind. OW

**Description:** In mountainous Gunjab, the few crops grown in the little arable land fail completely. Together with the loss of livestock due to landslides, the Gunjabi people are starving. *Maharajah* Sarojun Sur turns to Sayr Ulan for relief, but also seeks help from other quarters.

Meanwhile, in Nagpuri, a similar occurrence of failing crops ends differently. *Rajah* Almiron Kalkiin has supplemented the food supply with a fresh crop of magical rice and wheat from Jaibul, growing fast enough in time for the harvest. He has also arranged for a delivery of foodstuffs from Darokin, arriving just in time to stave off the famine. (*See Kl. 18, Fe. 14; Am. 14.*)

**What This Means:** The famine is a natural consequence of the destruction brought about by the horde that ravaged western Sind earlier in the year. The magical nature of the creatures from the Plane of Earth has disrupted the fertility of the soil, not just for this harvest, but also for the next few years. Famine may strike again next year if the Sindhi people do not realize this.

**What the PCs Can Do:** *Maharajah* Sarojun Sur will be in need of envoys and diplomats for Gunjab, who will travel to Sayr Ulan, other *mumhykets*, Jaibul, or even to Darokin and Glantri. Guards for caravans and merchants delivering food supplies will also be in demand, since the occurrence of theft and looting will rise in this time of famine.

In both Nagpuri and Gunjab, sages and experts (whether mundane, magical, or divine) on the matters of agriculture and earth lore may also find their expertise called into service.

## An Answer Sought... and Found?

**Location:** City of Izmira, Kingdom of Emerond, Jungle Coast. DV

**Description:** After more than a day of waiting, the Thyatian messengers, and Cirus Bovas, are summoned by representatives of King Jerem Rhody. They are met at the palace by a small group of Emerondian druids, who, along with the officials, escort the foreigners into the main audience chamber, where King Jerem waits.

After cordial greetings are exchanged, Jerem bids the senior druid to present what has been discovered. The older Emerondian, Pikkolu, then explains how he and his circle contacted the Forest, the Land, and the Sun, and asked them what sort of plague might strike the land and its inhabitants in the manner described, since there were no records of such an event happening before. They were told that the source of the plague was located near "a vast stretch of bogs and swamps, in a forgotten home of the forest's children," and that "only when what is wrong is set right, shall the corruption cease, and subside."

Realizing that this is all the information that they are likely to get, the messengers, and the ambassador, thank Pikkolu and the druids for their help, and the king for his aid, before they depart. (*See Fy. 4, Am. 8; Sv. 2.*)

**What This Means:** Although the Emerondians do not wish to have anything to do with the outside world if they can help it, they do realize that anything affecting the Hinterlands might eventually come to their lands, as well. Even setting their treaty of friendship aside, there are plenty of reasons for the Emerondians to cooperate.

**What the PCs Can Do:** The most obvious thing for the PCs to do here is to be the messenger party that travels to Emerond to obtain this information. Although Thyatis and Emerond are at peace, the surrounding lands are not; any number of wilderness encounters can be staged on the PCs' journey back home.

## Tsingtao in Floresque.

**Location:** Town of Floresque, Merry Pirates Seas. HW

**Description:** The damaged *Tsingtao* limps into the harbor. Captain Liu orders some repairs. (*See Am. 5, Am. 7; Am. 12, Am. 12.*)

**What This Means:** The damage sustained in the fog has taken its toll.

## Ambyrmont 12, AC 1019

### The Wizard and the Shadow.

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

**Description:** Upon returning to Darokin City, Millington Vonaday arranges for the wizard Graylock to meet with Dawn Henry, better known as the thief Shadow. Convincing the authorities to allow him to meet her alone was not easy, but by explaining that taking the wizard's advice might be the only way to end the Itheldown curse, he was able to grant Graylock his request. Little is known of the meeting, but Graylock calmly leaves it without an expression on his face and without uttering a word. Shadow, however, is positively white with shock when Millington meets her afterwards. She refuses to discuss what they talked about, however, since she promised not to. When Millington presses the matter, she bursts into tears and merely says that she cannot betray his trust again...

Millington then seeks out Graylock to learn about the meeting. The wizard merely tells him that he must arrange for Dawn Henry's release and then let her go away with the wizard. Losing patience, he angrily demands an explanation before he will consider bringing such a drastic proposal to his superiors. The wizard impatiently replies that he has no time for debate, then reminds Millington that he sought out the wizard's aid, not the other way around. This is unacceptable to Millington, who wants to know where the wizard intends to take the thief. Graylock merely comments that they will, of course, go to Itheldown Island. Shocked, Millington denies the request. Graylock persists, however, and tells him that this is what the prophecy he learned on Honor Island states must be done, and surely he believes that more than anybody, having found the prophecy himself. Even so, Millington remains skeptical and would like to understand what is going on, as he fully intends to join any such expedition. The wizard merely comments that he is merely a priest with a passing interest in the Itheldown curse as a hobby, with no other duty or interest in the matter. He should leave the matter alone now, rather than risk his life. Millington is infuriated by Graylock's superior attitude and informs him that he is very mistaken if he thinks Millington will just stand by and watch while Darokin faces trouble from Itheldown Island. If there is something he can do to resolve the current situation, then he wants to be involved. He then continues with a tirade where he chides Graylock for being resentful of Immortals and suspicious of other people under his secretive and yet exceedingly charismatic surface, all the while alienating any potential friend or ally he might find during these trying times. If Graylock wants Millington's cooperation, then he must return the favor and treat him as an equal.

The wizard has a smug smile on his face for a minute, then comments that he thinks he has finally seen the priest's real face for the first time. He promises to explain further, but still asks Millington to trust his motives for now and do as he asks, as there is little time to waste. He does agree to let Millington go with him and Shadow, if Millington can get permission for Shadow to be released. Finally Millington asks the wizard if he is the wizard called "Dusk" that he has been looking for. Graylock merely smiles knowingly and tells him to give his regards to Rezak Xygar the next time he sees him. (See Fy. 18, Am. 1; Am. 15, Am. 19.)

**What This Means:** Between the recent events concerning the Trimark in Akorros and the burning of Bronsdale, the authorities of Darokin are now fast becoming aware that the problems coming from Lake Amsorak are not going to just go away and may even get worse if they don't do something about it. Since previous attempts to investigate the matter have met with the utter disappearance and presumed death of the investigators, Millington's pursuit of the Itheldown curse seems to be the best and perhaps only resolution. Therefore they agree to his proposal to allow the wizard to see the captured thief. They are unlikely to respond as positively to Graylock's latest demand, though.

Though the relationship between Graylock and Shadow is unclear, Millington is now convinced that Graylock is indeed the mysterious "Dusk," who was once the apprentice of Rezak Xygar. His assumption is correct, though Graylock didn't actually admit it just yet, and so the part of the prophecy about uniting dawn and dusk has now come to pass. What the consequences of that meeting are remains unknown, however.

### Secret Meetings and Public Announcements.

**Location:** City of Abbashan, *Emirate* of Abbashan, *Emirates* of Ylaruam. OW

**Description:** Khalid has been out of the public eye for several weeks, as *Sultan* Hassam sent Khalid to Tameronikas to talk quietly with the Preceptor Faction. Khalid was to give the message that the *sultan* has listened to the sounds of the desert, and times have changed. He can no longer attack another believer, and has asked for the *Emir* of Tameronikas to be his advisor in Abbashan. The announcement was made at a match of polo, a game brought back from periods of friendship with faraway Hule. Khalid will step down and become part of the faculty at the new University of Tameronikas. (See Va. 11, Fl. 25; Sn. 22, Ka. 5.)

**What This Means:** Khalid has been working very hard with the Kin Faction to stop its petty quarrels with its own people. With Mujibur bringing a host of many new cultures that are also believers, the Kin were forced into acceptance. The cooperation between the *emir* and the *sultan* will be a large boon to the efforts of both Khalid and Mujibur. Yet it is also an uneasy alliance. Both sides know how the 1,001 Tales Told have affected the populace, and both are afraid that, if they do not adhere, a new *emir* will be installed; either Mujibur with control of a vast army or Khalid "Tale Teller" in control of the ministries and *viziers*. Thus, Tameronikas will remain semi-independent and a bastion of openness to the outside world, but must pay tribute to the universities of Ylaruam and Abbashan and provide scholars to exchange between the three major universities of Ylaruam, Abbashan, and the newly installed University of Tameronikas. As word gets out, Emperor Eusebius will react unfavorably, as this means that the buffer state he cunningly created on his border is mostly reintegrated into the *emirates*. He will, however, seek to devise counter-measures, and find ways to turn the situation to his advantage over the longer term.

**What the PCs Can Do:** Weeks prior to the meetings, PCs can be asked to help guard a disguised Khalid into Tameronikas, as Khalid would want to know how the populace feels toward a unified Ylaruam. Thyatian spies may not like these talks, and may hire PCs to delay or stop them.

## Leaving the Oasis.

**Location:** Oasis in central Sind Desert. OW

**Description:** The Heldannic party has gathered sufficient information about the direction and goals of the convoy that supposedly holds Bertolucius. They are now convinced that the convoy is heading toward Jaibul, a place well known for suffering and slave trading. Alatia's sleep is disturbed by nightmares where she sees herself battling against a familiar cloaked male figure whom she cannot identify, surrounded by high walls of flame and a high and spiked minaret in the background.

In the morning the party buys some camels and extra water supplies and heads southeast toward Jaibul. (See *Am. 6, Am. 9; Am. 19, Am. 21.*)

**What This Means:** It was not hard to find information about the convoy, but it is possible the Heldannic party has attracted the attention of some spies. During the three days they stay in the oasis, many things can happen.

The dream is a premonition that some danger might be close to them, even within the party itself.

**What the PCs Can Do:** Any kind of side adventure is possible as long as it does not attract too much attention to the party.

## Alphatians Are Let Go.

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

**Description:** After a long stay at the Foreign Quarter, the Alphatians are escorted by the Guard Phorsis to the harbor, where they embark onto several ships. (See *Fy. 1, Fy. 13; Sn. 9.*)

**What This Means:** The extended stay in Mirros allowed the Alphatians to arrange for passage aboard various ships, mostly Thyatian and Minrothaddan. The search for loot taken from the Karamaikan School of Magecraft is largely fruitless, as many wizards had already *teleported* themselves and their most valuable possessions to their new estates, and were not to be found among those who had to travel mundanely. To the Alphatians, the Karamaikans are lucky that they did not relocate the entire school—which they built—as well! As for state secrets, it is impossible to effectively search three thousand persons. The Alphatians are accompanied to their ships because the king still fears them turning into marauders inside the city.

## Tsingtao Leaves Floresque.

**Location:** Town of Floresque, Merry Pirates Seas. HW

**Description:** The Tsingtao sets sail again. The repairs took much longer to complete than originally anticipated, and she cannot be expected to win the race. Captain Liu continues nevertheless. (See *Am. 7, Am. 10; Am. 12, Am. 13.*)

**What This Means:** The Tsingtao is in the race once more, but most likely it is too late.

## The Ride of the Horsemen.

**Location:** Villages of Blauendorf and Schwarzberg, Territory of Heldann, Heldannic Empire. OW

**Description:** As hostilities continue across southern Heldann, news reaches both factions of a series of raids along the southern frontier with Ethengar. The villages of Schwarzberg and Blauendorf, both of which lie close to the border, are hit particularly hard by sizable groups of horsemen. (See *Fy. 12, Am. 2; Am. 24, Am. 26.*)

**What This Means:** The northern *khans* of Ethengar, Huaji Khan of the Kaeruts and Hulagu Khan of the Uighurs [*who forged an informal alliance in AC 1016. Ed.*], have been watching events in Heldann closely over the past year, and have decided to increase their raiding activity to take advantage of the situation. Beforehand, forces loyal to *Ordensgeneral* Heinrich Straßenburger and *Ordensmeisterin* Anna von Hendriks were spread across the interior in sufficiently large numbers that anything more than low-level raiding might attract unwanted attention—possibly leading to a united punitive assault on northern Ethengar itself. Now, however, Straßenburger's forces have withdrawn to a handful of strongholds, and Anna's armies have directed their attention to eliminating them. This has left large sections of southern Heldann relatively open to raiding.

Straßenburger will ignore the news when he receives it—many of the areas struck had pledged allegiance to his enemy, after all—and instead focus on taking advantage of any change in Anna's tactics as a result. For her part, Anna will dispatch small groups of veteran soldiers to hunt down the raiders, and provide aid where it is needed. Needless to say, this will force Anna to spread her military strength around more thinly, and thus slow her advance. In the meantime, the Ethengars will ride about southern Heldann with a fair degree of impunity, terrorizing villagers up the coast as far as Klagen, and even raiding the area around the fortified town of Thurgau.

**What the PCs Can Do:** PCs in Anna's service are prime candidates for any hunting parties. If they are selected, they will have to track down the raiders (who are scattered in many small groups), and either eliminate them, or chase them out. Either way, they are likely in for a few tough fights.

## In Puerto Morillos.

**Location:** Town of Puerto Morillos, Merry Pirates Seas. HW

**Description:** The Defiant enters the harbor and leaves it. Again, nothing unusual happens. (See *Am. 10, Am. 12; Am. 13, Am. 16.*)

**What This Means:** Captain Hawthorne has to enter the harbor, but he has no business here, and so left as soon as possible to maintain his lead.

## Ambrymont 13, AC 1019

### Reward Time.

**Location:** Meghalese Nomad Lands, Meghala Kimata Plains. DV

**Description:** The nomads receive the aid of a party of high-level clerics to help them locate water and dig wells in their new lands. Their main settlement will be a town called Jalâlâbâd, on the border of the desert. The town will be made of cave dwellings, dug in the high cliffs of red sandstone.

In a great ceremony, Father Sigmund blesses the new town of Jalâlâbâd in the name of Vanya and pours some holy water on the ground. (See *Fe. 8, Fe. 14; Am. 16, Ei. 18.*)

**What This Means:** This was one of the concessions obtained by the Meghalese nomads for guarding the desert border. The Heldannic Knights dispatched Father Sigmund, who had already established friendly relations with the Meghalese nomads during the war, to the region, as well as a group of gnomes.

The gnomes are to help dig the cave dwellings. Father Sigmund will remain there as an ambassador of the Heldannic Knights. Unknown to many, he secretly poured water from the Well of the Moon instead of normal sacred water. Miracles will soon occur around the site and will be attributed to Vanya's blessing, thus enhancing Her influence in the region among the nomads.

**What the PCs Can Do:** Good opportunities to meet different people. Some local threats could be dealt with too. PCs might be part of the diplomatic corps or simply be soldiers responsible for protecting them.

### Pursuers in Puerto Morillos.

**Location:** Town of Puerto Morillos, Merry Pirates Seas. HW

**Description:** The Hurricane and the Fast Food arrive and leave within mere hours of each other. (See *Am. 10, Am. 12; Am. 16, Am. 19.*)

**What This Means:** The two ships are trying to catch up with the Defiant, and have managed to reduce Captain Hawthorne's lead down to one day.

## Ambrymont 14, AC 1019

### Martial Arts University.

**Location:** Celestial Domains, *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** The Royal Office of Cultural Conservation awards the Order of Perpetual Harmony an enormous grant of land in the south for the creation of a university under the direction of the order. (See *Fe. 26; Sp. 1, Ei. 3.*)

**What This Means:** The demonstration of the martial skills of the order's monks has been successful in gaining the bureaucracy's favors. The *exarch* hopes to sway the fears of the powerful priestly class, which has been beset by the changes occurring in the Ochalean society, and also to diffuse the secrets of martial arts.

### Gareth Feeds the Hungry.

**Location:** *Mumlyket* of Gunjab, Kingdom of Sind. OW

**Description:** In the aftermath of the horde and the resulting famine, the followers of Gareth once more visit Raneshwar, this time bringing clerical aid and nourishment to the hungry and malnourished. They are welcomed with warmth and gratitude by most everyone of the Gunjabi, from the most exalted *Maharajah* Sarojun Sur to the lowliest of the *nantyaj* (untouchables), save for the glaring exception of the priests of the *rishiya* caste. (See *Fl. 28, Am. 10.*)

**What This Means:** Since the horde first came to Gunjab, the *rishiyas* adamantly maintained that the elemental creatures are the Sacred Larvae of the Earth Mother. They were outraged that the *maharajah* and the followers of Gareth tried to tamper with the Sacred Larvae, and now remain indignant that the Gunjabi refuse to accept their *karma* of suffering and starvation—in spite of all the evidence contrary to their religious proclamations.

While the assistance provided by the followers of Gareth will make them more accepted by the general Sindhi people, their actions will only serve to alienate their rivals in the *rishiya* caste.

## Ambyrmont 15, AC 1019

### Secrets and Revelations.

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

**Description:** Millington Vonaday brings the mysterious wizard Graylock before Chancellor Corwyn Mauntea. Graylock's demands have been met with disapproval by the senior members of the Merchants' Guild, and yet Graylock has insisted on keeping his secrets to himself, so Millington now has little choice but to bring the wizard before the most powerful man in Darokin. Mauntea is stern in his comments and states that he will demand some exceedingly compelling reasons to just let Shadow go after what she has done. He will also need to know how Graylock expects the group to survive a trip to Itheldown Island when all others who ever went there have apparently perished, and what his association with Shadow is.

Graylock swears Vonaday and Mauntea to secrecy before he finally reveals the truth about himself. Dawn Henry, the thief called Shadow, is actually his sister, and he is indeed the wizard called "Dusk" that was once an apprentice to Rezak Xygar. His real name is Derelin Henry, or rather that is what his sister thinks it is, as she is herself unaware of the truth. Indeed, his real name would actually be Derelin Ithel, as he and his sister are both direct descendents of the Ithel family. Unknown to all, a single member of the Ithel family, the grandson of Henry Ithel, survived the horrors centuries ago when Itheldown Island was cursed. The grandson, Franklin Ithel, was flung into the waters of Lake Amsorak on that fateful night and was picked up by a passing ship days later. The sailors assumed he was a survivor from another ship, and Franklin Ithel never told them otherwise. He changed his last name to Henry after his grandfather to remind himself of the folly of his relative. When he later got married and had a family, only the oldest child would be told the truth, however, and would be sworn to never allow a member of the family to embrace magic and wizardry again for fear of repeating the mistakes of old. Derelin himself disagreed with this and instead sought to end the curse, so although Millington Vonaday has been interested in the Itheldown curse for years, Graylock has actually been focusing toward one day breaking the curse, for decades. It was indeed the very reason why he became a wizard in the first place. When Derelin learned the truth from his father, he was a junior merchant in the Toney House in Akorros. Soon after he discovered that his sister Dawn was strongly involved in the thieves' guild in Akorros, however, and since the matter was getting so bad that that Derelin knew the Merchants' Guild would have to step in, he feared that his secret might be revealed if he became a suspect himself, and so he left his position in Toney House and became an apprentice wizard instead, taking the name "Dusk" as a mockery of his sister's name. Since then he has been adventuring over much of Mystara and even other worlds and planes as he grew in power in preparation for the confrontation with Razrog. During the war with the Master of the Desert Nomads, he aided Darokin's side under several assumed aliases, for example. Naturally he has also been studying the curse for years, which has revealed the truth of Razrog himself and several other details to him. Among other things, he has discovered how Henry Ithel used a mysterious tome of dark magics known only as *The Throne of the Dark Arts* and a powerful magical item called *The Nefatrixis*.

Chancellor Mauntea and Millington Vonaday are both stunned by these revelations as Graylock continues his story. When he finishes, Mauntea asks why he thinks they can reach Itheldown Island when nobody else has succeeded. Graylock explains that as members of the Ithel family, he and his sister should be protected by the magics of Henry Ithel once they reach the island, which is why he asked for only the two of them to go. Chancellor Mauntea remains skeptical about letting the thief go, and prompts Graylock and Millington to find a way to use protective magic to allow a group to travel to the cursed island. Graylock protests, but must eventually concede the point, when the chancellor informs him that he will not be able to let Shadow go otherwise. (*See Am. 1, Am. 12; Am. 19, Sv. 3.*)

**What This Means:** Graylock has been quite truthful for once, though there are obviously still many details he has not revealed about his adventurous life, as that would be a tale of many days. For example, he calls himself Graylock because he was at one point trapped for years on the world of Oerth and settled near the free city of Greyhawk. He does continue to be silent about some things, but Millington already suspects his disdain for the Immortals. As Graylock sees it, even the more benevolent Immortals have allowed a demon like Razrog to tighten his hold for centuries without doing anything about it or revealing anything to the people of Darokin, while many people have died as a consequence. For that Graylock feels the Immortals have abandoned or failed the mortal lands and shown themselves to be no more divine than any mortal. The Wrath of the Immortals during the Great War has only confirmed the Immortals to be so in his mind. He can accept Them as more powerful beings, but not as being superior or flawless, and he would prefer They all just left the mortals alone, as he feels Their interference causes more damage than good.

Corwyn Mauntea is truly astounded by the news he has learned, and he believes what the charismatic wizard told him. Since Shadow's theft was aimed primarily at himself, he was a major opponent to her release, but now he has to admit to himself that letting her go might serve a greater good. It will take a good deal of persuasion and negotiation to meet Graylock's requests without Mauntea House losing face, but the chancellor is certain that he will eventually succeed for the good of the nation. However, neither the chancellor nor Millington Vonaday noticed that Graylock subtly cast a powerful *suggestion* spell on them during their meeting to keep them silent about the truth of his past. Circumstances may have forced him to reveal much, but wizards usually take their precautions when revealing their secrets, and Graylock is very much a wizard. Since neither Mauntea nor Vonaday intend to betray his confidence, the spell will actually have little or no effect, but then Graylock couldn't know that.

**What the PCs Can Do:** The PCs won't be there for Graylock's revelations, and since he has taken steps to keep his secrets, they aren't likely to find out anytime soon. They might begin to learn more clues once they see him with Shadow, who will be hard-pressed to avoid revealing things about their past.

## Wedding at Sablestone.

**Location:** Principality of Sablestone, Principalities of Glantri. OW

**Description:** Initially set for the early spring last year, the momentous wedding of Sir Dominick Haaskinz, son and heir of *Prinz* Harald Haaskinz of Sablestone, and the “Flower of Belcadiz,” *Doña* Ysabel de Fedorias, cousin to *Princesa* Carnelia de Belcadiz y Fedorias, had been postponed because of the tumultuous events last year—the Alexander Day Massacre of AC 1017, the siege of Sablestone last Yarthmont (where Dominick nearly lost his life), and *Prinz* Harald’s breakdown this past winter. The wedding has been further delayed by Lady Tereis Haaskinz, Dominick’s doting aunt, who insisted on setting the ceremony to the most astrologically favorable date and time.

Thus, a grand wedding is promptly held at dawn on this chilly Ambyrmont day, graced by numerous prominent and powerful personalities of Glantri. The most illustrious of guests are Princess Carnelia of Belcadiz, *Prinz* Jaggar von Drachenfels of Aalban, and Prince Ralindi Virayana of Krondahar, Harald’s student and Dominick’s groomsman—and formerly Ysabel’s lover. Other nobles in attendance include Harald’s closest allies, Viscount Gerrid Rientha of Castelbianco and Baroness Danira Voshane of Egnor.

At the wedding feast that follows, a mysterious old wizard arrives and asks for a private audience with *Prinz* Harald, who is only too willing to leave the boisterous banquet. But the keen elven Princess Carnelia notices and recognizes the old man, and word quickly spreads that *Le Prince-Magicien* Etienne d’Ambreville has arrived to meet with his former protégé! *Prinz* Harald, however, does not return to the celebration to confirm or deny the rumors. (See *Nu. 25, Am. 2; Ei. 28.*)

**What This Means:** Harald Haaskinz is arguably the most powerful Glantrian wizard at the present time, and with the forging of closer ties with Belcadiz, he may become the most influential political force in the principalities as well. The Immortal Rad, Patron of Glantri and the *Radiance*, took on His original Etienne d’Ambreville persona to remind Harald of this and to warn him of the coming dangers that Glantri faces—dangers that Harald, in spite of all his reluctance, must confront and lead the forces of Glantri against!

The nature of these dangers and Harald’s mission will be revealed in the days to come...

## Ambyrmont 16, AC 1019

### In Kota-Jayang.

**Location:** Town of Kota-Jayang, Merry Pirates Seas. HW

**Description:** On this very sleep the Defiant, the Hurricane and the Fast Food enter the harbor of Kota-Jayang and leave it. Captain Saviola can see his old rival in the distance, but he does not take the time to do anything special. (See *Am. 12, Am. 13; Am. 19, Am. 21.*)

**What This Means:** All ships have made good process, but the participants from the previous races have decreased the distance.

## Miracle in Jalâlâbâd.

**Location:** Future Town of Jalâlâbâd, Meghalese Nomads Lands, Meghala Kimata Plains. DV

**Description:** The effects of the magical water poured on the barren ground are breathtaking. The camp wakes up in the middle of a luxuriant oasis. The few existing date and palm trees, and other tropical plants, have grown overnight into a mature stand of trees. No one noticed or heard anything during the night. A fountain now springs from the bottom of the cliff. (See *Fe. 14, Am. 13; Ei. 18, Ka. 20.*)

**What This Means:** Vanya meddled with the effects of the water, magnifying their intensity to reward the Meghalese nomads for their contribution in the war against the humanoids. She also managed to deepen their sleep when She triggered the growth of the trees in order to get a better effect on them.

**What the PCs Can Do:** If the PCs are members of the Heldannic diplomatic corps, they can spread the word of Vanya.

## The Sails of Ostland.

**Location:** *Jarldoms* of Rogaviki and Vandermark, Kingdom of Soderfjord. OW

**Description:** For the past few weeks, many of the warriors of Rogaviki and Vandermark have been in the southern part of the dominion, waging war against Vastergard. Today, the danger of that move becomes apparent, as pirate vessels from Ostland strike the coast, attacking the undefended fishing villages. (See *Am. 9; Am. 22, Sv. 6.*)

**What This Means:** The timing of these raids is not a coincidence, of course. Hoskuld’s intrigues alerted the Ostlanders to the possibility of attacking Soderfjord this fall, and made sure their attacks would be concentrated on the domains of his closest enemies, rather than the neutral *jarldoms* further along the coast.

Underhanded or not, it works. The *Jarls* of Rogaviki and Vandermark will have to pull some of their warriors back north to protect their lands against future raids.

**What the PCs Can Do:** No matter how powerful they are, the PCs can only protect one village when the raiders come ashore—two, at the most. They can go after the Ostlanders as they sail for home, of course, attacking a few more ships on the open sea—but this won’t bring back the destroyed villages, or keep their *jarls* from sending troops north to protect against future attacks.

## Ambrymont 17, AC 1019

### Unrest in Ersenbal.

**Location:** County of Ersenbal, Walrus Island, Tranquil Coast. NW

**Description:** There is growing unrest throughout Ersenbal, as the local population begins to feel the vise of the Thyatian blockade—now mostly pirate raids from Ostland, Huninhold, and Muninhold—that prevents the county from trading with Oceansend. Ersenbal exports food, so the population is at no risk of starvation, but without the city's market to buy food and timber and other products, and without the finished goods they were traded for, the island's economy is suffocating. Even the Alphetian veterans from the Great War—those who were not killed in the ill-fated skirmishes with Canium—begin to grumble against Seneschal Gerwen. (*See Th. 3, Fy. 10; Sv. 3, Sv. 25.*)

**What This Means:** Following their victory against the invasion from Ersenbal, the Thyatians of Canium imposed a naval blockade against Walrus Island, which they ended to deflate tension with Alpha, but only to replace it with privateering from their Ostlander friends that proved just as damaging to Ersenbal's economy. Laurida Tremaine's attempts at destabilizing Gerwen's power in order to put Ersenbal on a better footing, have been increasing the discontentment to near unrest, especially since she holds great sway over the veterans.

### Stinging Blow.

**Location:** Kingdom of Jibarú, Orc's Head Peninsula. SC

**Description:** In the western reaches of the forest of Jibarú, amid raging fires and smoking trees, the phanatons begin the long, dangerous game of tracking and killing manscorpions. It is a difficult game, with the forest on fire, and the manscorpions keeping mostly to areas that have been thoroughly burned down and thus in which the phanatons cannot glide unseen as easily.

Some manscorpions manage to avoid the horrible death wrought by the removal of their protective makeup, and report to their officers the new tactic used by the phanatons. The Nimmurians reach the dreadful conclusion: The phanatons have discovered the manscorpions' vulnerability to light, and how they used Menlil's (Atzanteotl's) gift to counter Idu's (Ixion's) curse. Appalled, they regroup into a more defensive position, which puts a stop to the task of igniting new forest fires, and send word to Suneveh to inform the prince of the situation and requesting the permission to retreat to the Wind Flats. (*See Fy. 6, Fy. 24; Am. 22, Am. 24.*)

**What This Means:** The phanatons used the new tactic which, although not especially effective, has an adverse effect on the manscorpions' morale, as they wrongly assume that the phanatons have discovered their secret and are using it to kill them in the worst possible fashion—the manscorpions would rather die from the lethal poison the primitives use than from the excruciating sun burns.

**What the PCs Can Do:** The PCs can be sent to capture and interrogate a phanton. If the little creatures have uncovered the manscorpions' secret, the Suneveh pincers will withdraw without awaiting word from their prince.

## Ambrymont 19, AC 1019

### Clemency for a Thief.

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

**Description:** Though he still has his differences with the wizard Graylock, Millington Vonaday is now certain that he is on the right path to solve the Itheldown mystery, and so he pleads for clemency for Dawn Henry, better known as the thief Shadow, as Graylock has requested. His request meets with grudging disapproval from the authorities, though they are at least willing to consider it in light of the Amsorak threat and her actions during the war with the Master of the Desert Nomads. After lengthy discussions and considerations, it is eventually agreed that Shadow may be released, though only into Millington's custody, and only until the Amsorak threat is dealt with. Once the threat is over, she must return to serve her sentence. She is to remain close to Millington Vonaday and follow his orders at all times under pain of death. Several guards are assigned to protect Millington and keep Shadow from escaping. (*See Am. 12, Am. 15; Sv. 3, Sv. 8.*)

**What This Means:** Naturally Millington's official pleas for clemency are somewhat staged after Graylock's meeting with Chancellor Mauntea, who has worked behind the scenes to make certain that the plea for clemency is approved. Corwyn Mauntea may realize the need to meet Graylock's request, but that doesn't mean he wants it to be public knowledge that he is just letting a convicted criminal go, so he has to play politics and keep up the appearances, which is one reason why he insists on guards. Indeed, the chancellor will do all he can to keep this entire matter secret, though he expects his political enemies in the Merchants' Guild to let the truth of the matter "leak" to the public.

**What the PCs Can Do:** The PCs are the ideal choice for guards, as it will be a natural way for them to enter the plot if they haven't already. If they were already with Millington, he will ask for them to have the assignment. If they were the ones who dealt with Shadow before, they will undoubtedly be asked to guard her again. But even if they haven't been involved until now, the DDC is still likely to hire them for the job, since they need adventurers for this task—Shadow has already proved to be very resourceful, so regular soldiers probably won't be able to handle her.

### Faked Final.

**Location:** City of Baraga, Merry Pirates Seas. HW

**Description:** A battered-looking Res Publica enters Baraga's harbor. Before Captain Cato can say anything he is crowned as the winner. Later this day the truth leaks out, and a mob tries to lynch him for cheating. King Necco gets him out in time and finally the captain can explain his early return. Some pirates are infuriated, though, as a lot of money that had changed hands has to be returned. (*See Am. 13, Am. 16; Am. 21, Am. 23.*)

**What This Means:** Due to the damage sustained by his ship right after the start of the race, Captain Cato was not able to enter any of the harbors on his course. After his makeshift repairs he returned to the biggest and best equipped harbor, which happened to be Baraga. Unfortunately, he arrived before the other ships, hence his troubles.



## First Steps in Jaibul.

**Location:** Western *Rajahstan* of Jaibul, Sind Desert. OW

**Description:** The end of the desert materializes, in the form of a small mining village called Nainpur. Ignatius urges the group not to enter the village for fear of being discovered by the black *rajah's* agents. During the night, while they camp outside the village, Alatia and Thraim (and any other member of the party but Ignatius) share the same dream in which they are offered huge sums of money, slaves, and riches beyond imagination in exchange for their help in a mysterious plan. In the morning, none of them remembers what was asked in exchange for the riches, or what their own answer was. (See *Am. 9, Am. 12; Am. 21, Am. 25.*)

**What This Means:** The black *rajah*, who is a very powerful archmage, has received some clues that a party of resourceful adventurers is heading his way. He used long-lost dream spells to enter the minds of his victims and test them.

**What the PCs Can Do:** They can try to understand what is going on. They have a very slim chance of realizing who sent the dream, and why, but it is not impossible.

## Ambyrmont 21, AC 1019

### Pain Sometimes Backlashes.

**Location:** Western *Rajahstan* of Jaibul, Sind Desert. OW

**Description:** Following brother Ignatius's advice not to go too quickly to Jaibul, the trio has set camp in the merchant enclave outside the village of Nainpur. During the night, Alatia's mind is probed by the black *rajah's* powerful spells. This ordeal turns out to be very painful for the black *rajah* himself, who is forced out of Alatia's mind by an even more powerful magical force. He stumbles on his feet, exhausted and unable to further shape magic. Scared and panic-stricken, he shuts himself in his tower and wonders what kind of entity has kicked him out of his prey's mind.

In the morning, Alatia wakes up very rested and is very eager to head for Jaibul to find her loved one. Despite Ignatius's opinion and reservations, the group resumes its journey. (See *Am. 12, Am. 19; Am. 25, Am. 26.*)

**What This Means:** Ignatius is actually under the Master's power. His mind has been trapped in a jewel now held by Alrethus, the High Magist of Hule, who controls Ignatius's body like a puppet. That's why Ignatius has been unable to use any clerical spell, as his mystical link with Vanya has been severed.

Vanya Herself kicked the black *rajah* out of Alatia's mind. She was surprised and much displeased by the *rajah's* attempts to take control of one of Her most efficient agents. She hopes that Alatia, now freed, will honor Her by fulfilling her mission.

**What the PCs Can Do:** If they are rivals in magic, they can try to use the black *rajah's* surprise and dismay to try to defeat him. However, he is a very mighty mage with countless magical resources. The PCs have a seven-day window to take advantage of the consequence of Vanya kicking the *rajah* out of Alatia's mind. For that period of time, he will be unable to use any spell (even those on scrolls) and has a 50% chance of failure when using any other kind of magical item.

## A Voyage to the Pious Land.

**Location:** Town of Reslar, Barony of Savaria, Kingdom of Eusdria. SC

**Description:** After concluding largely successful business in Robrenn, the Thyatian expedition, led by Paulus Angelinus, reaches the Eusdrian town of Reslar. Once docking procedures are complete, Paulus and his personal retinue obtain an audience with Baroness Utha the Fair, who, it seems, is expecting them. From his discussions with the baroness, it soon becomes apparent to Paulus that Savaria is one of the more prosperous dominions of Eusdria, and it has weathered the past couple of decades (which have been chaotic to say the least) quite well. Nevertheless, the baroness is interested in what the Thyatian and Minrothaddan mercantile interests have to offer—steel (which Eusdria cannot produce in large enough quantities), glassware (particularly Minrothaddan frosted glass), and books (especially mass-produced Thyatian treatises on the Immortals).

After the finer points of business are concluded, Baroness Utha asks Paulus what exactly he and his expedition are doing in the region. Paulus replies that he is forging diplomatic and trade ties in the name of Emperor Eusebius, who offers friendship to all nations wishing it. The baroness replies that what the emperor wishes is fine, but what she, and her people, really want is support against the goblins of the Yazak Steppes, who are frustrating King Sigismund's efforts to bring greater order to this part of the world in the name of Tiuz [*Eusdrian name for Isundal. Ed.*]. His interest piqued, Paulus asks the baroness about what the king has been doing in support of this goal, and is treated to a long discussion of Eusdrian politics, as well as a liberal dose of theology.

After the audience ends, the Thyatians are welcomed to Eusdria on behalf of the king. (See *Fy. 13, Fy. 17; Am. 26, Sv. 1.*)

**What This Means:** From their Texeiran sources, the Thyatians knew that Eusdria was an orderly land, made so by King Sigismund's efforts to build a society based on chivalry, honor, and a devotion to Viuden [*Eusdrian name for Odin. Ed.*] and Tiuz. In some ways, this struck the Thyatians as being similar to the policies of the Heldannic Order. The results of that organization's meteoric rise to power have been felt over much of the known world—for good or ill—for more than fifty years. Not wishing to see his empire's interests in the Savage Coast threatened by the rise of another such organization, Paulus will ensure that a number of experienced spies are stationed in Eusdria. Even so, a strong Eusdrian nation could become a useful ally; Thyatis will devote some of its resources in the future to cultivating allies within the kingdom, and ensuring that its interests do not come into conflict with the empire's.

The next few days will be spent purchasing goods for eventual sale in Thyatis, and exploring the lands around Reslar.

**What the PCs Can Do:** PCs can take part in the discussions, or they can explore the barony. The latter option is quite suitable if the PCs have been assigned the task of spying for the empire.

## Final in Baraga.

**Location:** City of Baraga, Merry Pirates Seas. HW

**Description:** The Defiant is still leading in the Baraga Sound, but the Hurricane and the Fast Food are closing in. To the big surprise of the spectators watching from various ships, the two captains, Saviola and Merryweather, do not fire at each other, but continue to pursue Hawthorne. Although the race is quite close, the Defiant berths before the other ships can do the same. Some spectators swear that they see Barbarossa and the hin exchange a look before they both berth peacefully. The jury declares both of them runner-ups. (See *Am. 16, Am. 19; Am. 23.*)

**What This Means:** The third race, the first one with more than two ships participating, sports a third, and new, winner. The pirates are quite pleased although the final performance did not match those from earlier circles.

## Ambyrmont 22, AC 1019

### Expansion of Green.

**Location:** Eirundrynn Castle, Kingdom of Eirundrynn, Continent of Bellissaria, Nayce. AS

**Description:** A number of elves arrive at Eirundrynn Castle and voice their concerns to Governor Jhedryll about the lack of hospitality toward elves in the kingdom. They argue that numbers of reluctant or even adversarial humans and lack of forests are serious factors against the land being settled by elves. Jhedryll asks them for suggestions, which prompts several to point out that it might be possible to increase the forestation in the kingdom, which would attract more elves. Before that can happen, however, an agreement must be reached with the humans, who will otherwise see the move as a form of invasion and so prompt active resistance. An elf in the group named Lathadras promises that he will look into the matter of forestation if Jhedryll can keep the peace with the humans. Jhedryll agrees and promises he will aid to the extent he is able. (See *Va. 1, Kl. 10; Sv. 18.*)

**What This Means:** The elves don't really want to force the humans away, but they also know that they will have to push the humans a bit if there is ever to be enough forest for the elves to settle in here, and so they realize that some disputes with the humans will be inevitable. The current leadership is also a minor problem, as Jhedryll isn't a very typical elf. Lathadras is much closer to the usual elven characteristics, though Jhedryll is a much better person to mediate the co-existence between elves and humans that will be necessary in Eirundrynn.

**What the PCs Can Do:** If the PCs are involved, they could be a help to Lathadras. Looking into increased forestation will lead Lathadras to hear of the accomplishments of other elves, like those of Norwold or former Alfheim. To further study the matter he might have to travel to Norwold to talk to the elves there, or he could seek out Alfheimer elves by traveling to Karameikos or Wendar, where the elves of former Alfheim have settled down now. The PCs might go with him to protect and guide him.

## Skaddri Raises His Banner.

**Location:** Jarldom of Ozurford, Kingdom of Soderfjord. OW

**Description:** After hearing the news of Ostlander attacks on Soderfjord, Skaddri declares his opposition to Hoskuld Harekson in Vastergard. A Soderfjorder warrior's first duty is to protect the *jarldoms*, he declares, and the aid given to Hoskuld by Ostlander pirates proves that Hoskuld is not fit to rule in Soderfjord.

Skaddri also announces his intent to form a warband to march north and aid in the attack on Vastergard. Many of the men who have served with him against the kobolds sign up immediately; more will be recruited as Skaddri marches north. (See *Fe. 5, Am. 16; Sv. 6.*)

**What This Means:** Skaddri may be a Mortal Identity of Loki, but that doesn't mean that he is automatically on Hoskuld's side. Loki has larger plans than installing one false *jarl* on a not very stable throne, and Hoskuld is merely a pawn.

## Balking at Water.

**Location:** Kingdom of Jibarú, Orc's Head Peninsula. SC

**Description:** In addition to the usual harassment from hard-to-catch phanatons, the army of Ankesh, which is slowly advancing north through the forest, is the target of a new kind of weapon. This weapon is terrible: it removes the protective makeup and leaves them exposed to Idu's (Ixion) curse.

As they walk into a major ambush where they fight a large group of phanatons, the Nimmurians are shocked by the horrible deaths of their comrades. After some fighting, they turn and flee, abandoning right there the Ankesh campaign into Jibarú. (See *Fy. 24, Am. 17; Sv. 6, Ei. 3.*)

**What This Means:** The Ankesh Nimmurians are horrified by the fact that the barbaric phanatons have discovered their secret. It is a very bad news for Nimmur, and especially Ankesh, for which they will blame Suneveh.

The southern phanatons, though, are not really thrilled by the new dart designs the western tribes have provided them, as they—quite rightly—don't find them any more effective than simple poisoned darts, which are easier to make: the giant spider venom is easily collected, stored, and kept, and does not require the assistance of a shaman to be coated to a dart. They attribute their victory over the manscorpions more to the cunningness of their ambush than to the water darts.

**What the PCs Can Do:** Phanaton PCs will certainly take part in the ambush—and maybe organize it; in that case, it is up to them to decide whether they want to use water darts or not, and the odds are not so much in their favor if they do not scare the Nimmurians by using them.

## Ambyrmont 23, AC 1019

### Final in Baraga—Sort of.

**Location:** City of Baraga, Merry Pirates Seas. HW

**Description:** Nearly unobserved, the Tsingtao reaches the harbor as the last ship. (See *Am. 19*, *Am. 21*.)

**What This Means:** Although he knew that he would not have a chance, Captain Liu completed the whole course.

## Ambyrmont 24, AC 1019

### An Unpleasant Surprise for Grauenberg.

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

**Description:** The garrison of Grauenberg, currently under the control of *Ordensgeneral* Heinrich Straßenburger, notes the approach of several columns of enemy soldiers, hauling wheeled siege engines. A small force stages a sortie against the enemy troops, and Straßenburger's forces manage to drive back their opponents to a line of hills, where their advance is halted by newly arriving cavalry. Encouraged by their initial success in repelling the attack, more of the garrison pours out of the city to join the battle before the tide turns again. Just as the reinforcements crest the nearest hill, they see what can only be an airship of some sort in the distance, heading their way!

Some of Straßenburger's soldiers lose heart, and retreat to the city, but many of them hold their ground, and continue to fight. The battle continues, with no headway being made on either side, until a blast from the airship's lion-headed prow *disintegrates* a large portion of one of the hills, killing many of the defenders! With this turn of events, the attackers press their foes with renewed vigor, and, accompanied by the occasional burst of destructive magic from above, dislodge Straßenburger's troops from their positions, and pursue them all the way to the city's main gates. (See *Am. 2*, *Am. 12*; *Am. 26*, *Am. 27*.)

**What This Means:** Having regrouped her armies in Forton, and having dealt with the refugees, *Ordensmeisterin* Anna von Hendriks has resumed her march into the heartland of the Heldannic Territories. She encountered little opposition on her way south—most of Straßenburger's remaining soldiers in the northern hills and forests have relocated to Hockstein and Freiburg—and she chose Grauenberg as her first target, in order to remove any chance of an attack from the west once her forces commenced the final assault on Straßenburger's main strongholds in the east.

**What the PCs Can Do:** If they are part of Anna's army, the PCs could take part in the siege of Grauenberg.

## It's Raining Again.

**Location:** Kingdom of Nimmur and Kingdom of Jibarú, Orc's Head Peninsula. SC

**Description:** Rains naturally common at this time of year around the Orc's Head Peninsula and the north settle in around much of the peninsula and up into Nimmur and Jibarú. (See *Am. 17*, *Am. 22*; *Sv. 6*, *Sv. 20*.)

**What This Means:** The rains are a natural phenomenon, although this year they appear more persistent as this is the start of a couple of weeks of drenching rains. The rains are missing the area of the Wind Flats although they are having a number of effects around southern Jibarú. The manscorpions of Suneveh are annoyed as their forest fires start to be extinguished, but thankfully the increased cloud cover is nullifying the effects of the phanatons water darts.

## Not Even Close.

**Location:** City of Le Vieux Carré, *Colonie de la Nouvelle-Renardie*, Animal Kingdoms. SC

**Description:** The hutaakans who came to Nouvelle-Renardie to find more about their origins and try to cement friendship and cooperation between the two groups of Pflarr-worshippers, send disappointing news to El Grande Carrascal: the lupins are much less supportive than they expected. The hutaakans learned very little from the close-mouthed lupins, who seem unimpressed with the hutaakans' finds. (See *Va. 7*, *Kl. 13*; *Ei. 10*.)

**What This Means:** Following their expulsion from Renardie, the hutaakans, who are looking for clues about their origins, increased their investigation in Nouvelle-Renardie, which they assume would be more open-minded to their quest because most Nouveaux-Renardois lupins share the same faith in Pflarr, and are likewise looking for their origins—things that got them deported to this damp place. The hutaakans believe the two groups can cooperate, and, while they never had extensive contacts with the lupins before, they expect to get along like they do with the gnolls.

The lupins, however, are not so open-minded. Renardois are nice-enough people most of the time, but they are often haughty and consider themselves superior. Certainly they consider themselves above gnolls and hutaakans. They are not openly hostile toward them, but they look down upon them, or resolutely ignore them. The Nouveaux-Renardois, rather than being what the hutaakans expected from persecuted people sharing the same faith and questions, turn out to be all the more narrow-minded, xenophobic, and clannish.

**What the PCs Can Do:** The PCs can try to make the lupins cooperative—or steal or coerce information from them, depending on their inclinations.

## Ambrymont 25, AC 1019

### Jaibul! It's Now or Never...

**Location:** City of Jaibul, *Rajahstan* of Jaibul, Sind Desert. OW

**Description:** The Heldannic party arrives in Jaibul at sunset. They book a meager room in a disreputable inn and wait for the night to come. Unfortunately there is still moonlight and any attempt to sneak out will not likely work. So Alatia opts to use a very old and rarely used *shadowform* spell and together with Brother Ignatius they sneak out once turned into shadow. They then head to the main tower of the black *rajah* and enter unnoticed.

It takes some time to locate the secret chamber where the black *rajah* has retreated to study and try to recover the use of his magical powers. While sneaking in the corridors, Alatia overhears a conversation between two exotic beauties—probably apprentices—about their master being unable to work any magic and eagerly seeking a way to get things back to normal. She decides to act fast. After creating a noise barrier and other magical protections, she bursts open the door of the secret study where a purple-robed figure is sitting at a table laden with parchments, scrolls and grimoires. The black *rajah* discharges his *staff of lightning* at the invaders only to see it deflected back at him and almost scorching his silk turban. Alatia opts for a *ray of enfeeblement*, and soon the once mighty *rajah* is tightly bound and interrogated. It requires a lot of diplomacy, *ESP* spells and threats to obtain the desired answers.

It appears the *rajah* captured Bertolucius for his knowledge of the location of the Well of the Moon [see module X4. Ed.] and because the Master of Hule is apparently after him for his own reasons. The *rajah* hoped to learn enough about the Well of the Moon to further his magical studies and then sell it to the Master, or trade it for a significant amount of *cinnabryl*. The group also learns that the first step of the “canal project”—seizing the towns of Tyjaret and Kladanovic—is to be undertaken during the “cool season.”

Seeing no reason to go any further with the interrogation, Alatia magically erases the last day from the *rajah's* memory, drugs him to sleep, and sneaks out of the palace unnoticed with a bag full of documents and maps. Yet unknown to her, as the *rajah's* memory is erased, so is her spellbook. (See *Am. 19, Am. 21; Am. 26, Am. 28.*)

**What This Means:** The time has come for Alatia to act according to her heart. She feels that Bertolucius is being tortured and is on the verge of death; she cannot let that happen. Unknown to her, Vanya is boosting these feelings, for She knows that the window is quite narrow.

**What the PCs Can Do:** If they are with Alatia or if they have the role of Alatia, sneaking in the tower could be made quite a challenge even with the blessing of Vanya.

## Ambrymont 26, AC 1019

### A Royal Visit.

**Location:** Town of Withimer, King's Domain, Kingdom of Eusdria. SC

**Description:** The Thyatian expedition to the Savage Coast reaches the town of Withimer, finding it to be full of activity. Everywhere the Thyatians look, buildings are being erected or rebuilt, while workers scurry about like ants. Nevertheless, the expedition is able to dock with relative ease, and the relevant authorities are sought out, as instructed by Baroness Utha the Fair of Savaria, in order to secure an audience with the king, who is in Withimer overseeing an important phase of its reconstruction. Within fairly short order, Paulus Angelinus and his associates are led to a well-appointed audience hall in a palatial fortified mansion, and instructed in accented Espan to wait.

Eventually, a steward summons them into another, grander chamber, where King Sigismund is seated upon a throne carved to resemble intertwining oak trees. The king greets the Thyatians in Espan, welcoming them to Eusdria, and expressing his hope that they have enjoyed what they have seen of the kingdom thus far. Paulus thanks the king for his hospitality, and praises the orderly nature of the kingdom. He states that he has been empowered by his emperor, Eusebius Torion, to open diplomatic relations with the kingdom, and establish areas of mutual interest between the two nations, should the king wish it to be so. Thinking quietly for a short period, King Sigismund accedes, stating that he hopes his realm, and Thyatis, will find many areas of mutual interest, and that both can profit from a harmonious relationship. (See *Fy. 17, Am. 21; Sv. 1, Sv. 16.*)

**What This Means:** Thyatis wishes to cultivate alliances with nations that either follow compatible philosophies, or whose interests further its own. Based on his discussions with Baroness Utha, Paulus believes that King Sigismund would be a useful ally. The king is trying to shape his realm into a sophisticated, orderly, powerful holy empire, which would likely be a strong bulwark against the goblinoids of the Yazak Steppes. Thus, Paulus exercised his judgment and offered diplomatic recognition, and strongly hinted that the empire could possibly offer an alliance of some sort to the kingdom. Nevertheless, the discussion will remain perfunctory; the real negotiations will continue over the coming days, but they will take place with the king's full endorsement—Sigismund sees benefits for Eusdria, after all, especially if he can secure some form of assistance against the goblinoids.

**What the PCs Can Do:** It is unlikely that the PCs will be involved in the discussions, unless they are of high level. During the negotiations, the PCs could explore the town of Withimer, or they could venture to the ruined city of Gundegard, formerly the capital of the kingdom, which is now inhabited by outlaws and monsters. King Sigismund plans to retake, and rebuild, the city once Withimer has been fully restored, but in the meantime he offers substantial rewards to any heroes of stout heart who manage to recover any treasures belonging to the crown—or the Church of Tiuz—or who manage to clear out part of the city. Should the PCs undertake such a quest (Paulus will not oppose them, knowing that such an act can only build goodwill between the two nations), they could earn the gratitude of the king.

## Grauenberg Retaken.

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

**Description:** The garrison of Grauenberg is bombarded during the morning twilight hours by ballistae and trebuchets built and operated by the Thyatian *tuldum* [field engineer. Ed.] regiment, currently attached to *Ordensmeisterin* Anna von Hendriks's army. The initial assault clears some sections of the wall, allowing some of Anna's heavy infantry to scale it in some places, and secure portions of the battlements. As more forces converge on the main gates, with the intention of opening them, the defenders manage to regroup, and drive their enemies back in some locations. Straßenburger's men, despite their resolve, are forced to flee, especially when faced with the Black Lion. In a disturbing replay of the scenario that gained them control of the city in Felmont, Straßenburger's followers gather in the Spike to make a last stand, and watch while their enemies secure the rest of the city. (See *Am. 12, Am. 24; Am. 27, Am. 28.*)

**What This Means:** Anna's plan to retake Grauenberg, and thus secure all of western Heldann, seems to be running smoothly. Although Straßenburger's soldiers have wisely chosen the Spike as a last redoubt, it remains damaged from the time when they took Grauenberg. For the people of Grauenberg, who have become numb to all the fighting, there is nothing to do but take shelter, and hope for the best.

**What the PCs Can Do:** PCs fighting on either side will have many opportunities to display their bravery.

## Blank pages!

**Location:** Southwest of the City of Jaibul, *Rajahstan* of Jaibul, Sind Desert. OW

**Description:** As she prepares to memorize her spells for the day, Alatia is shocked to see that her whole spellbook has been erased! She can only count on the spells still present in her memory. (See *Am. 21, Am. 25; Am. 28, Sv. 1.*)

**What This Means:** This is just a setback, but it can turn out to be the challenge of a lifetime for someone accustomed to using magic in almost every aspect of life.

**What the PCs Can Do:** Try to spare as many spells as possible in order to survive a dangerous mission with the minions of Jaibul and Hule after them.

## Problem Fixed.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alphatia, Alphatian Empire. HW

**Description:** Lady Polint has finally fixed the problem with the *voidship*. She believes that the crew will be able to survive without additional protective enchantments, but she has volunteered to join the crew in the next test flight. (See *Fy. 27, Am. 5; Am. 27, Sv. 1.*)

**What This Means:** It requires very high-level spells to protect somebody in the void. The "voidonauts" do not have the necessary experience. Polint can do it, as can Ardana and Loraan. The crew will be provided with enough protection, and Polint will observe the situation aboard and save the crew should it be possible.

## Ambrymont 27, AC 1019

### Continued Goblin Trouble in Darokin.

**Location:** Southwestern Republic of Darokin. OW

**Description:** The surprise raid on Reedle has been followed by a succession of attacks against other minor hamlets and farms throughout southeastern Darokin. With each attack, panic increases among the people of the countryside, culminating in a daring attack today on a Selenican caravan bound for Ctesiphon, in which almost one-third of the guards are killed in the initial attack, and the goblins manage to escape with several thousand *daros* worth of trade goods. (See *Fy. 17, Am. 6; Sv. 21, Ei. 8.*)

**What This Means:** The goblins have become more aggressive and cocky, abandoning attacking relatively undefended farms and villages in favor of a well-guarded caravan. Even so, they maximized their advantage by attacking the caravan in the pre-dawn hours, just before most of the people woke up, and only after following the caravan covertly once it left Selenica, to determine how many guards there were, and how well they were armed. While extremely profitable, the attack was costly for the goblins; more than 40 of the 150 warriors died in the attack, and many more will die of their injuries in the days to come. The goblin king will order his warriors to cease their attacks for a time, until the tribe can reorganize itself.

Once word of this attack reaches Selenica, the local authorities and merchant houses will ensure that future caravans will be even better guarded. This event, however, will not be treated as an isolated event by everyone; certain elements of the Darokinian government will begin analyzing it within the context of recent events.

**What the PCs Can Do:** If the PCs were hired as caravan guards, they will certainly take part in the battle, in which case their main goal will be to prevent the goblins from killing too many people, or stealing too much of the caravan's merchandise. Given the sheer size of the goblin raiding party, the PCs will have little chance of destroying it utterly, or of protecting the caravan from all harm, but they could inflict enough serious damage to alter the course of future events. Alternatively, the PCs could be working for the Darokinian government (perhaps as agents of the Darokinian Diplomatic Corps)—such as scenario could result in the PCs being put on the case, and instructed to investigate goblin activities in the region to see if there is a common thread. Small parties who venture too close to the goblins' strongholds are liable to be attacked, and there is always the chance that one or more merchant houses might see an advantage in the goblin raids for themselves (especially if their own operations have not yet been affected), and take measures to foil any investigations.

## Anna's Plans Go Awry.

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

**Description:** As the armies of *Ordensmeisterin* Anna von Hendriks prepare for a final assault on the Spike, the fortress of Grauenberg, sentries report the approach of cavalry, massed in a formation commonly used by Ethengar horsemen. Losing no time, Anna dispatches the Black Lion to deal with the newcomers. It turns out that the sentries' observations are correct—no less than 200 horsemen, most bearing the markings of the Uighurs, are closing in on the city, attacking anyone who stands in their way. Although the armaments of the Black Lion are formidable, the horsemen are too fast, and too maneuverable, to be hit with any degree of accuracy.

Once word reaches her about the imminent arrival of the Ethengars, Anna sends many soldiers to the walls to hold them off. This ploy works reasonably well, but some Uighurs manage to break through the defensive lines into the city, where they ride down the streets and alleys, wreaking havoc as they go. Soon, Grauenberg is a roiling pot of pandemonium, with soldiers, panicked city folk, and horsemen running rampant through the streets. (*See Am. 24, Am. 26; Am. 28, Ei. 7.*)

**What This Means:** Anna's plans for a quick victory in Grauenberg have bogged down with the arrival of the Uighurs and a handful of Kaeruts. The Ethengars are part of the small horde of Huaji and Hulagu *Khan*, who, with their *khans'* blessings, have ridden north from the hills surrounding Schwarzberg in search of further plunder. Seeing the city of Grauenberg in a state of war, the horse warriors decided to raid the relatively undefended farms and homesteads lying outside of the city walls. Some warriors declared that they would honor their *khans* by riding into the city, and striking down the Heldanners wherever they could. When it became clear that the soldiers in the city were concentrated around the Spike, some other prominent buildings, and the city walls, the raiders decided to loot with abandon.

With the Ethengars riding about the city in small groups, it is impossible for Anna's soldiers to fight them off, protect the city folk, and put the Spike to siege. In the resulting confusion, which will last for many hours, a considerable portion of the city's wealth is stolen by the raiders, including the magical sword used by Helga Grauenberg, who played a major role in the conquest of Skolgrim (the Heldanner town that was later renamed Grauenberg in her honor), and who was appointed the first *landmeisterin* of the city in AC 960. Although not an artifact, Helga's sword was treated with a similar level of reverence; its loss will strike a major blow to the Heldannic Order's morale. The embattled followers of *Ordensgeneral* Heinrich Straßenburger will seize the opportunity and try to flee the city.

By the time the chaos ends in the early hours of the following morning, about one third of Straßenburger's garrison will have been accounted for among the dead and wounded. Likewise, almost half of the Ethengars will have been killed or captured. Nevertheless, the remaining foes managed to escape, and Anna's army suffered losses as well.

**What the PCs Can Do:** PCs—Heldannic or Ethengar—will have a lot to do in Grauenberg. Heldannic PCs, or those allied to the order, will have their hands full fighting the Ethengars, trying to prevent Straßenburger's followers from fleeing, or trying to escape the city themselves. Ethengar PCs could have a lot of fun here, either in terms of looting the city or staging daring attacks against their enemies. Particularly bold Ethengars might try to capture or kill Anna herself, which would be a notable feat.

## Other Solutions for Population Growth.

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

**Description:** Despite their best efforts, the scouting parties sent north to gather the Meghalan refugees have not had much success—only about 1,000 people agreed to come back, despite being offered land grants, and tax cuts for the next three years. Governor Wolfgang Stimmel ponders new and creative ways to populate the lands under his control. Praying for an answer to this question, his thoughts first wander but then focus on the fact that Vanya despised slavery since She was once held as a slave during Her mortal life.

He immediately studies the possibility of buying the freedom of slaves, bringing them to Polakatsikes and granting them lands to cultivate. He dispatches special agents by magical means to places where people are being held into slavery, to investigate the possibility of realizing his project.

Other means of boosting the population are studied, such as conquest and assimilation, but they are rejected for the time being. (*See Fy. 12, Am. 9; Sv. 2, Sv. 25.*)

**What This Means:** Most of the Milenians/Meghalans who fled the war have found shelter in Thyatian-held territories. Now that they have settled they are not ready to make their way back through the jungle and all its dangers.

The gems brought back by Alatia have not all been put to proper use yet. Freeing slaves using the magically-created rubies could be a decent way for the Heldannic Knights to use such a special treasure. This idea might have been inspired by Vanya Herself.

**What the PCs Can Do:** Escort the families who agreed to come back to Polakatsikes. Be sent as a special agent to remote parts of Mystara.

## Final Test.

**Location:** Void outside the *skyshield* of the Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** Kossan, Iris and Polint leave for the final test flight. This time everything goes correctly: *Apollo 1* circles around Alpathia and returns to the tower. The maneuverability fulfills the requirements, and the repaired air-conditioning enchantments keep the pressure and temperature comfortable inside the ship. The mission can start soon. (*See Am. 5, Am. 26; Sv. 1, Sv. 4.*)

**What This Means:** Everything seems to be all right, and the flight into the Mystaran inner void can begin.

## Cittanoba and Raven Scarp Connected!

**Location:** Town of Cittanova, Barony of Cittanova, Hinterlands, Thyatian Empire. DV

**Description:** With great jubilation, an assembly of engineers, laborers, and townsfolk celebrate the official completion of the Imperial Way, which connects Cittanova with Raven Scarp. *Exarcha* Leilah ben Nadir is in attendance to preside over the ceremony, and she thanks everyone who worked on the project to ensure its completion. She notes as well that not only does the Imperial Way meet imperial standards for highways; it was constructed within a reasonable amount of time and was within its allotted budget. (See *Nu. 24.*)

**What This Means:** The Thyatian Hinterlands now has a core highway, along which east-west traffic may move more quickly and efficiently. This will improve trade within the region, and it will spur colonization, as well, since much of the coastal territories of Davania Superior and Torionensis will be more accessible. In the near future, more dominions will be established along this route, and the wilderness will be pushed back. This project is also notable in that the governments of Davania Superior, Fiorenza, and Cittanova were able to finance the construction without imperial aid—evidence that the economy of the Hinterlands as a whole is developing.

**What the PCs Can Do:** If they were involved in this project for any length of time, the PCs will have had the chance to prove themselves by defeating numerous monsters and other foes, as well as scouting the land in detail. PCs wishing to establish their own dominions may have spotted a desirable location on the way—an application to found a dominion submitted at this time will be given special consideration.

## Ambyrmont 28, AC 1019

### Magical Hangover.

**Location:** City of Jaibul, *Rajahstan* of Jaibul, Sind Desert. OW

**Description:** The black *rajah* wakes up in his secret study with a terrible headache. He focuses his powers on a pile of blank parchments and causes them to disintegrate utterly. With a grin he realizes that his magical powers have returned. He immediately notices that many important documents are missing. He storms out of the room, and orders the guards on duty for the last day or two to be put to death for their incompetence, and then orders spies and scouts to be sent after his missing documents and those who stole them. (See *Am. 25, Am. 26; Sp. 1, Sp. 12.*)

**What This Means:** The *rajah* is far from being an easy opponent. He will probably dedicate most of his time and resources to find out who dared rob him, how, and why.

**What the PCs Can Do:** Trying to hinder the *rajah* could be worth some experience points, but the risks might be too high. Escaping the *rajah's* wrath could prove a challenge.

## A Hollow Victory.

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

**Description:** *Ordensmeisterin* Anna von Hendriks and her army are victorious; the city of Grauenberg is theirs once more after a day and night spent fighting soldiers loyal to *Ordensgeneral* Heinrich Straßenburger, as well as a large band of Ethengar raiders. Unfortunately for the victors, it becomes clear that most of their opponents managed to flee in the confusion, and the city must still be secured before the army can continue its advance. As Anna issues orders to her most senior officers to assess Grauenberg's fortifications and supplies, as well as the condition of the city folk, returning scouts report seeing the Ethengars only a few miles to the south.

Determined to drive out the horsemen before they become a serious threat, Anna appoints a senior officer to govern Grauenberg in her absence, and leads a large detachment of troops southwards. (See *Am. 26, Am. 27; Ei. 7, Ei. 8.*)

**What This Means:** Although almost half of the Ethengar raiders were either captured or killed, a large number still roam the countryside. Anna knows that she cannot allow the horsemen to continue their activities while she continues her campaign against *Ordensgeneral* Heinrich Straßenburger. As a result, Anna's advance will be halted for several weeks until the Uighurs and Kaeruts basing themselves near Schwarzberg are driven away. Beyond that, however, the Ethengars remain a threat in southeastern Heldann, as well. Straßenburger's escaped loyalists will try to make their way to Freiburg, but they could certainly pose a threat while on the march.

**What the PCs Can Do:** Take part in Anna's drive to dislodge the Ethengars, and possibly recover some of the treasures stolen from Grauenberg. It is up to the DM to decide whether or not Anna is successful in driving out the Ethengars, and whether she recovers such treasures as Helga Grauenberg's sword. Future events assume that Anna succeeds in driving the Ethengars away from Schwarzberg, but she does not regain Helga's sword.

## Topic of the Month

### Torcreft

Torcreft is old, old even to some elves. He does not admit his age, but he remembers that his father was a captain at the battle of Sardal Pass (where Torcreft was stationed as a soldier). He left Dengar to retire his clan in Glantri, then when things became bad he retired them in Minrothad. Then he left Minrothad to die in peace, away from busy clan members wanting him to retire. He crossed paths with Mujibur al-Jaboor, and has been so enthralled with his stories that now Torcreft is determined to be a part of them. Together they have traveled the known world and he can be considered the first dwarf to ever follow a pilgrimage (or two) of al-Kalim—not a convert, but he can recite the entire *Nahme* from memory. His age is catching up with him, and so he has asked Mujibur to help him settle in the desert, so he could try to finish the garden. Torcreft has made plans to build canals from the Hardanger Ranges to irrigate the desert, and build an aqueduct from Cinsa-Men-Noo to Ylaruam. At Mujibur's request, Torcreft has been crafting a magical pike. Torcreft knows he does not have much time, so he has been secretly working on some other extras in this device. Torcreft has been following the path of an Epic Hero as well, his scion is his great-grandson, Clovefist, who has retired back to Minrothad to be trained in the arts of the clan relic. Torcreft's last trial is to bring water to the desert; he hopes to have this feat done by his canal and aqueduct systems. The artifact he has acquired is the cause of his un-naturally long life, but is also the cause for him not completing anything he puts his mind to. He has stopped using the artifact, and is aging rather fast, but is regaining his determination to succeed in his final trial.



# Sviftmont

## Sviftmont 1, AC 1019

### Rush to Universities.

**Location:** *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** Students are once again turned away from the universities by the thousands because of a shortage of faculty to instruct the huge numbers of people. Most of these students return to their villages but a significant number remain in the cities petitioning smaller schools, individual masters and monasteries for entrance. (*See Fe. 26, Am. 14; Ei. 3.*)

### Lost Warrens.

**Location:** City of Er, Low Realm of Apsur in the Province of Er, Kingdom of Nimmur, Orc's Head Peninsula. SC

**Description:** King Anupalassar obtains increased assistance from Queen Tigrta of the Low Realm of Apsur in his war effort against the enduks that occupy the Nimmurian city of Um-Shedu. Five Sohktar pincers (500 manscorpions), almost half of Apsur's army, will join the battle under the king's command, although they cannot fight in the daylight on the surface. They will lead the king's army through old tunnels only the Sohktars know about, which can be used by the manscorpions to enter the city from an unexpected direction. (*See Nu. 1; Ei. 8, Ei. 28.*)

**What This Means:** The city of Um-Shedu will not fall by siege, and the enduks have set up defenses that have foiled all attempts to reconquer it. The known tunnels have been collapsed, flooded, or otherwise rendered useless by the enduks; although the Nimmurians have been working for years to reopen them, with limited success. The enduks are unaware of the sheer number of tunnels that have been built by the manscorpions, especially those tunnels that were constructed for more secretive purposes. Access through alternative warrens, old and not practical but maintained by the Sohktars nevertheless, and whose existence is certainly as unknown to the enduks and the manscorpion traitors, should prove a definitive strategic advantage that will allow the king to finally go on the offensive and deal with this problem once and for all.

While the continued presence of enduks in Nimmur is a major concern for the king and the priesthood of Menlil (Atzanteotl), it is of little importance to the Sohktars. While the followers of Nin-Hurabi (Nyx) have little sympathy for those of Idu (Ixion), they would rather the manscorpions return to the old Sohktar ways and return to their dark caves rather than keep fighting on the surface world. Putting five pincers at the king's disposal is only a token help, as they will be unable to fight under the light of day, and the enduks are unlikely to go underground to engage them either. So, basically, the Sohktar help really is limited to guiding the king's armies through unfamiliar warrens. In return for this assistance, Apsur will be exempted from taxes for five years, one more step towards making the underground kingdom independent from Nimmur.

### Sail Away.

**Location:** Southwest of City of Jaibul, *Rajahstan* of Jaibul, Sind Desert. OW

**Description:** The trio who escaped from Jaibul's evil ruler are currently sailing away on an Ierendi trading clipper. They are heading toward the Serpent Peninsula thanks to favorable winds and currents. Despite her best efforts, Alatia has no way to call upon magic to send a message to Polakatsikes announcing that their mission is successful so far and that they are on their way back, but with no magical way to increase the vessel's speed the trip could be longer than expected. (*See Am. 26, Am. 28; Sv. 12, Sv. 13.*)

**What This Means:** This is a consequence of the erasure of Alatia's spellbook.

**What the PCs Can Do:** They can enjoy the trip and face the dangers of the journey with intelligence and other resources than magic.

### Crew Formed.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alpatia, Alpatian Empire. HW

**Description:** Lady Ardana announces that Kossan, Iris and Xanax will be the crew to fly into the void. Kossan has shown a profound understanding of the ship, Iris brought back ship and crew during this nearly fatal test flight, and Xanax is the best scientist on the team. So Kossan will command the mission, Iris will pilot the ship, and Xanax's task will be to determine which island might be suitable for their purposes. (*See Am. 26, Am. 27; Sv. 4, Sv. 9.*)

**What This Means:** Everything is ready. The members of the crew have proved their talents during the preparations and the tests, and everybody hopes that there are no unpleasant surprises ahead. Kossan, who had been shoved out of the program, celebrates a glorious return because he had foreseen the problems with the air-conditioning enchantments.

**What the PCs Can Do:** Hopefully the PCs have proved their skill during the test flights and are selected to fly *Apollo I* to parts unknown.

## A Successful Meeting.

**Location:** Town of Withimer, King's Domain, Kingdom of Eusdria. SC

**Description:** Having completed negotiations, Paulus Angelinus and his closest advisors head inland to see more of Eusdria. The remainder of the expedition will remain in Withimer for a few weeks, before heading for Harstal to meet up with Paulus and company once again. (*See Am. 21, Am. 26; Sv. 16, Sv. 24.*)

**What This Means:** Paulus has accomplished all he can, as far as official relations go. Both Eusdria and Thyatis have agreed to establish diplomatic relations, and Thyatis has agreed to import Eusdrian honey, beer, and herring, in exchange for which the kingdom will import metals and books. The latter commodity Sigismund plans to put to good use in his expanding network of schools run by the church. In the short term, however, the deal will change little, as Eusdria was not able to secure a firm commitment from Thyatis to provide military aid, although Paulus did promise to raise the matter with his superiors as soon as possible. The leaders of the Thyatian expedition will head inland to visit Othmar (which is the temporary capital until Gundegard can be reconquered), where they will learn more about Eusdrian government, as well as meet with officials of the Church of Tiuz.

Afterwards, they will head west, to the Barony of Mohesia, to tour the countryside and visit Baron Arthaulf the Forthright, before heading northeast to visit the Duchy of Frissonnia, and meet with Duchess Beovilda the Blunt. In both dominions, the Thyatians will tour fortifications, and see the Plain of Dreams for themselves. The Thyatians know that King Sigismund plans to extend his nation's borders northwards to the Dream and Lugdumna Rivers, and westwards to Renardie—thus securing a more defensible border—and part of the reason for coming to the frontier dominions was to get a feel for the lay of the land, and to assess the strength of Eusdria's armies. Based on what they see, the expedition will advise the emperor as to whether or not directing military aid to Eusdria would be a wise move.

**What the PCs Can Do:** Assuming they are not exploring Gundegard, the PCs could accompany Paulus. While on the frontier, the PCs could easily encounter goblinoids, and nastier creatures.

## Swiftmont 2, AC 1019

### On the Road Again.

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

**Description:** Scouts are sent east to try to find natural resources and people willing to relocate to Heldannic-held lands. (*See Am 27.*)

**What This Means:** Governor Wolfgang Stemmel wants to build a strong nation around Polakatsikes, and to do so he needs both a good population base and many natural resources upon which to build an economy. Carefully exploring the eastern regions is a good way for him to secure the road to Vanya's Rest. Wolfgang has also received secret omens and dreams telling him to pacify the Vanya's Rest region. To do so he needs to secure a route to that dominion. He cannot use the mystical and magical portals on a large scale since it consumes gems, and so tends to be very expensive to use. Conventional ways shall be used here.

**What the PCs Can Do:** Great opportunities for daring adventurers to wander the wilderness in search of resources and uncharted population centers. Large numbers of monsters from the desert can also be encountered.

### Wanted—Bold Adventurers to Explore Plague-Ridden Swamp.

**Location:** City of Raven Scarp, Davania Superior, Hinterlands, Thyatian Empire. DV

**Description:** A general call is issued today by *Exarcha* Leilah ben Nadir—a generous reward will be offered to the first adventuring party to enter the Fens of Lost Hope, and put an end to the menacing plague that is afflicting that region of the Hinterlands. (*See Am. 8, Am. 10.*)

**What This Means:** After the information gained from the Emerondians was analyzed, it was concluded quickly that the source of the plague lay in the Fens of Lost Hope, south of Fiorenza, and that the target would likely be an abandoned elven clan hold, fairy sanctuary, or similar structure. This information will be provided to anyone who responds to the call. The offer of a reward is also serious—10,000 *lucins* plus half of any treasure obtained in and around the plague's source, or a land grant.

**What the PCs Can Do:** The PCs could be among those who offer to undertake this quest. The DM is free to develop the actual adventure him- or herself, but the general outline should be an abandoned elven stronghold containing a tainted *Tree of Life* (which is causing the plague), or some similar structure. The location itself should be guarded heavily by powerful creatures, and the corrupted artifact or item itself could be under the control of a malevolent entity—possibly someone pursuing Immortality in the Sphere of Entropy. Alternatively, the DM could wait for this plotline to continue in the next *Mystaran Almanac*.

## Swiftmont 3, AC 1019

### Tour of Gerwen.

**Location:** Village of Gerwen, County of Ersenbal, Walrus Island, Tranquil Coast. NW

**Description:** Faced with growing unrest in the town of Ersenbal, Seneschal Gerwen rides to his fief town in order to appraise the mood of the subjects of Ersenbal in a part of the county that should not have been subverted by the captain and her minions. To his surprise, however, he hears resentment against the failed invasion of the Isle of the Dogs and the humiliation at the hands of the Thyatians, and economic distress at the naval blockade. Startled by the qualms and disarray of the isle's population, notably the veterans of the Great War, the seneschal comes to the conclusion that he cannot allow the situation to continue or he may face a civil war. (*See Fy. 10, Am. 17; Sv. 25, Ei. 27.*)

**What This Means:** Gerwen thought the unrest in Ersenbal was a result of Laurida Tremaine's manipulations to wrest power from him in the absence of the count, but a small tour of his own domain showed him that there was a real malaise—or that she was very successful.

**What the PCs Can Do:** The PCs could be hired to help Gerwen discover the truth by feeling the mood of the subjects by any method they deem appropriate. Depending on how much complexity the DM wants to add to the matter, Gerwen may be made to look like someone who might shoot the messenger, they could be approached by agents of Laurida Tremaine or even by Thyatian infiltrators.

### Itheldown Beckons...

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

**Description:** The company composed of Graylock, Shadow, Millington Vonaday, and their companions sets out from Akorros toward Itheldown Island. (*See Am. 15, Am. 19; Sv. 8, Sv. 26.*)

**What This Means:** The final confrontation with Razrog, the roaring demon, is at hand, but first the group has to reach the island itself, which won't be easy, since they cannot use Graylock's protective magics until they get there. Even if they could, Graylock is reluctant to do so, since it would make Razrog aware of their coming.

**What the PCs Can Do:** The sea journey toward Itheldown Island can be as dangerous as the DM prefers. Razrog continues to send his demons forth from the island, and the group will undoubtedly meet increasing numbers of them as they travel closer to the island. The danger is constant, since the demons can attack without warning at any time, which is really inconvenient when the heroes are sleeping... The DM can add as many or as few of these encounters as desired, depending on the general experience of the PCs, but only high-level PCs should undertake this trip in the first place, as it will definitely be deadly. Once the group reaches the island itself, it will get even worse... The trip itself will be dangerous enough without any protections or wards, though, so the PCs should sit down with Millington and other clerics in the group to consider some form of protection on the way.

## Swiftmont 4, AC 1019

### New Imperial Capital.

*See map of Bellissaria with new capital location.*

**Location:** City of Vaisalian, Imperial Territory, Continent of Bellissaria, Nayce. AS

**Description:** Ever since the dusanu assault on Ionace, the Naycese Council has been highly reluctant to return there to discuss politics. Obviously that could not go on, so the council has decided to establish a new imperial seat of power. Thothia tried to place it in Edairo, but given the unrest and anti-Alphatian sentiments there over the last few years, the council did not agree, and it has instead been decided to place the new imperial seat on Bellissaria as the new mainland of Nayce. Upon Master Terari's suggestion, the new imperial seat is placed on the former fishing village of Vaisalian, which has been heavily depopulated recently due to the economic crisis. The remaining population has been moved away to another town, and a new imperial palace and port city is being established in its place. Vaisalian is on the border between the nations of Notrion, Veroth, and Lagrius, just north of the great central lake of Bellissaria, and an area of several miles around the area has been declared neutral imperial territory belonging to neither kingdom. (*See Fy. 19, Am. 5; Sv. 18, Sv. 26.*)

**What This Means:** The monster-infested Ionace can safely reclaim its old name "Monster Island" now. The island isn't entirely abandoned by Nayce, but the Naycese Council will be very reluctant to return to the former capital. Indeed, the council has already settled down in Vaisalian before the new palace is finished.

### Takeoff!

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alphatia, Alphatian Empire. HW

**Description:** *Apollo 1* starts her mission, taking off without any problems. Soon, she penetrates the *skyshield* and disappears in the depths of the void. The wishes and hopes of those who stay behind are with her and her crew. The life in the tower continues as usual. (*See Am. 27, Sv. 1; Sv. 9, Sv. 11.*)

**What This Means:** This is the moment for which Ardana and her friends have worked for so long. The mission might last several months, so nobody can say when *Apollo 1* will be back.

## Swiftmont 6, AC 1019

### Covering Up.

**Location:** City of Suneveh, Province of Suneveh, Kingdom of Nimmur, Orc's Head Peninsula. SC

**Description:** Prince Enshurnasirpal is distraught by the bad news he just received from his army in Jibarú: While the campaign until now had been going smoothly, with his men starting forest fires that spread easily thanks to the strong winds from the Wind Flats, with few losses as they progressed in the wake of these fires, now they are taking heavier losses as the phanton skirmishes have increased and the forest fires are being effectively extinguished by continuing rain in the area. Much worse, instead of killing the manscorpion soldiers with poisoned darts as the barbaric little monkeys usually do, they use a new weapon that removes the Nimmurians' protective makeup and leaves them exposed to die from sunlight. The phantons have uncovered the manscorpions' secret—and devised a way to use that knowledge.

Mulling over this bad news, the prince reluctantly grants audience to an envoy of Ankesh. The envoy brings even worse news than he anticipated: Not only Ankesh's army has been attacked with the new weapon, but it is withdrawing from Jibarú as the phantons there have resorted to the use of their poison darts in defense of the homes, and the envoy conveys in rather crude terms Prince Sheneser's fury, and the fact that he blames Enshurnasirpal for the fiasco. The prince is awfully tempted to have the impudent envoy executed—or better yet, to gut him himself—but reason prevails and he decides not to further damage relations with Ankesh. Instead, he sends the envoy back to Ankesh to deliver a response message—but with his tongue cut off, to show his displeasure. The message is a well-written letter that combines sympathy for the losses suffered, sadness for the withdrawal of Ankesh, irritation and reproach for the failure to terminate the phanton nuisance, and insincere reassurances about the phantons' weapon which he dismisses as a fairy tale that the Ankesh officers invented to cover their failure. The prince further lies by affirming that no such weapon has been used on his side of the front, and that the secret of Nimmur remains safe—as if the barbaric phantons could uncover it!

Prince Enshurnasirpal sends order to withdraw from Jibarú back into the Wind Flats. (*See Am. 22, Am. 24; Sv. 20, Ei. 3.*)

**What This Means:** Prince Enshurnasirpal is furious, and worried. His bold campaign against the pesky phantons has faltered, and the phantons know the Nimmurians' weakness. His relations with Ankesh have cooled, and all he is left with is the Wind Flats, which will take years to settle and will be nothing but a drag in the meantime. The prince does his best to do damage control, however: He puts a good face on the Wind Flats annexation, heralding it as a great northward Nimmurian expansion, hides the phantons' discovery of the Nimmurian vulnerability to the sun, and transforms the defeat in Jibarú as a victory that has created a buffer of dead forest which will soon become good grasslands into which Nimmur will be able to continue its northward expansion in the future.

## Reversal in Vastergard.

**Location:** Jarldom of Vastergard, Kingdom of Soderfjord. OW

**Description:** After several weeks of skirmishes, the Mordenic coalition finally meets Hoskuld's men in open battle. The result is a disaster for the coalition—bad communications, disagreements between commanders, and distrust in the ranks result in the coalition forces being routed from the field.

The warband of Skaddri the *Skald*, recently arrived in Vastergard, is one of the few units to salvage any honor from the debacle. Though untested, they hold ranks and cover the retreat of many of their allies. (*See Am. 22; Sv. 19.*)

**What This Means:** Hoskuld's intrigues strike again. The efforts of his spies and of the cultists of Loki are, more than anything, responsible for the confusion in the coalition ranks. His forces are still badly outnumbered, but he is now more confident of ultimate victory.

**What the PCs Can Do:** PCs fighting on the side of the Mordener forces can help to cover their allies' retreat, or launch an attack on the Vastergarders as a distraction. PCs fighting with Hoskuld can enjoy an easy victory, or may find themselves facing a coalition unit that's showing more backbone than the rest.

## Swiftmont 8, AC 1019

### The Terror of the Sea.

**Location:** Lake Amsorak, Republic of Darokin. OW

**Description:** The ship carrying Millington Vonaday, Graylock, Shadow and their companions to Itheldown Island comes under attack from a group of screaming demons. A heavy battle ensues, but the group is eventually victorious, though many sailors are killed, making the trip more difficult. (*See Am. 19, Sv. 3; Sv. 26, Ei. 1.*)

**What This Means:** At this point Razrog has brought so many demons through the gate to the lower planes that he is certain he can no longer keep his presence on Mystara secret, so he has sent groups of demons to patrol the areas around Itheldown Island as well as prey on ships that might chance the sea. He plans to slowly widen his circle of dominion from Itheldown Island until he has taken all of Darokin and other lands.

**What the PCs Can Do:** The screaming demon is a stork-like being standing nearly eight feet tall. The DM should set their numbers a bit below the strength of the PCs. After all, more screaming demons patrol Lake Amsorak, so if the initial group is defeated without too much trouble, the DM can always have the demons attack in greater numbers later. It's probably a good idea to demonstrate the demons' Call Other abilities early, so the PCs are warned that their enemies have the ability to summon more demons at will. It will also be significant whether the attack is during day or night, since ranged weapons are difficult to use in the dark. The demons will attempt to sink the ship, and if the PCs can make it to shore alive, the DM might even let them succeed.

## Swiftmont 9, AC 1019

### Alphatians under Scrutiny.

**Location:** Kingdom of Karameikos. OW

**Description:** The Alphatians of Karameikos who decided to stay are the subjects of renewed surveillance from the Karameikan authorities. This does not improve morale within the various Alphatian towns that sprang up in Karameikos when the Alphatians settled, nor in the larger towns and cities. (*See Fy. 13, Am. 12.*)

**What This Means:** The Alphatians who stayed fail to understand why they are being treated with suspicion, as for most of them what they really want is only to be allowed to become Karameikans. They now realize that they may not be as welcome as it initially seemed, and that it is not that easy to become a Karameikan—as some of them they know from living alongside Traladarans and Thyatians, who also have their grievances.

It is a shame that those Alphatians who suffer most from the king's suspicion are actually those who most wanted to become Karameikan, and who thought they were after having lived quietly in the country for a decade. Some even mixed and married with the local Traladarans and even the Thyatians, thus actually playing in King Stefan's dream of New Karameikans. Many of those Alphatians were formerly slaves or servants who became freemen and freewomen when they settled in Karameikos, and thus were supportive of the regime—those who thought otherwise generally left.

**What the PCs Can Do:** Alphatian PCs may petition the king on behalf of the Alphatians, much like Davinos did for the Traladarans.

### In the Void.

**Location:** The Void. HW

**Description:** Life aboard *Apollo 1* has become somewhat normal for the crew. Although she is not a big ship there is enough room for the crew. Xanax spots an island of an appropriate size, and Kossan flies there to examine it. (*See Sv. 1, Sv. 4; Sv. 11, Sv. 12.*)

**What This Means:** It is the first floating island *Apollo 1* will visit, and the crew hopes that it will be the right one. They do not allow themselves too much hope, though.

**What the PCs Can Do:** The PCs will have to discover and explore a whole slew of strange new floating islands—large, small, inhabited or not, with strange shapes and gravities and denizens, and boldly go where no Alphatian has gone before. *Apollo 1* is closer to a lunar module than to a galactic starship, though.

## Swiftmont 10, AC 1019

### A Sad Birthday for Atzanteotl?

**Location:** Tiger Clan Lands, Atruaghin Territories. OW

**Description:** The official influence of the Church of Atzanteotl in Tiger Clan towns is ended, but the church is still very active throughout the land. In the past months many priests of Danel and Atruaghin have been murdered, and Eelsha maintains trustworthy agents in every town and among every social group. During Atzanteotl Day attacks and assassinations terrorize members of the rival churches and government officials. (*See Kl 13, Fe. 3; Ei. 16, Ei. 22.*)

**What This Means:** Even though Eelsha Spider's Kiss still has many followers, she knows that returning to power would be very difficult. She also knows that her best hope is to destabilize the clan, maybe by provoking another war or winning the support of the humanoids that inhabit Atruaghin lands.

**What the PCs Can Do:** If the PCs are enemies of the Church of Atzanteotl, they should have some tough fights today.

## Swiftmont 11, AC 1019

### End of Slayer Hunt.

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

**Description:** The Brotherhood of Wolves announces to its lycanthropic members that the bounty placed upon Myndella “the slayer” has lapsed. Any and all members pursuing her should be recalled. Henceforth, any action taken against her, without provocation, is done without the approval or support of the Brotherhood of Wolves and may result in punishment. (*See Fy. 23, Am. 3.*)

**What This Means:** The announcement is part of the agreement that Prince Malachie made with Prince Morphail regarding Myndella. The agreed-upon three months have passed and Prince Malachie is fulfilling his end of the agreement. Though there are some grumblings of discontent from among the ranks, the passage of time and continued casualties have lessened the resolve of the werewolves in pursuing Myndella.

**What the PCs Can Do:** PCs employed to hunt down Myndella will find themselves recalled. PCs may also be hired to spread the word of the announcement, enforcing it as needed.

## Eye of the Everlasting Dragon.

**Location:** City of Shavraim, County of Enom, Kingdom of Herath, Animal Kingdoms. SC

**Description:** In a seaside inn, a figure clad in a dark robe comes to the table of a middle-aged warrior wearing a patch over an eye, and sits across from him. No feature is visible under the dark robe, but the shape suggests that it is not human. The seasoned warrior seems not to notice the dark figure's presence at first, but then a long discussion takes place between the two. Nobody pays attention to the exchange. (See *Ka. 12.*)

**What This Means:** The dark figure is a carnifex, and the warrior is Pyre the dragon using her *bat of disguise* to spy in Herath. Pyre often travels to the northern lands to spy or otherwise advance her goals. She was investigating the whereabouts of a legendary artifact in Shavraim called the *Eye of the Everlasting Dragon*, a name that caught Pyre's imagination, when she was contacted by an informant. The true nature of the informant is unknown to her, and frankly irrelevant, though of course a dragon does not live to be a great wyrm by blindly trusting shady people either.

The carnifex is an agent of the power rising anew in the south after a few carnifex escaped from their dimensional prison a few years ago. Though not involved in events of the northern continent as yet, the Carnifex Empire is keeping a watchful eye on it, making sure that the northern powers do not learn about its presence too soon, while it is not strong enough to face them directly. Thus, the carnifex's agenda is to keep them at each other's throats, and distracted from interfering with their plans.

The *Eye of the Everlasting Dragon* is an ancient carnifex artifact, which can turn a dragon into a creature of nightmare, a dragon lich of sorts but even more terrible due to the dark magics used in its crafting. It was used by the Serpentine Empire to gain mastery of the sky by giving the artifact to a subservient dragon. The carnifex have no idea where the artifact is now, or even if it is still imbued with magic, but they can provide Pyre with enough believable information concerning its nature to seriously pique her interest. The carnifex do not know if the eye really is in Shavraim, but since the araneas are an ancient race that remembers the carnifex and opposed them in the past, hurling Pyre at them seems like a good diversion. The carnifex envoy promises help in the form of shock troops and powerful battlemages when Pyre attacks Shavraim; the price for the information and assistance is turning half of the prisoners over to slavery for the Carnifex Empire.

## Dynamo Fixed.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** Lady Ardana has finally repaired the damage to the *dynamo of flying*. She orders her comrades to fasten it to the *Island* for a test flight. (See *Sv. 4, Sv. 9; Sv. 12, Sv. 14.*)

**What This Means:** Equipped with the *dynamo* and enough *potions of flying*, the *Island* will acquire a limited void travel capability. Of course the team will have to be equipped with protective magic, and likewise the potions are still to be brewed. Luckily enough, Lord Loraan is a capable alchemist, which will make the matter much simpler.

**What the PCs Can Do:** The PCs could be instructed by Lord Loraan to acquire any rare alchemical ingredients he might need to prepare his potions. Some of these might be available in Blackheart, in which case a party of powerful adventurers might have a challenge on their hands.

## Sviftmont 12, AC 1019

### The Reluctant Prince Makes a Move.

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

**Description:** At the Silver Tower Inn, the favorite haunt of the Glantrian powers-that-be, guests are agog when *Prinz* Harald Haaskinz, Prince of Sablestone and Grand Master of the Great School of Magic, arrives to dine with a retinue of friends and allies. While no one bats an eyelash at Viscount Gerrid Rientha of Castelbianco and his lover Baroness Danira Voshane of Egorn (both *habitués* of the Silver Tower Inn and friends of *Prinz* Harald), all eyebrows are raised at the fact that “The Reluctant Prince” has at his table the most fashionable of Glantrian princes, *La Princesa* Carnelia de Belcadiz.

And as if that were not enough to cause tongues wagging from Aalban to Sablestone, in wafts the diaphanous, pastel-colored Princess Carlolina Erewan to good-naturedly join *Prinz* Harald and Princess Carnelia for a hearty, if cordial, dinner.

Onlookers keep a keen eye out for sudden explosions of spellfire, lace, and elven body parts, but are disappointed that the two rival elven princesses remain civil, and even convivial, in *Prinz* Harald's company. Eavesdroppers keep a sharp ear for veiled threats, insults, or curses (magical and otherwise), but *Prinz* Harald keeps the topic on “what's good for Glantri and all its principalities,” and the three princes (disappointingly) seem to be in agreement about common ideas.

At the end of the sumptuous repast, Princess Carnelia retires first—in an amiable mood and not in the flustered huff hoped for by the more malicious rumormongers. After a few more liqueurs and tea, *Prinz* Harald, Princess Carlolina, and the rest leave together, sharing a private gondola heading off to the Voshane city residence. (See *Fl. 2, Am. 15; Ei. 5, Ei. 28.*)

**What This Means:** For the greater part of the year, *Prinz* Harald has kept to the privacy of his chambers at the Great School of Magic, when he was not secluded altogether in Sablestone. This public appearance is a bold move, sending a clear message that “The Reluctant Prince” has chosen powerful allies—the rival elven princesses of Glantri dining at the same table!—and that his enemies, whoever they are, should beware.

Following the not-so-secret visit from Etienne d'Ambreville (the secret mortal identity of the Immortal Rad), *Prinz* Harald has been convinced of the insidious darkness and chaos slowly pervading the land and that the good and lawful forces of Glantri must take a strong stand—although Harald remains unclear, against whom. Despite their long and deep-seated enmity, the two elven Princesses of Belcadiz and Erewan are willing to cease hostilities and cooperate in the meantime—at least, under Harald's banner.

Later that night, *Prinz* Harald, Lady Danira and Sir Gerrid (all members of the Brotherhood of the *Radiance*) secretly discuss with Princess Carlolina matters of the *Radiance* and Prince Etienne's revelations regarding it.

## Landfall.

**Location:** The Void. HW

**Description:** *Apollo 1* lands on the first island in the void, but soon the crew discovers that it will not be the right one for a new home, because there is neither an atmosphere nor enough solid ground for caves. They note the island's position and course, but nobody expects to return there. *Apollo 1* takes off again to continue the search. (See *Sv. 9, Sv. 11; Sv. 14, Sv. 27.*)

**What This Means:** It was the first floating island the *Apollo 1* had reached, and it was not the right one. Others will follow.

## Stopover in Tyjaret.

**Location:** Town of Tyjaret, Serpent Peninsula. SC

**Description:** At sunset, after a quiet journey, the clipper transporting Alatia's party drops anchor in Tyjaret to replenish its water supplies, unload some goods, and load others for the voyage back to Ierendi. They book a room in a local inn and look for a ship going south to Kastelios, Garganin, or Raven Scarp. They are told that the first ship heading south is to set sail in two weeks, and that they should try to make the best of their time in Tyjaret.

Later that night, Alatia and Bertolucius manage to make contact with some minor Heldannic agents. Brother Ignatius takes advantage of their absence to knock out Thraïm and leave Tyjaret with the help of Hulean agents. He then rides west to Kladanovic, carrying a semi-conscious Thraïm on the back of a horse. (See *Am. 28, Sv. 1; Sv. 13, Sv. 14.*)

**What This Means:** Tyjaret in itself is a trading town with some possible action. Yet secrecy is required for it surely hosts Hulean or Jaibuli agents.

**What the PCs Can Do:** This is a convenient way to have them explore the town and learn about the local powers at work here. If they are too sleepy, have a local talented thief rob them in order to force them to give chase and explore the town. Lion hunting could be fun too...

## Swiftmont 13, AC 1019

### Our Brother Is a Traitor!

**Location:** Town of Tyjaret, Serpent Peninsula. SC

**Description:** When they return some time after midnight, Alatia and Bertolucius find the room empty. No trace of their comrades can be found; they seem to have completely disappeared along with all the precious documents they took from the *Rajah* of Jaibul. Alatia uses a scroll inscribed with a modified *locate objects* spell and, focusing on a very personal object belonging to Thraïm, she ascertains that they have left heading west. Before dawn, Bertolucius and Alatia, after giving some instructions to the Heldannic agents in Tyjaret, ride west following Ignatius's trail as instructed by the Heldannic network. Ten miles west of Tyjaret they find an almost dead Thraïm lying on the side of the road, gagged and tied. Three potions later he is able to speak and tell his story. To their amazement, Bertolucius and Alatia realize that they had a mole in their midst the whole time. It was not surprising then that Jaibul's agents were always a step ahead of their pursuers.

They decide to split up there, and while Alatia is to go back to Tyjaret with a weakened Thraïm, Bertolucius is to try to catch up with Ignatius to learn exactly who is behind this treachery. (See *Sv. 1, Sv. 12; Sv. 13, Sv. 14.*)

**What This Means:** Brother Ignatius was re-activated by the Black *Rajah* of Jaibul, and instructed to steal from his comrades all the documents they got from the *rajah* and to travel to Kladanovic to take a ship waiting for him.

Unknown to them, Ignatius was keeping Bertolucius in a drugged state slow his recovery process. He always had good reasons to give him new medicine to help him fight the infected wounds he received in Jaibul's dungeons. Any potion Bertolucius takes now is a real one and heals him for good. He is now very eager to catch up to Ignatius and interrogate him, the Jaibuli way if need be!

Ignatius can be assisted by some local Jaibuli agents (which are quite numerous, active and resourceful).

**What the PCs Can Do:** DMs should give Ignatius some time to head into the savannah before allowing the rest of the party to pick up his trail.

## Kladanovic in the Mist.

**Location:** Town of Kladanovic, Serpent Peninsula. SC

**Description:** The city of Kladanovic wakes up bathed in very thick grayish fog. It spreads all over the city and hundreds of yards over the sea. Sounds are muted and no one notices that Texeiran vessels have unloaded armed parties on the shores inside and outside the city. When the Thyatian governor realizes that something is happening, he orders a war galley to patrol the port entry. As the vessel disappears into the fog, shrieks are carried by the wind but hours later no one returns to report. (*See Sv. 12, Sv. 13; Sv. 13, Sv. 14.*)

**What This Means:** The Master of Hule has hired mercenaries and wizards from the Savage Baronies to seize Kladanovic and set up a puppet government. He has always thought that this part of Mystara was his personal playground and that no foreign power should ever be allowed to set foot there without his consent (which they are unlikely to obtain). He is betting on the fact that some of the barons are watching the Thyatians' return to the region (albeit in the form of a mercantile expedition) with some concern, which should conceal his own involvement. This should also allay any Thyatian suspicions that Hule is not respecting the secret compact signed between the two nations earlier this year [*Yarthmont 18, AC 1019. Ed.*]. So he organized a blockade, and used magic to cover the arrival of his agents there.

**What the PCs Can Do:** If the PCs are part of the mercenaries, this is a great opportunity to infiltrate a town and take strategic positions. If they are locals, they can try to investigate this unusual fog and find out what's behind it.

## Tyjaret under Attack.

**Location:** Town of Tyjaret, Serpent Peninsula. SC

**Description:** Not long after sunrise, the town of Tyjaret is violently attacked by bands of mounted Uruk nomads who fire volleys of flaming arrows over the Thyatian merchant warehouses in the town. The Thyatian governor launches a counterstrike using fifty of his best men mounted on warhorses. They cut through the enemy lines and gather on a small hill a quarter of a mile from the town's walls. There they are assaulted by bands of orcs who had been hiding in the rocks. The Thyatians are routed and the few survivors ride away to safety. The volleys of arrows continue, and soon start many fires in the commercial district of the town. At the same time, inside the town, riots break out, and some demonstrators take up arms against the Thyatians, claiming that they are of no use if they cannot even protect the population against marauding bands of nomads. Amid the chaos, the outer fortifications are breached in some locations, and enemies start pouring into the town, pillaging everything. The Thyatians retreat to selected defensible positions and to the fortress, and prepare to resist what could become a siege. By nightfall, only small pockets of Thyatian resistance remain, especially in the port area. (*See Sv. 13, Sv. 13; Sv. 15, Sv. 17.*)

**What This Means:** The attack on Tyjaret has occurred, as planned by the Black *Rajah* of Jaibul and Hule. The nomads, although not usual allies of the orcish tribes, took advantage of the crushing of the Thyatian cavalry. The Thyatians were taken by surprise by a very well planned attack from both inside and outside.

The two regional players were not happy at all that Thyatis has invited itself into their playground. They have gathered as many forces as they could get without giving a clear sign that they were behind those attacks.

**What the PCs Can Do:** The PCs could be with either the attackers or the defenders.

## A Prince in Peril?

**Location:** Town of Kaarja, Kingdom of Kaarjala. NW

**Description:** While presiding over the daily affairs of his court, King Kaarlo Taavinen of Kaarjala is interrupted by a messenger, bearing news of great importance. Seeing the seal of his captain of the guard on the vellum scroll clutched in the messenger's hands, Kaarlo adjourns proceedings for the day, and, once everyone else has left, orders the messenger to bring the message to him.

The message is brief—Prince Veikko, the king's eldest son, has gone missing in the southern bogs while on a hunt. His Vaarana [*the nomadic cousins of the Saamari, who are the city-dwellers among the Kaarjalan people. Ed.*] guides reported seeing the sky darken ominously before the prince's disappearance, and the air grew noticeably colder. A sudden gust of frigid, salty air assailed them, forcing them to take cover, but as soon as the blast struck them, it dissipated, but of the prince there was no sign.

Kaarlo orders the messenger to carry instructions to the captain of the guard, to bring the Vaarana guides before him to tell him their tale personally. (*See Sv. 16, Sv. 27.*)

**What This Means:** Prince Veikko was an accomplished hunter, and still in his prime; Kaarlo feels that there is only one way that his son could vanish in such a way—sorcery of the foulest kind.

**What the PCs Can Do:** PCs serving in the Kaarjalan court might be ordered by the captain of the guard to track down the Vaarana hunters and bring them to the capital. This is no easy feat, as Kaarjala is vast and sparsely populated, with much of its territory being comprised of wilderness. There is a good chance the PCs could run into some of the many humanoids who live in the Kaarjalan borderlands.



## Swiftmont 14, AC 1019

### Thyatians Sail for their Lives.

**Location:** Town of Kladanovic, Serpent Peninsula. SC

**Description:** Thyatians troops are fiercely attacked and forced to retreat, and finally embark on the ships they can find in the port. They set sail to the heart of the mist and are engaged by the Texeiran mercenaries. Yet many Thyatian ships manage to break the blockade. On both sides the damage done to the ships are heavy. In the meantime, Heldannic agents have been *teleported* to Slagovich to gather as much help as possible. Later, the Texeiran navy takes up positions in the port and troops pour out of their vessels to loot the market area. Much of the town's garrison is forced to surrender (although some of them secure defensible areas from which to lead a resistance effort, with much less success than in Tyjaret), while some of the locals are put to the sword. (See *Sv. 13, Sv. 13; Sv. 15, Sv. 16.*)

**What This Means:** The original idea of the Master was to force his enemies into their ships and then sink them with his untapped naval forces. Unfortunately for the attackers the thick fog served the Thyatians too and many ships escaped the blockade, to regroup some miles to the north, hidden in a remote bay on a small rocky island.

**What the PCs Can Do:** Hunt or be hunted, depending on their allegiance.

### Exploration Party Returns.

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

**Description:** A party of explorers who left Polakatsikes in Fyrmont using the mystical conveyor returns with good news. The region around the mystical point they explored has been secured and should soon be kept under guard, for it is now of strategic importance. The region is described as being very fertile and only populated by non-violent tribes of fishermen who welcomed the knights' party after they helped them get rid of some of their natural predators. (See *Fy. 21; Ei. 3, Ei. 11.*)

**What This Means:** This is a first successful step in the exploration of the closest mystical points linked to the new means of magical transportation. Soon other missions shall be conducted to explore the other Davanian mystical points.

**What the PCs Can Do:** If the PCs were members of the mission, they can return home and be rewarded by the officers aware of their secret mission, since it turned out to be a success.

### Test Conducted.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alphatia, Alphatian Empire. HW

**Description:** Lady Ardana and most of her friends test the *Island*. The *dynamo of flying* is working normally. Ardana decides not to leave Alphatia this time, and returns to the tower. There is still a lot of work to be done. (See *Sv. 11, Sv. 12; Sv. 27, Ka. 3.*)

**What This Means:** The *dynamo* is working, and now the final preparations have to be made. The team starts right now, although nobody can tell if *Apollo 1* will locate a new home for the Alphatians.

## Swiftmont 15, AC 1019

### Parliamentarian Assassins.

**Location:** City of Theeds, Earldom of Theeds, Kingdom of Bellayne, Animal Kingdoms. SC

**Description:** An attempt on the life of King James in Theeds, the temporary—or maybe not so temporary—royal capital, is prevented by the king's guard. The surviving assassins can reveal nothing, and are executed.

**What This Means:** After the death of the queen and the ascension to the throne of the young King James, members of the Bellaynish Parliament tried to wrest away as much power as they could, by transferring much of it—notably regarding the military of Bellayne—from the king to the parliament. This political battle of bills led to a schism in Bellaynish society, with each faction having its own government and diplomats, its supporters and armies and financing. During the summer of AC 1017, the two factions finally came to blows, and the rakasta nation descended into civil war. Numerous clashes between Royalists and Parliamentarians have taken place since, and some attempts at peace settlements as well, with periods of truce (with the appropriate amount of spying and observing and skirmishing) in between.

A new threshold has been reached by this assassination attempt, decreasing the chances of ever finding a peaceful outcome. It seems a lot more rakasta blood will have to be shed before this civil war can end.

**What the PCs Can Do:** The PCs can be the ones who try to either take or save the king's life. Their success or failure could have a tremendous effect on the duration and severity of the civil war. The PCs should be given a fair chance of success, and of survival. If the PCs do murder the king, the DM may alter the course of the war accordingly, or keep it on course by having the Royalists cover the death of their king (they want to avoid the collapse of the monarchy), in which case the PCs may have to actually try to prove that they committed regicide!

## Dine and Dash.

**Location:** Town of Tyjaret, Serpent peninsula. SC

**Description:** The orcs, who were waiting outside the town walls, decide that their share of the looting was not enough and opt for more direct action against the human settlement. They storm the outskirts of the town and take with them as many women and children as possible. Yet they do not dare venture into the town for fear of retaliation from their allies. News of this only reaches the newly proclaimed lord of the town after the orcs have departed. (See *Sv. 12, Sv. 1;* *Sv. 16, Sv. 17.*)

**What This Means:** The humanoids were in fact true to their word: They indeed helped the nomads take the town. Yet they also saw to it that they could really improve their lot by looting and then fleeing.

**What the PCs Can Do:** If they are on the outskirts they will have a hard time preventing the orcs from looting the place. They can try fight back, but the orcs outnumber the human there 6 to 1.

## Kladanovic Call for Help Is Heard.

**Location:** City-state of Slagovich, Serpent Peninsula. SC

**Description:** The Heldannic operatives sent out of the besieged town of Kladanovic have convinced Slagovich officials that an unstable Kladanovic could only mean one thing: they would be the next to be attacked. The intelligence they have gathered tends to pinpoint Hule as a likely suspect. Slagovich authorities decide that they should act preventively and help their Kladanovic cousins get rid of the invaders (which may end up including the Thyatians). A detachment of two hundred riders is sent to Kladanovic, while a dozen ships sail south to help retake Kladanovic from the foreign invaders. (See *Sv. 13, Sv. 14; Sv. 16, Sv. 17.*)

**What This Means:** The Heldannic operatives have not introduced themselves as such (for they would not be welcomed) and have exaggerated the arguments that Slagovich would soon face such an attack, too. They know that their influence in Slagovich is slight, but they knew that it is the only neutral power that could provide any military help in a relatively short time.

**What the PCs Can Do:** Negotiators, this is your day (fabricating evidence without being revealed as Heldannic agents could prove quite a challenge).

## Zandor Is Not Home.

**Location:** Tower of Night, Milenian Empire. HW

**Description:** At the Zargosians' headquarters, Vix receives an update on the investigation about the whereabouts of the treacherous wizard Zandor. The investigation again turned up nothing; in fact, the report states no evidence was found that Zandor might be hiding somewhere in the Milenian Empire, and it strongly advises that further research be conducted outside the empire.

Vix is not pleased, but faced by the obvious reluctance of the Zargosians to investigate further (and especially farther), she indicates that she will track Zandor wherever he might be holed up, and bring unto him the revenge of Zargos. (See *Kl. 10; Ei. 7.*)

**What This Means:** Vix, a champion of Zargos (Nyx), often travels the Hollow World to advance the goals of her patron, and her own. She was, however, furious that Zandor duped her, and outraged at the affront he made against Zargos, by misusing the power of His church, and His most (un)holy Book of Zargos. For his unforgivable betrayal, she has sworn to find and kill him—or maybe worse, if she can devise a suitable punishment. It remains unclear how Zandor could escape from the clutches of the Zargosians, right under Vix's nose, or how he could leave the empire with the Zargosians chasing after him—albeit with lessened resources due to the very events that he brought to bear upon the order. So, Vix grabs her pilgrim's staff—or rather, climbs into her magical floating chariot, with her magical spear at her side—and heads out of the empire on her quest for Zandor.

Unknown to Vix, this is all a plan by the higher-ranking Zargosians to get rid of her, as her single-minded eagerness to catch Zandor has overtaxed the Zargosians' network, already severely hurt when the Red Sun returned and the Zargosians were chased from power. Therefore, they maneuvered to get Vix to continue her crusade, which they hope will succeed, outside the empire: Vix, Zargos's champion, is not the right person to lead the cult right now. It is true, however, that the Zargosians could not locate Zandor anywhere within the empire, so they did not have to falsify their reports, only convince Vix that it was futile to persist and that she had better start looking somewhere else—preferably far away.

## Sviftmont 16, AC 1019

### Hope Sometimes Comes from Inside...

**Location:** Town of Tyjaret, Serpent Peninsula. SC

**Description:** The local inhabitants of Tyjaret are so ill-treated by their new lords that many choose to join the Thyatians in their attempt to drive back the invaders. They bring whatever weapon and food supplies they can carry and are let into the fortress to strengthen the resistance.

Meanwhile, large ships apparently allied with the nomads have arrived. The nomads help the crew load goods looted from the town. (See *Sv. 13, Sv. 15; Sv. 17, Sv. 18.*)

**What This Means:** This is a setback for the invaders. They were counting on local support against the Thyatians. Unfortunately they did not realize that the Thyatians had been conducting themselves very well with the locals and that Thyatis had provided work, prosperity and relative stability for most. So the population reacted violently when the new lords took away much of their newfound prosperity. They suddenly saw the cost of "freedom."

**What the PCs Can Do:** If they are locals or Thyatians, the PCs can lead the pockets of resistance and conduct hit and run attacks to allow more people to reach the fortress safely.

## Thyatians Strike Back.

**Location:** Town of Kladanovic, Serpent Peninsula. SC

**Description:** The Thyatian ships that escaped Kladanovic on Sviftmont 14 mount a surprise attack by land and sea. Their main goal is to evacuate as much of the population as possible. Their mission is partially successful since they manage to have two thirds of the population vacate the city. The Thyatian forces then retreat into the night. (*See Sv. 14, Sv. 16; Sv. 17, Sv. 18.*)

**What This Means:** The Thyatian governor has contacted his counterpart in Tyjaret, and has learned that both towns have been attacked at the same time. His information leads him to think that the local population is in grave danger of total extermination. So he organized a last (and very much unexpected) move to save as many people as possible. The Texeirans were caught by surprise and the population took advantage of the situation to flee their town.

**What the PCs Can Do:** Great place and time for would-be heroes. This is a great cause to fight for.

## In Search of a Prince.

**Location:** Town of Kaarja, Kingdom of Kaarjala. NW

**Description:** The Vaarana hunters who were acting as guides for Prince Veikko on the day he disappeared are brought before King Kaarlo Taavinen to recount their tale. The hunters' own telling of the tale differs little from the official report delivered to the king already, but they are able to indicate on a map where the prince disappeared. Kaarlo asks a few additional questions, and then dismisses the hunters.

Within the hour, the king announces a quest, to all who would be champions of Kaarjala, to seek out and rescue Prince Veikko, or to bring back his body if he has died. The first one to succeed in this quest will be rewarded with his or her weight in gold and gems. (*See Sv. 13; Sv. 27, Ei. 2.*)

**What This Means:** The tale told by the hunters confirmed what Kaarlo had already been told. He felt that no further time could be wasted; hence, the call for champions (read, adventurers). The king really is serious about his reward—the first person to bring back Prince Veikko will receive his or her weight in nonmagical treasure.

**What the PCs Can Do:** PCs who hear of the king's announcement, and who wish to undertake the quest, will be instructed to present themselves to the king, so that they may receive his seal, a wooden disk with his insignia, which will allow them to roam Kaarjala unmolested by wilderness patrols. The PCs must pledge their honest intent by the *Great Saampo*, the artifact that makes Kaarjala's temperate climate possible, in order to obtain a seal. DMs should note that these seals are magical, and will turn to dust if the PCs attack any Kaarjalan without provocation, or if they willfully abandon the quest. If they do undertake this quest, the PCs will be directed southward, to the frozen bogs, to commence their search.

## A Final Meeting in Harstal.

**Location:** Town of Harstal, County of Harstal, Kingdom of Eusdria. SC

**Description:** Paulus Angelinus and the rest of the Thyatian expedition reach the port of Harstal, to meet with Count Theodamir the Stutterer, to complete their tour of Eusdria. An honor guard meets the expedition at the pier, and Paulus and his most senior associates are escorted to the count's palace, situated on a hill overlooking the town, while the vessels finish docking. Count Theodamir greets his guests warmly, and, over a sumptuous banquet, asks innocuous questions concerning what the Thyatians have seen since their arrival. Paulus answers the questions without providing too much information—especially when matters turn to the empire's dealings with Teixeiras and Vilaverde. Realizing that he will not find out what he wants to know, Theodamir turns to other topics, and, by dinner's end, invites his guests to stay in the county as long as they wish. (*See Am. 26, Sv. 1; Sv. 24, Sv. 25.*)

**What This Means:** Paulus decided to visit Harstal because the expedition had already spent time in the other Eusdrian dominions—it would have been an affront not to go—but also because the county had been influenced by the Heldannic Knights in the past. Although King Sigismund drove out the knights not long after Haldemar's visit in AC 1000, Paulus wanted to know if the current count was under any lingering Heldannic influence. Aside from an easily detectable resentment against King Sigismund's policies, as well as territorial ambitions against the Texeiran *Protektorado da Presa* (more specifically, Theodamir dreams of taking over the colony's lucrative opal mine), neither Paulus nor his spies could detect anything amiss, but several spies will be left behind with instructions to continue investigating the count and his followers. Should any lingering ties to the Heldannic Knights be found, they will be instructed to approach the king with the information. The remainder of the expedition's stay in Harstal will be spent making deals with local merchant houses, as well as meeting with prominent members of the county's sizeable dwarven minority.

**What the PCs Can Do:** PCs with a lot of spying experience could be instructed by Paulus to remain behind and observe Theodamir's activities—a dangerous job because the count fears suffering the same fate as his father (who was stripped of his powers by the king for his allegiance to the Heldannic Knights), and therefore surrounds himself with experienced guards and spy catchers.

## Swiftmont 17, AC 1019

### ...Sometimes from Below.

**Location:** Town of Tyjaret, Serpent Peninsula. SC

**Description:** At night, the resistance launches a very effective counterstrike. Such an operation is made possible by the arrival of the few remaining Thyatian cavalymen that Alatia could gather in the savannah. She leads them into the sewer system of the town, helped by the Heldannic network operatives, a small group of highly trained and effective soldiers who know perfectly well how to use the sewers to surprise the invaders, divide their troops, and utterly crush them one band at a time.

Late in the night, the last knot of invaders rides away and flees northward. Some ships filled with a portion of the loot are caught by fast sailing ship launched after them, and they are brought back to port in the following morning.

Alatia and the Heldannic operatives tend to the wounded and later meet with the Thyatian governor. (*See Sv. 15, Sv. 16; Sv. 18, Sv. 19.*)

**What This Means:** It has been clear that ever since her departure at dawn on Swiftmont 13 Alatia has worked behind the scenes to help organize the rebellion, first from afar then from below. The only problem is that the majority of the Heldannic agents have blown their years-long covers to take the defense of the town into their own hands. Their future in Tyjaret as foreign agents is compromised.

**What the PCs Can Do:** Fight bravely.

### Southern Outpost Destroyed.

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

**Description:** An outlying Heldannic outpost is attacked during the night by a group of highly trained soldiers, among whom are powerful wizards. The outpost is burned to ashes and every Heldannic soldier is either captured or killed. The news about it will not reach Polakatsikes for another week, when people notice the lack of reports from this outpost. (*See Fe. 10; Ka. 5, Ka. 9.*)

**What This Means:** This attack is just a test by Moray Vaco's minions. They will, from time to time, storm an isolated settlement and wreak havoc, and then enslave those they manage to capture.

**What the PCs Can Do:** If the PCs are Heldannic soldiers, or allied with them, their main goal might be to avoid capture, and try to reach the nearest Heldannic settlement. If they are Moray Vaco's minions, their mission is to capture or kill everyone they can find.

## Kladanovic Set Aflame (a.k.a. Bye Bye, Birdy!)

**Location:** Town of Kladanovic, Serpent Peninsula. SC

**Description:** The mercenaries sent by Hule to seize the town are alerted that a convoy of heavily armed ships has set sail from Slagovich and is sailing south to fight them back. Fully aware that his mercenary force would be no match against Slagovich's naval forces, the Master orders his troops to torch the town and leave with as much loot as possible. The Texeiran mercenaries execute the orders and loot the town. They capture as many remaining able-bodied prisoners as possible to sell them later as slaves. The loot is loaded on several recently arrived transports. They set sail at sunset heading west.

Bertolucius only reaches the town amidst a very fierce battle. He spots his former comrade Ignatius embarking on a ship that later heads north. Around him, the town of Kladanovic is still in flames and turmoil and the Thyatians there have suffered heavy losses. Only the intervention of Slagovich's mercenaries has saved the Thyatian presence there. Bertolucius presents himself to the authorities, who have been informed that he was to arrive soon in town.

He is taken care of, cured, and offered good accommodation.

Unknown to Ignatius, Alatia's parchments were magically marked by a spell allowing her to track them later, provided that they are not enclosed in a specially made net of magical alloy. (*See Sv. 15, Sv. 16; Sv. 18, Sv. 19.*)

**What This Means:** The Master realized that his meddling in the region could be discovered and he was not willing to jeopardize his newly improved relations with Thyatis for a moderately important coastal town that is not easily controllable. So he opted to make the best of it, and ordered his troops to bring him as much loot as possible. But he was not willing to give up the town untouched.

Alatia used a spell she often carries to mark people or objects she doesn't want to see "disappear."

The mystical link Brother Ignatius had with Vanya was severed when someone else took over his will. That's why he was unable to work any clerical magic.

**What the PCs Can Do:** If the PCs are still in Kladanovic, their attempt to fight the fire could win them a good position later. There are many important archives in the local library (those not already looted) that are worth saving. You can run this as a mini adventure, or make it part of the whole exploration of the region.

## A New Land Beckons!

**Location:** East of Lost Valley. DV

**Description:** After investigating the ruins of Erkalion, the Thyatian expedition, led by Julius Ambrosius, continued its westward journey along the coast of the Vulcanian Peninsula. After the better part of a month, the Thyatians come across a land that bears the unmistakable stamp of civilization. At the mouth of a great river, deep and wide enough that their vessel could easily sail upstream, the travelers note that the forests have been cut back considerably, and, several hundred feet upstream, a great chain has been threaded across the river, anchored at each end by immense blockhouses. Thinking that they have arrived in a land of giants, the Thyatians sail up to one of the blockhouses, in the hopes of making contact with the locals, and being allowed to go further into the interior.

Nothing can prepare them for what they encounter next. Where they expected a formidable giant to meet them, they are instead accosted by a gnome, who emerges from a previously unseen door in the blockhouse, and who, after trying unsuccessfully to communicate with the newcomers in a variety of unknown languages, settles on a patois of Alphatian, Gnomish, and other unidentifiable tongues. The Thyatians have enough Alphatian and Gnomish speakers among them to make their purpose known, but communications are made easier by Julius's personal magist, who casts a spell that allows everyone to converse.

It becomes apparent that Julius and his crew have happened upon the eastern frontier of the "Valley of the Earthshakers," and that they must pay an entry tax if they wish to pass. When questioned about the extensive river defenses, when the countryside appears to be wide open, the gnome simply responds that the gnomish cities have no reason to fear marching armies. As the tax being levied is not onerous, Julius orders that it be paid, and the chain is lowered into the river, allowing the Thyatians to pass. (*See Fe. 26, Fy. 25; Sn. 24, Sn. 26.*)

**What This Means:** The transition from uninhabited forests to clear land was a rather abrupt one, and the presence of gnomes in this isolated part of the world is all the more confusing to Julius and his crew. Until now, they had considered gnomes to be unique to the Old World, having never heard tales of them living elsewhere. The possibility of there being a gnomish realm—and an apparently powerful one as well—has piqued the interest of the expedition.

**What the PCs Can Do:** Unless they are very worldly, the PCs could very well be surprised by an established gnomish presence in this remote part of the world. More astounding sights await!

## Swiftmont 18, AC 1019

### Farming Scheme a Less Than Resounding Success.

**Location:** Across Nayce. AS, SD

**Description:** After several months, the Naycese Council has analyzed the results of its plan to ease the unemployment problem by employing masterless servants as farmers, and found less than stellar results. Some kingdoms, such as Gaity, Aegos and Meriander, were quite successful, due in part to their lower populations—few people migrated to those lands to seek work—and fertile soils. They also benefited from the fact that local farmers were able to help the newcomers get started. In places such as Notrion, Surshield, and Dawnrim, the outcome was not so promising. Hardly anyone in Notrion carried out the directive, citing the fact that the nation has little money, while attempts to carry out the instructions failed in the other two kingdoms due to active resistance on the part of the unemployed. Few Thothian aristocrats even responded. Seeing that more must be done, the council convenes an emergency session to discuss the matter. (*See Fe. 5, Fe. 14; Sn. 26, Ei. 14.*)

**What This Means:** The Naycese Council's "back to the land" scheme was not successful in large part because few of the aristocrats saw it as important. Although the Alphatians have faced many changes since the sinking of the Alphatian continent in AC 1009, they still remain, for the most part, a very individualistic and chaotic people. This is especially true for the aristocrats, who, having grown up in a society designed to cater to their whims, see no reason why they should make any effort, much less sacrifices, for something that does not interest them, or does not pose any direct benefit to them. Many aristocrats are also wrapped up in their own projects and private interests, and therefore see no reason why they should pay attention to anything else.

Not all aristocrats behaved that way, however. In those kingdoms where the program seemed to work, the elites saw a benefit, indirect through it might be, in investing in other people. These nobles were not in the majority, though.

**What the PCs Can Do:** Depending on the PCs' philosophies, and where their lands are located, they might have complied with the directive, and been successful.

## The Art of the Deal.

**Location:** Town of Tyjaret, Serpent Peninsula. SC

**Description:** After hours of long talks and negotiations, the Heldannic Knights and the Thyatians have finally reached an agreement. Thyatis will remain in control of the towns (as it did before), and in exchange for the provision of Heldannic caravan guards (plus the founding of fortified rest houses owned and operated by the Heldannic Order at set intervals along the planned road between Tyjaret and Kladanovic, where caravans can get healing, food, weapon repairs, basic supplies, and clean water), and any other aid or involvement the order chooses to render, the Heldannic Knights will get a percentage of the toll, as well as some taxation on trade passing through the two towns. The Heldannic Order is also allowed to found churches (tithe from the faithful in the two towns will be handed to the order). So, the Thyatian Empire benefits by getting the road it wants (without having to commit too many of its own troops), and strengthens its influence and hold even more, while the Heldannic Knights benefit by getting a secure revenue source (which can only grow as trade between the Savage Coast and the Old World grows), and an opportunity to spread the word of Vanya. It is quite likely, after seeing the Heldannic Knights defeat several allied raiders, that interest in the faith will grow. The population of the free towns will benefit from the wealth brought by the growing trade, and the protection awarded by the two empires.

The elements of the deal are written down and are to be sent to Thyatis and Polakatsikes for approval by the respective authorities. Later that day, Alatia and Thraim are teleported to Kladanovic where they hope to meet Bertolucius. (*See Sv. 16, Sv. 17; Sv. 19, Sv. 22.*)

**What This Means:** Thyatian authorities were surprised by the attack. They realized that without the intervention of the Heldannic network of operatives, they would not have been up to the challenge. So the Thyatian governor decided that it would be better to work with strong allies and thus to present a common front to the local forces gathered to counter their influence in the region. Ever since they lost their flight capabilities, the Heldannic emissaries have laid low and gathered intelligence and influence. Yet they are far from their motherland, still torn apart by a deadly conflict, and so they organized themselves without referring to the official chain of command. From now on they will answer to the only strong authority in the order they can rely on, that is to say Polakatsikes's governor.

**What the PCs Can Do:** If the PCs are good negotiators, they could help gain more for their side.

## Among the Ashes, There Is Little Hope Left.

**Location:** Town of Kladanovic, Serpent Peninsula. SC

**Description:** The population that fled the torching of the town slowly returns, only to find smoking ruins and desolation. Only a small group of buildings have been spared, among which stands the library, albeit partially damaged by a neighboring building that collapsed. The garrison does its best to establish camps and offers to heal the injured. Vanya's priests and agents are greatly appreciated, not only for their healing skills, but also

because they show more respect to those in need than the Thyatians. (*See Sv. 16, Sv. 17; Sv. 19, Sv. 22.*)

**What This Means:** As always after a big fire left unchecked in a densely populated city, there is not much to salvage. Vanya instructed Her followers to treat the population as if they were true believers. She hopes to root the order in the region, and starting with respect is a new approach, which She thinks could prove very fruitful—conquer the heart and reap the soul.

**What the PCs Can Do:** There is much to do in a situation like this. Based on their alignments and ethics, the PCs can either try to take advantage of the situation (there is loot to be gathered in the ruins) or offer their help (which could in the long term prove even more fruitful).

## Swiftmont 19, AC 1019

### Just a little Zzonga...

**Location:** All over Nayce. AS

**Description:** Naycese authorities are beginning to notice that use of zzonga has spread rapidly among the lower classes recently, especially on Bellissaria. It seems to be primarily the poor and unemployed who are using the drug, and they apparently steal and commit other crimes to find the money for their habits. Subsequent investigations reveal that an organization called The Silent Distribution is apparently involved in the selling of zzonga. (*See Va. 1, Sv. 18; Sv. 26.*)

**What This Means:** When people see no future before them, they sometimes turn to whatever can keep their minds away from their bleak existence, particularly if they have responsibilities that they cannot live up to, such as feeding their families. The problem isn't very widespread because few can actually afford the zzonga, which is scarce. The Silent Distribution is actually a thieves' guild operating out of South Harbor in Turmoil. The guild has since spread to various other cities and towns of Bellissaria in the recent years after Alpathia sank. Thieves' guilds did not exist on the Alpathian continent due to the powerful magics of the mages there, which would reveal the thieves, but since Alpathia sank, thieves have had it much easier. A key figure in the distribution is Jeremol the Deceptive, who is head of the traders' guild in Turmoil, which is actually just a front for The Silent Distribution. He gets the zzonga from some of the wizards who have settled down in Turmoil and then distributes it before paying the mages. Presumably the mages grow the zzonga or else get it from Thyatis, where it is apparently also available.

**What the PCs Can Do:** The DM can run a real investigation, where the PCs have to find out where the zzonga came from and who, or what, this "Silent Distribution" really is. Be warned that Turmoil itself will not be a nice place to visit—as an anarchy, it's the rule of the strongest, and if you're coming to take down the local guild of thieves, who bring profit into the area, then you're not going to be particularly welcome. Besides, the wizards in Turmoil are ruthless to the local population, whom they don't care about, so imagine how they'd feel about nosy adventurers coming to stop their money-making scheme...

## Hoskuld Defeated.

**Location:** *Jarldom* of Vastergard, Kingdom of Soderfjord. OW

**Description:** The commanders of the Mordenic coalition have had a couple of weeks to heal and regroup, and march forward to engage Hoskuld's forces once again. This time, things go better—the coalition's morale is high, the chain of command is clear, and the men of Vastergard are crushed.

None emerge from the victory with more glory than Skaddri the *Skald*. Though his warband takes heavy casualties, they are always at the front of the fighting, and cleanly block the only counterattack attempted by the Vastergarders. Several soldiers excitedly tell of the death-duel between Skaddri and Hoskuld himself. (See *Sv. 6; Sv. 19, Sv. 20.*)

**What This Means:** The improvements in the coalition's fighting ability aren't just due to improved command. The Loki cultists serving Hoskuld have backed out, obeying orders from their patron and leaving the false *jarl* to take the fall. Hoskuld was never more than a tool for Loki's interests, and he's now been used up.

**What the PCs Can Do:** Take part in the victory over Hoskuld.

## Loki the Taunter.

**Location:** City of Pandius, Matera.

**Description:** The Immortal Loki tells other assembled Immortals about the rise of a new hero in the Soderfjord *Jarldoms*, Skaddri the *Skald*. Though the Northern Reaches are a known playground of the Prince of Deceit, many—who enjoy His stories of treachery, although They would never admit it—gather around to listen to a promisingly entertaining tale. Thus, Loki recounts the adventures of Skaddri, often quoting the *skald* himself, to the delight of the Immortals who are eagerly waiting for the twist (there is always a dark twist in Loki's stories, that is why they are so popular)—except for other Immortals of the Northern Pantheon who rather dread the Stroke (there is often a Stroke in Loki's stories, making them twice as popular).

The twist comes when Loki changes shape and assumes His mortal identity of Skaddri and, turning to look Thor right in the eye, says "I like victory parties that end with a crowning" and disappears, leaving a fuming Thor behind. The other Immortals are disappointed: there was no Stroke involved, though they suspect that Thor's followers will suffer under Loki's rule. (See *Sv. 6, Sv. 19; Sv. 20, Ei. 1.*)

**What This Means:** The Immortals are not especially worried about Loki becoming King of Soderfjord: Immortals do that from time to time, until They quit because it isn't that much fun and indeed very limiting to Their Immortal powers (Rad is an exception in that regard). If anything, the story reduces their interest in the Northern Reaches due to Their disappointment at a lack of Stroke in one of Loki's plots. The Northern Pantheon clique is very worried, however, and Thor in particular is thundering.

**What the PCs Can Do:** This is the kind of show that Immortal PCs should be attracted to, because it gives them clues to other Immortals' activities, and might urge them to interfere (i.e. Immortal-level adventure opportunity).

## Kladanovic.

**Location:** Town of Kladanovic, Serpent Peninsula. SC

**Description:** Alatia and Thraïm have been *teleported* in Kladanovic (*Swiftmont 18*) and they are gladly joined by a fully cured Bertolucius. He is informed of the deal made between the Heldannic Order and the Thyatians for the benefit of the two groups. For the three following days, Alatia, Bertolucius and their gnomish friend Thraïm make an extensive survey of the ruined town of Kladanovic.

Alatia focuses on the local library. Though it is small compared to many other libraries she has visited, this one offers some clues as to who the people of Kladanovic are, and why they chose such a remote place to establish a town. It soon becomes clear that Tyjaret and Kladanovic are twin towns and that one has always been the counterpart of the other, thus explaining their similarities. Kladanovic has a Traladaran name while Tyjaret is obviously a Hulean name. It seems that Kladanovic was under Slagovich's rule for a long time, but became independent some decades ago during a political crisis among the Slagovich nobility, only to fall into Thyatian hands in AC 1017. The people are very similar to those met in Slagovich; a mix of Traldar, Ispans, and Huleans.

Thraïm and Bertolucius focus on the strategic and geological features of the town and its surroundings. They travel extensively around the town and only come back to the inn at night to write down their observations and add them to Alatia's. (See *Sv. 17, Sv. 18; Sv. 22, Sv. 25.*)

**What This Means:** The trio is acting as any information-gathering party should.

**What the PCs Can Do:** There is much to be learned from the local population even though they are not very talkative to strangers. One should win their way into the hearts of the locals. Make it sound very boring to test the PC patience and willingness to accomplish such a tedious and yet valuable mission.

## Swiftmont 20, AC 1019

### Rain, Rain, Go Away.

**Location:** Kingdom of Nimmur and Kingdom of Jibarú, Orc's Head Peninsula. SC

**Description:** The steady torrent of rains of the past month begins to clear. (See *Am. 24, Sv. 6; Ei. 3, Ei. 8.*)

## Divine Intervention?!?

**Location:** *Jarldom* of Vastergard, Kingdom of Soderfjord. OW

**Description:** The victory party in Vastergard is going full swing, and nobody is hailed more than Skaddri the *Skald*. That is, until the Immortal Thor shows up.

It's really him. Ten feet tall, carrying a hammer larger than some of the warriors on the field, glowing like a small star, and almost blinded by rage. He denounces Skaddri as a liar and a cheat, a traitor to the Northern Reaches, a manifestation of Loki, and attacks. Skaddri defends himself as best he can, but even his giant-forged sword can't make more than a few scratches on the outraged Immortal. And then Thor flattens Skaddri with one mighty swing of his hammer, and the *skald* drops to the ground. His body shimmers, then disappears, and a moment later Thor vanishes as well. (*See Sv. 6, Sv. 19; Ei. 1, Ei. 2.*)

**What This Means:** Astonishingly enough, Loki was working towards this end the entire time. He contacted Thor last night, taunting the other Immortal with his actions as Skaddri and a plausible (but false) plan to cause further unrest in Soderfjord, and basically working Thor into a killing rage. Now, Thor has appeared in Manifestation Form on the Prime Plane, violating the law of the Immortals, and thus is in very deep trouble.

Note that for this fight, Skaddri was fighting with a mortal-level copy of the *Knife of Hruggr*, not the true artifact. Loki knew that Thor would flatten Him in this battle, and had no intention of allowing his enemy to claim the knife or destroy it. It can still prove more useful elsewhere.

**What the PCs Can Do:** Though Skaddri is "only" a Mortal Identity of Loki, he is still as powerful as any mortal hero... and Thor is even more dangerous. In a fight between these two, any PC who tries to get in the way is going to be crushed.

## Swiftmont 21, AC 1019

### Barony of Thanopolis Founded.

**Location:** Barony of Thanopolis, Davania Inferior, Hinterlands, Thyatian Empire. DV

**Description:** The Barony of Thanopolis is officially founded today on the eastern shores of Lake Solarios. The founder, a former Kastelian mercenary named Adrianos Kyrenos, selects a section of shoreline to clear first, and then he and his retainers go to work. (*See Ei 2, Ei. 23.*)

**What This Means:** Following the conclusion of the Crown War in AC 1017, Emperor Eusebius rewarded those commanders who supported him with lands under imperial control, if they desired them. This served two purposes—it would strengthen the new dominion rulers' loyalties to the emperor, and it would open more lands to settlement and economic development. Adrianos committed his small sailing vessel to the emperor's service by ferrying troops to Thyatis, and he participated in a small-scale naval blockade of Vanya's Girdle to prevent rebels from escaping by sea. He returned to Davania after the war, brought his family from Kastelios, and then petitioned the emperor for some land in Davania Inferior.

He was allotted 250 square miles, which he must survey and develop over the next three years. By the end of that time, as per imperial regulations, his fledgling dominion must contribute 1,000 *lucins* annually to the imperial coffers, or he must forfeit his title and lands.

Adrianos selected the name of Thanopolis because he visited the Yavdlom capital city of Tanakumba once, and learned about the city's purported old name, and liked it.

**What the PCs Can Do:** If they are Adrianos's retainers, the PCs will have their hands full surveying the land, which consists of gentle beaches that quickly give way to dense jungles. Any enemy Leopard Clan Hinterlanders in the area will also have to be dealt with, in addition to other perils in the region.

### Comparing Notes.

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

**Description:** Thyatian envoys arrive in Selenica, ostensibly to discuss trade matters. The meeting is held in a nondescript building owned by the Darokinian Diplomatic Corps. (*See Am. 6, Am. 27; Ei. 8.*)

**What This Means:** Through the Darokinian embassy in Thyatis, Darokinian investigators heard news of a similar, well-coordinated goblin raiding campaign that took place in the Kerendas Hills earlier in the year. The matter apparently aroused local concern, but all official accounts state that the threat was "neutralized." Unofficial reports indicated that organized goblin raids are still being carried out in the region, although infrequently, and nowhere near any large settlements. The investigators then shared their observations of goblin activities in southeastern Darokin with the embassy, which then quietly contacted the Thyatian government. The information reached the right people, and now the two nations will begin comparing notes in earnest, to determine whether the attacks are indeed linked, and what this means for the region.

**What the PCs Can Do:** The PCs can be the investigators who obtained the unofficial reports of what happened in the Kerendas Hills. Political and economic interests in both nations might have reasons for preventing this information from ever being shared; wariness and discretion, plus a sharpened sword and a good spell, will help the PCs considerably.



## Sviftmont 22, AC 1019

### Benefits of Open Trade.

**Location:** *Emirates* of Ylaruam. OW

**Description:** Minrothaddan merchants have long sought ports of call on the eastern fringes of the Thyatian Empire. Ylari merchants have long dominated the perilous journeys between Alphatia and the Old World. With Alphatia gone, increased exchanges and trade have been made with Thothia, Ochalea, and the Pearl Islands. Many new items have captured the fancy of Minrothaddans, and they have agreed to free trade with the Ylari and exchanged knowledge of seamanship. (*See Am. 2, Am. 12; Ka. 5.*)

**What This Means:** Khalid, as an advisor, has worked a deal to have Ylari captains trained side by side with Minrothaddans. The exchange is going to benefit shipbuilders, navigators, and privateers alike from both nations. The free trade is going to give a huge influx of exotic items from the far east: Thothian silk, Nuari pearls, Ochalean jade, fine ceramics, and other commodities. It also means more pirating to dampen Thyatis's attempts to rebuild its empire—thus favoring merchants hailing from Minrothad rather than the rest of the Thyatian Empire, as Minrothaddans don't intend to simply be dissolved into the empire but use the situation to their own advantage.

**What the PCs Can Do:** PCs could be involved with the negotiations or be trained by one culture or the other in their seamanship. Seagoing characters may see a renewed influx of pirating on the eastern side of Thyatis, and a more organized market for far eastern goods. PCs in coastal areas are also going to see more and more Ylari out of their desert environment.

### Going Back to Tyjaret.

**Location:** Region between the Towns of Kladanovic and Tyjaret, Serpent Peninsula. SC

**Description:** After gathering information about the town, its people, its history, its natural defenses and its geology, the trio of Heldannic agents leaves Kladanovic and rides back to Tyjaret to be on time to catch the next ship going south. (*See Sv. 18, Sv. 19; Sv. 25, Ei. 25.*)

**What This Means:** The party is fortunately made of different kind of persons, each one able to add to the group. They have fully understood what a profitable asset a proper road linking the two twin towns could become. Now they want to ascertain the veracity of the information contained in seized Jaibuli documents, especially regarding the Black *Rajah's* financial projections.

**What the PCs Can Do:** Run as many mini adventures as you want. Some ruined buildings might hold minor magical objects. Monsters are not uncommon in the region, but are rarely seen in great numbers. But for a magically undermined party, they could prove to be more than marauding monsters.

## Sviftmont 23, AC 1019

### Sean McAllister Kidnapped!

**Location:** Duchy of Taterhill, Principalities of Glantri. OW

**Description:** For months now, the apathetic Duke Alasdair McAllister of Taterhill has not seen or heard of his prodigal son, Sean. More alarmingly, Sean has not been asking for his monthly stipend—nor has he been dipping into the McAllister coffers! He further learns that Sean was not even at the Raising the Walls festivities last week—where wizards from the Great School of Magic construct defensive walls on the frozen canals of Glantri City—and the duke becomes duly disturbed.

Sir Alasdair makes his way to Sean's apartments in Glantri City. Strewn all over the place are the costumes, paraphernalia, and the plunder of that magical miscreant, Robin Moorkroft! The duke concludes that his son has been kidnapped by the wizard-rogue! (*See Tb. 22, Fy. 17; Ei. 5, Ka. 20.*)

**What This Means:** Is Sean McAllister's mysterious disappearance another criminal prank by Robin Moorkroft and his Mundaner Men against the Glantrian magocracy? It would seem so, except for one key fact...

**What the PCs Can Do:** Despite being a cold-hearted misanthrope, the Duke of Taterhill does have political reasons for wanting to find the sole heir of House McAllister. He will report Sean's disappearance to the constabulary and the Great School of Magic. He will mobilize the guards and agents of House Crownward, and hire private agents (legitimate and otherwise) to find his son. The PCs could well find themselves in the employ of one of the highest-ranking nobles of Glantri to investigate the kidnapping of a young noble wizard.

## Sviftmont 24, AC 1019

### A City Unlike Any Other.

**Location:** Valley of the Earthshakers, Lost Valley. DV

**Description:** While sailing up what they have named the Latus River, the Thyatian expedition hears great clanking and rumbling noises coming from the hills to the south. Intrigued, Julius Ambrosius orders the crew to draw closer to the southern shore, and, just as the vessel comes within a few hundred feet of the shoreline, the ominous noises resolve themselves into a giant metal man, well over 500 feet in height, who crests the hills and approaches the river!

Much of the crew stands gaping in awe at the spectacle, and Julius orders his marine contingent to prepare for an attack. The giant, apparently a construct of some sort, stops at the shore of the river, and two previously unseen panels slide open in its legs, from which gnomes emerge. While the Thyatians watch, the gnomes lower what appear to be thick ropes into the river, after which great sucking sounds can be heard. After a few minutes, the ropes are reeled back into the construct, and, for the first time, the gnomes notice the foreigners. The Thyatians introduce themselves to the gnomes with the aid of their magist, and the gnomes welcome the outlanders to the Valley of the Earthshakers, and present themselves as representatives of the city of Dwerrigg. When the Thyatians ask whether Dwerrigg lies far away, the gnomes point to the earthshaker, indicating that it is, in fact, the city in question. (See *Fy. 25, Sn. 17; Sn. 26, Ei. 7.*)

**What This Means:** The Thyatian expedition has encountered one of the fabled earthshakers, which give this part of the valley its well-deserved name. They will confer with the gnomes of Dwerrigg for several hours, learning from them a little of the rivalries between the many gnomish mobile cities that roam the region.

**What the PCs Can Do:** The gnomes might be persuaded to allow some of the Thyatians to enter their mobile city, in which case the PCs might be among those who visit it. Although they will likely find the interior of Dwerrigg to be a tight fit, there should be plenty of room for the PCs to get into all sorts of unintentional trouble. Some of the city's residents will not be pleased to hear of foreigners traipsing about, and they might try to ensure that the outsiders do not have any chance of bringing information back to their homeland, but nevertheless make it look like an "accident."

## The Free City Beckons!

**Location:** Free City of Dunwick. SC

**Description:** After completing a stopover in the *Protectorado da Presa*, where they purchased additional supplies, the Thyatian expedition continued its journey. Paulus Angelinus, the commander of the expedition, was initially unimpressed by what he saw—a seemingly endless stretch of tidal flats and sandy beaches, with no apparent sign of habitation. Today, the crew of the lead vessel spots a walled city by the sea, which, as the expedition approaches it, is obviously a large settlement. Consulting their maps, the expedition concludes that this must be the so-called Free City of Dunwick. Within relatively short order, the Thyatians and Minrothaddans alter their course, and head straight for the city, where they obtain permission to dock. (See *Sn. 1, Sn. 16; Sn. 25, Ei. 2.*)

**What This Means:** The Thyatian expedition had heard of the Free City of Dunwick through their Texeiran and Vilaverdan contacts, but they were not able to obtain very much detailed information about it. The Thyatians plan to spend the next few days exploring the city before actively seeking to establish political and economic relations with the city.

**What the PCs Can Do:** Most PCs would probably be eager to go ashore and explore Dunwick, a city populated primarily by turtles, but which is also home to just about every intelligent race inhabiting the Savage Coast. The PCs being who they are, there is a great range of possibilities for adventures, from running afoul of the authorities to becoming embroiled in the ongoing intrigues between the various political groups active in the city. Dunwick is also a fairly old city, originally founded around a monastery of the Lawful Brotherhood; there could be any number of horrible monsters or villains lurking in its sewers and less frequented byways.

## Sviftmont 25, AC 1019

### Gerwen Steps Down.

**Location:** Town of Ersenbal, County of Ersenbal, Walrus Island, Tranquil Coast. NW

**Description:** Lord Gerwen transfers his authority over the County of Ersenbal that he was entrusted with by Count Martigan before he left for parts unknown years ago. Captain Laurida Tremaine becomes the new Seneschal of Ersenbal and, in the count's absence, ruler of the county. (See *Am. 17, Sn. 3; Ei. 27, Ka. 7.*)

**What This Means:** Faced with the possibility of a civil war, and seeing no better way to improve the situation, Lord Gerwen did the honorable thing: he quit a position of power for the greater good of Ersenbal. Ironically, a military defeat has resulted in a transfer of civilian power to the leader of the military.

**What the PCs Can Do:** A PC may become the new ruler of Ersenbal.

## Dunwick Interested in Thyatian Trade.

**Location:** Free City of Dunwick. SC

**Description:** After only a day spent exploring the byways of Dunwick, Paulus Angelinus and his closest advisors are approached by a delegation of turtles, humans, and goblins, escorted by uniformed Torreóner and Texeiran swordsmen! Caught off guard by the sight of armed Texeirans and Torreóners in such close proximity (without coming to blows), Paulus urges caution. The strange delegation, which, it soon becomes apparent, consists of representatives of the leading trading houses of Dunwick, officially welcomes the Thyatians to the city, and invites them to the lord mayor's residence, where, they hope, items of mutual interest may be discussed. Paulus accepts the invitation. (See *Sv. 16, Sv. 24; Ei. 2.*)

**What This Means:** Although they have not been in the Savage Coast for an overly long time, the Thyatians are well aware of the animosities between Texeiras and Torreón—particularly where the hotly contested Terra Vermelha is concerned. Although Torreóner mercenaries are a fairly common sight throughout the Savage Baronies, very few work for, or with, Texeirans. Nevertheless, the fact that they are in Dunwick indicates that there is something here that, in someone's opinion, is worth protecting—Paulus would very much like to know what that might be.

Foreign merchants are a common sight in Dunwick, which, the Thyatians have already learned, has a reputation for being an “open city” (Dunwick's revenues are largely derived from customs duties and docking fees, but the authorities turn a blind eye to what is being exchanged, for the most part); even the odd trader from Jaibul and Hule can be found here. Nevertheless, the Thyatians and Minrothaddans are so obviously foreign in comparison to other contingents that few Dunwickers could help but notice them. The leading mercantile interests spent hours debating the significance of the expedition's arrival and what they should do; about the only thing they could agree on was that a united front was essential. Most Dunwickers know very little of Thyatis, save that it is a powerful nation in the distant east.

The Thyatians are happy to open discussions with the Dunwickers. Given the city's reputation for being open to everyone, and the fact that it is independent and mercantile, they may try to use Dunwick as a transfer point for goods, or for conducting clandestine deals in the region. Dunwick could also become a useful location for acquiring goods from the far west.

**What the PCs Can Do:** The PCs could take part in the discussions with the leading merchants and the lord mayor, a high-ranking member of the LB Trading Company (which carries a lot of influence in Dunwick), or they can continue their explorations of the city.

## Fortress Upon the Burial Vault Completed.

**Location:** Three miles west of the Town of Polakatsikes, Dominion of Polakatsikes, Heldannic Empire, Meghala Kimata Plains. DV

**Description:** Lord Clenarius and the construction team report the completion of the main fortress built upon the burial vault. The gnomes have been of great assistance in devising traps and protection mechanisms. The construction was mainly carried out by many consecutive *stoneform*, *ironform*, *steelform*, and *woodform* spells cast by the high magist himself. (See *Am. 9, Am. 27; Ei. 23.*)

**What This Means:** To accelerate the construction, Lord Clenarius and Governor Wolfgang Stimmel agreed that some of the treasure from Pyris could be used. They were able to get some of the components for the spells Clenarius needed to use in great number.

**What the PCs Can Do:** They could be sent on a mission to bring back rare components needed for the magist to cast the needed spells.

## The Price of Magic.

**Location:** Town of Tyjaret, Serpent Peninsula. SC

**Description:** Alatia is thrilled when she manages to buy an old spellbook out of a Sindhi tradesman. Despite the fact that the spells are of very low level (3<sup>rd</sup> level maximum), this is a good thing for the group, for they shall not be without magic anymore. Alatia writes down the few remaining spells in her memory for later use.

The group prepares for the trip to Kastelios the following day, and books its way on a large Thyatian ship heading to the Hinterlands. (See *Sv. 19, Sv. 22; Ei. 25, Ei. 26.*)

**What This Means:** Good fortune is back for the Heldannic agents. They are on their way home.

**What the PCs Can Do:** Feel free to add more encounters while they are in Tyjaret. There are a lot of side adventures to be run here, notably run-ins with parties of Jaibuli agents who have been forced to retreat miles from Tyjaret.

## Sviftmont 26, AC 1019

### Council Takes Matters into Its Own Hands.

**Location:** City of Vaisalian, Imperial Territory, Continent of Bellissaria, Nayce. AS

**Description:** After witnessing the failure of the various Naycese kingdoms to lift themselves out of the economic malaise, the Naycese Council unveils a wide-ranging plan to reinvigorate the economy.

First, citing the failure of many aristocrats to back its strategy to increase agricultural output, the council will appoint a select group of mages, assisted by the Naycese rulers, to administer the land allocation program, by which unemployed servants and freemen are paid to farm remote regions of Nayce. Those aristocrats who complied with the directive will be allowed to continue running farms on their lands as they see fit.

Second, the Naycese kingdoms are to undertake, with council assistance as necessary, projects to employ skilled workers. These projects should strengthen Nayce's economy, and should otherwise promote further development.

Finally, the council will order the imperial mints to mint more coins, to encourage people to buy more, and thereby strengthen the economy.

The announcements are applauded enthusiastically by King Corydon, Prince Olerandon, and Princess Deldruthynnia of Notrion, as well as King Teskilion of Dawnrim and Queen Gratia of Surshield—all of whom are council members whose kingdoms have suffered considerably during the current period of economic malaise. The only representative of Turmoil, an enigmatic wizard known only as Darkcloak, chuckles loudly, and states that the people of Turmoil will do what they wish. King Villiun of Horken derides the measures, saying that his kingdom's struggling shipbuilding industry will be swept aside in favor of Surshield's, as there are simply not enough resources to accomplish everything the council proposes to do. He then accuses the "beggar kingdoms" of whining about their plights so loudly that they receive special treatment, while the other kingdoms make do with what they have. Tempers flare momentarily, but not before senior council members, including Tylon, call for order. The measures are approved by the end of the day. (*See Sv. 18, Sv. 18; Ka. 11.*)

**What This Means:** The Naycese Council knows all too well that the decentralized nature of Nayce, with its largely independent kingdoms, hinders any concerted effort to end the economic turmoil. Thus, it decided to take the lead, and impose those changes its members felt would be necessary to turn things around. The coming weeks and months will see the establishment of council-run farms throughout the Naycese kingdoms, with many of them located in Notrion, Dawnrim, and Lagrius. The crops grown will be those most likely to flourish in those regions, and the council hopes they will be established in time for next year's growing season.

The plan to undertake special projects will attract the most interest. The Naycese Council will receive many proposals in the near future from entrepreneurial Alphatians—wealthy mundaners and aristocrats alike—who would like to obtain a few, or a few hundred, extra hands to complete a specific pet project of theirs. Some of these projects will have merit, but others will be no different than those pursued by the elite for centuries.

The minting of more coinage will be accomplished by debasing the gold content in the *crowns*. In the short term, this will allow the mints to produce more coins without increasing their costs. In the longer term, however, the larger money supply could place inflationary pressures on the Naycese economy, which could raise prices even more. Only time will tell whether or not this will be a problem.

The discussions surrounding what to do about Nayce's situation underline the stresses that are developing within the Alphatian territories. Some kingdoms, such as Notrion, are seen by others as being nations of whiners—people unwilling to work harder to get themselves out of financial trouble, and instead going to Ionace to demand extra money. The truth is, everyone is suffering to a greater or lesser extent; some are simply worse off than others right now.

**What the PCs Can Do:** PCs who rule a Naycese dominion will definitely be interested in what the council has decided to do, especially since these actions will affect their lands directly. The council might buy some of the PCs' lands to establish council farms, and perhaps use its political and magical power to "convince" the PCs to sell the land. Also, the projects announcement may attract the interest of wealthy PCs who would like to advance an idea.

## Showdown on Itheldown Island.

**Location:** Itheldown Island, Lake Amsorak, Republic of Darokin. OW

**Description:** Graylock, Shadow, Millington Vonaday, and their companions arrive on Itheldown Island. They come across hordes of demons and undead, but they are eventually able to make their way inside the cursed castle, as the hordes teeming around them seem to be uneasily held at bay by the protective magics of Graylock and the power of Millington Vonaday's holy symbol. It is clear that fighting the hordes of opposition would be certain death, so when Razrog reaches out with his powers and destroys the protective wards, the group almost panics, but is able to make its way into the lower dungeons, where they seal off the entrance, then fight their way to the basement where Henry Ithel once attempted to summon Razrog. The room is magically sealed off by ancient wards set up by Henry Ithel, but as a member of the Ithel family, Graylock is able to gain entrance through the use of a spell and a drop of his blood. Inside the sealed chamber, the group finally faces the fury of Razrog himself, who wastes no time in attacking the group. The group holds off Razrog as Graylock searches for the tome called *The Throne of Dark Arts* and eventually finds it. He is unable to find *The Nefatrixis*, however, since it is in Razrog's possession, but Shadow's abilities as a thief are helpful when she manages to steal it and throw it to her brother. With both items, Graylock can complete the ancient magics once begun by Henry Ithel and thus hold Razrog at bay. With the help of his companions, the group is eventually able to force Razrog back through the gate to the lower planes from which demons invaded. As Razrog's evil is banished, the dark magics that held the castle together begin to fail, and several of the crooked spires of Itheldown Castle tumble into the sea along with a good deal of the island itself. Graylock finds that the gate cannot be closed, however, since the centuries for which it has endured have apparently made it too strong. The only way it can be closed now is by destroying the gate from both sides at the same time. However, since Shadow has the ability to use magical scrolls as a thief, she can complete the ritual from Itheldown Island using *The Throne of Dark Arts*, while Graylock passes through the gate and uses his magic and *The Nefatrixis* from the lower planes. This way the gate is finally destroyed as the castle threatens to fall apart completely. The surviving group members barely escape the destruction alive. (See *Sv. 3, Sv. 8; Ei. 1.*)

**What This Means:** Razrog is defeated and the curse of Itheldown Island is lifted. Not all of Itheldown Island and its castle is gone, however; most of the island itself has survived, and the towers that formed the central parts of the castle also remain, though in poor condition. Given the reputation of the place, however, few sailors will dare to sail anywhere close to the place in the future. With Razrog gone, his surviving demonic hordes will spread and fight amongst themselves, and the undead will be released from his control and finally be able to rest. Itheldown Island could still be a dangerous place with some demons and undead still roaming about.

**What the PCs Can Do:** There is plenty of action here, but the DM should be aware that the opposition is both constant and deadly on the island. Once the group reaches the island, they will come under immediate attack before they can even leave their ship. The sailors will refuse to move close to the island, and the group will have to sail to shore by boat while keeping off demons testing their defenses. On the island itself, Graylock's wards will protect the group from all sorts of demons and the undead remains of intrepid adventurers who have come to explore the island's mysteries in the past. High-level warriors will have become skeletal warriors under Razrog's command, for example, and since they have been coming for several centuries there will be many of them. Graylock's magical ward can be as effective or as limited as the DM prefers, to give the PCs a fighting chance for survival but with an appropriate level of difficulty. For example, the ward might keep demons at bay, but not undead. It should be obvious, however, that the group must focus on ignoring or avoiding as much opposition as possible and rush to confront Razrog himself instead. It should also be obvious that they must either defeat Razrog or perish—if they fail, there will be no escape, as the group is cut off by the hordes roaming the island. Razrog knows his enemies are coming now, and PCs who decide to stand their ground and fight down all opposition are doomed, since the hordes will be endless. After hacking through hordes of demons and undead, it then gets worse, since the group must face Razrog himself. How the final battle takes place depends a bit on how powerful the DM determines the PCs to be. Basically, the PCs will be holding off Razrog and his hordes while Graylock and Shadow banish him and close the gate. Graylock will then realize that the centuries that have passed have stabilized the gate so much that it can no longer be closed from Mystara itself—it must be closed from both sides at the same time, which means he must pass into the lower planes and then close the gate from there, while Shadow and Millington remain on Mystara to close the gate from that side. If the DM thinks the PCs can survive it, they should follow Graylock onto the lower planes and protect him from Razrog's demonic hordes while he completes the ritual and closes the gate. Graylock can then bring the PCs back to Mystara with his magic. The Ithel family doubtless has magical items and other treasures stored on the island that the DM can give to the PCs as a reward.

## The Expedition Parts Ways.

**Location:** Valley of the Earthshakers. DV

**Description:** After having met the gnomes of Dwerrigg, the Thyatian expedition confers to discuss where it should go next. No one wishes to leave the vessel behind, or to leave it with a small crew while the bulk of the party ventures to parts unknown—possibly never to return. Julius Ambrosius, therefore, decides to split his expedition, with a large part of the expedition sailing back out to sea, and the remainder (including himself) heading further inland and to the north, to a land known as the Kingdom of Niscosenia. (See *Sv. 17, Sv. 24; Ei. 7, Ei. 22.*)

**What This Means:** The gnomes of Dwerrigg have told the Thyatians about two interesting locations—Niscosenia, and the Island of Arnath. The same impulses that drove Julius to sail to the ruined temple in the midst of the ocean are driving him to visit Niscosenia, and he cannot ignore them. Nevertheless, he is well aware of his duty to his emperor to document as much as possible of what he sees. Thus, he will take only a small party of followers with him, since he will be heading deeper into the Lost Valley. The remainder of the expedition will sail out to the coast once more, bearing all the information and samples collected thus far, as well as a copy of Julius's journal, should something untoward befall him. They will then sail northwards along the coast, continuing to survey the land in Julius's absence. Both parties will maintain contact via *scrolls of communication*.

**What the PCs Can Do:** If they are part of the expedition, the PCs will be presented with a choice—trek inland to parts unknown with Julius, or return to the open sea to equally unknown regions. Depending on what sort of relationship they have with Julius, he might ask them to accompany him (especially if they were with him in the Mountain of Bones), but he will not force them.

## Swiftmont 27, AC 1019

### Into the Frozen Bogs...

**Location:** Bogs of southern Kaarjala, Kingdom of Kaarjala. NW

**Description:** A group of adventurers, who have heeded the Kaarjalan King's call for heroes to find his son, have reached the location where Prince Veikko disappeared. After scouting the area, they find signs of a struggle, and many old tracks heading south, deeper into the frozen bogs that mark the southern frontier of the kingdom. (See *Sv. 13, Sv. 16; Ei. 2, Ei. 5.*)

**What This Means:** The information provided by the Vaarana hunters who accompanied the prince on the day he was abducted led the adventurers to this location, but their tracking skills allowed them to spot the faded tracks. The adventurers will be heading beyond the borderlands of Kaarjala, into the frozen salt swamps purported to be the domain of a creature known as the Rimal Hag, a witch of great power.

**What the PCs Can Do:** The PCs could be the party in question. Whether or not they know about the Rimal Hag is another matter entirely.

### A Feeling of Sliding.

**Location:** The Void. HW

**Description:** *Apollo 1* has found a lovely island in the void, complete with plants and air. It even rotates along the long axis and creates true days and nights (though the crew fails to grasp how much it will delight Ardana, who retains memories from the outer world). After encounters with some inappropriate islands in the last sleeps, Kossan decides to land on this one, and Iris manages to land softly. Kossan and Xanax leave the ship to examine the terrain, but soon they discover that the gravity on this strange voidal body does not rotate together with the island. The ground becomes steeper very fast, and our two brave "voidonauts" are sliding toward the edge increasingly faster. Iris is able to take off in time, although it is a very narrow escape. Luckily enough, she also manages to find her drifting comrades before they pop the *skysield*, and so Kossan and Xanax can enjoy the impressive sight of *Apollo 1* floating closer to fetch them. The position of the island will be documented, but it is definitely not what they are seeking. (See *Sv. 12, Sv. 14; Ka. 3, Ka. 6.*)

**What This Means:** There are a lot of flying islands in the void but it seems to be very difficult to find the right one. Some already had to be excluded. This special one had a really new and bizarre problem though.

## Topic of the Month

### Wolfgang Stemmel

Wolfgang was born in AC 970 in Thurgau. His parents had just settled in the area for two years, coming from Hattias. They were modest, hard-working people who taught him to be proud of any achievement reached through hard work and merit. He is fairly plain-spoken and does not tend to put on airs. He entered the order as soon as he could in, AC 986, as a means of seeing the world. Throughout his long years of service in the order, he has acquired extensive combat experience, sometimes adventuring alone in the wilderness and under assumed identities. His faith was strengthened as years went by, since he escaped near-death situations on too many occasions to believe it was just luck. Wolfgang now sees himself a very pious member of the order, willing to spread justice and enlighten any people using the words of Vanya or the order's military might. Over the years he has proved himself to be a very efficient strategist and a natural born leader. He tends to be very cautious when dealing with the more zealous members of the order, since he has only disdain for the bigots who act too swiftly. His long talks with his personal friend and magist, Clenarius, and the recent visions he has had, led him to treat the Meghala Kimata Plains people with more trust and respect. He now wants to elevate them, and hopes that with their help he could spread Vanya's faith in Davania.

OD&D Stats: Level 23 Cleric. St 16, In 14, Wi 18, Dx 13, Co 14, Ch 17, AL N.

*Elven chain mail +3, long sword +3 (+5 vs Undead or Enchanted Monsters) special power haste, Plate mail +3 (teleportation 1/day) (for battle use), ring of regeneration, rod of dominion.* Wolfgang also has access to all the magical items ever seized by his armies under his command, yet they are not his property but the order's.

Wolfgang is of Hattian stock, and of average height. He has a fair skin tone, a strong build, pepper-and-salt hair, blue eyes, and wide brows. He is always dressed in uniform, and secretly wears a very thin but strong mail shirt under his clothes to avoid any stabbing. He also always carries a *cureall* potion with two doses in a small vial. Generally very formal when addressing anyone, he likes to know a lot of personal information concerning all of his officers. He rarely confides in anyone but his close friend and personal magist Clenarius. Ever since he started receiving strange and recurrent dreams he has become very concerned about the well-being of the native population of Polakatsikes. He and his best friend have great dreams for the region, which they want to see flourish under Heldannic rule.

### Clenarius

Clenarius was born in BC 973 in Davania, in the newly arrived Kerendan tribe, under the rule of the Nithians. With his intelligence and natural intellectual abilities he became a scribe at the local library. His thirst for knowledge soon led him to long for more books to read and more knowledge to assimilate. He was brought to the Isle of Dawn by a Thothian wizard who recognized him as a very bright young man. Once in Thothia, the wizard took him as an apprentice and he rapidly learned the fundamentals of the magical arts. Then one day, around BC 950, Clenarius's master was attacked and defeated by a rival wizard, who wanted to seize his considerable collection of magical knowledge. Clenarius was no match for the rival archmage, who put him in a sort of temporal stasis, to be exhibited in his tower as a trophy. There he remained for a long, long time.

In the meantime, the Alphatians had strengthened their hold over their new territory in Mystara, the Nithian Empire had fallen, and the three tribes in Davania had been driven out by the Milenians, and their descendants founded the Thyatian Empire, which warred against Alphatia many times.

One day in AC 827 a party of adventurers discovered ancient ruins deep within the forests of the Aurora River Valley. There they dug and among many treasures and monsters they discovered a remarkably preserved body floating in mid-air in a large area which probably had been a feast hall centuries ago. There they accidentally triggered a sequence of spells which freed Clenarius from his life imprisonment. At first very disoriented, he soon came to and tried to communicate with the adventurers. Although he only spoke archaic forms of language, they managed to understand each other and he learned with surprise that he had spent more than a millennium trapped in this tower. He discreetly got his hands on the grimoire of the former master of the place and headed toward his former master's tower to pay him a last homage.

He worked some months in Edairo as a translator of ancient hieroglyphs and archaic languages and as a mapmaker to prepare the expedition toward his former master's abode. There he found the place buried under tons of earth, and overgrown by the jungle. Knowing that the rival wizard had not found and so had not taken the most valuable magic his master had gathered, he worked for weeks to uncover the ruins. His knowledge of the place and of the ancient writings helped him avoid deadly traps by chanting old poems written on the engraved stone walls. But his companions fell victim to undead attacks until he remained the only survivor. Then he felt compelled by a strong-willed entity to enter the tunnels and meet the master of the place. In a burial chamber, among dust and treasures scattered on the ground, he met what he found was his doom, an archlich—one of the most powerful undead ever to be found on Mystara. He told the lich his reason for being there and that he wanted nothing more than to pay a last homage to his former beloved master. To his astonishment, the archlich turned out to be his former master, who had found no other way after his defeat several centuries ago but to seek lichdom to pursue his goal. Surprisingly, too, Clenarius asked the lich to complete his training, and it accepted. He learned to respect every creature living or undead as long as its deeds were not harmful to others.

Clenarius grew rapidly in power, having one of the most powerful spellcasters as a tutor, plus the help of the grimoire of the rival mage he took back with him. But the lich was magically compelled to remain in the vicinity of its former castle. Hence Clenarius acted as its spokesman and ambassador to the Thothian rulers for years. During one of his visits to Edairo a band of very experienced Alphatian adventurers broke in and shattered the lich's phylactery, causing its death. Upon his return, Clenarius stumbled onto the party leaving the place with its booty and he crushed them to the last using the most powerful and wicked spells he knew. His power was then diminished, since the use of some spells cost him a great deal of his personal energy. He then packed his belongings and departed for West Portage to embark for Thyatis where he had learned that his people now lived. Out of spite for the Alphatians who had killed his master he accepted a good position in the Thyatian army as a magical advisor and in AC 900 he helped conquer Traladara. This place, still very wild and untamed, he learned to cherish a lot. He never revealed his real age nor the fact that he had been taught by his archlich master arcane secrets to help him remain young and strong almost for ever. Several times per century, he changed both his name and his appearance and assumed new identities, to avoid drawing too much attention to himself.

Many times he worked as a renowned mapmaker, for he had traveled so extensively in his life that many places were familiar to him. His former master had also passed onto him a very convenient spell which allows someone to draw very precise maps of locations only observed through the use of scrying devices. His natural ability to draw, augmented by the spell effect, allowed him to create one of the most complete map libraries of Mystara, second only to that of Azlum Swith, the Alphatian wandering mage.

In AC 970 he joined Stefan Karameikos in the founding of the new grand duchy. He helped to clean up some remote places from many dangers and was finally awarded a dominion, just north of Penhaligon. During the first years, his barony prospered and some gold mines were dug in the surrounding hills. That was what attracted a mighty dragon: At dusk, one summer day, a huge wyrm came flying from the nearby mountains and spread havoc and death...

Clenarius hired dragonslayers, but none came back to claim the reward, and the dragon known as Myrthrin kept on harassing the barony. So Clenarius, fearing for his dominion's sake, took the matter in his own hands and hunted down the beast. He met it one morning outside a small fortified hamlet; from the highest tower, Clenarius challenged the dragon to a one-on-one battle. The battle was fierce because the dragon also was well versed in the arcane. Fire burst, lightning bolts surged, acid fell from the sky, after hours of cataclysmic magic release, hiding his exhaustion from the dragon, Clenarius offered the beast a deal:

"Hear me well, oh mighty Myrthrin! I shan't kill thee now with the most powerful spell known to man, for I was taught to respect life in all its forms. If thou shouldst willingly choose to let us live in peace, and remain loyal to your word, I shall grant thee lordship over the hills in the west that thou shalt rule as thou wishest. Thou canst keep for thy personal hoard one fifth of everything produced or traded in thy land. Maketh thy mind quickly, mighty Myrthrin, but wert thou to not agree to those terms, wouldest thou suffer even worse pain than which was inflicted by the Dragonlord unto your kin, for I have the power

to summon his might against thee. What is thy choice, mighty Myrthrin?"

The great wyrm pondered for a time. He had no doubt that the mage had shown unexpected resistance to his full wrath and managed to demonstrate very rare or utterly unseen battle spells. He obviously had access to a great variety of spells. Being on the verge of exhaustion too, and not willing to admit it to a puny human wizard and to all the witnesses gathered at a safe distance, he accepted the deal out of doubt, for if the mage had the dreaded power of the Dragonlord he surely could try to steal it from him once he had gained his trust, and then he could easily become the most feared creature on Mystara:

"I shan't kill thee either, puny baron. Thou art wise to offer something of value to buy thy life out of my anger... I shall settle in those hills that I declare mine and where I shall be fed every week with fresh cattle. We shall meet in ten years in this very field to renew the terms of our deal."

In fact both opponents were exhausted to the point of fainting; they were able, in this way, to quit the field with honor. The dragon settled in the northern hills and was given a land in which he was his own master as long as he refrained from killing people unless attacked first.

The barony was wealthy and prosperous so the tribute to the dragon was higher than expected. With the gold he got he was able to purchase cattle and other services from merchants and local peasants. But his wealth also attracted many would-be dragon slayers and bounty hunters. Many were killed swiftly and the others barely escaped, and the treasure was growing steadily.

Ten years later, the day the battle should occur came and Clenarius met the mighty wyrm in the fields. The battle was even fiercer than before (if possible), but this time Clenarius, who had spent some time in Glantri studying dragon tactics, was able to soundly defeat the dragon. He once again offered him mercy in exchange for a new deal:

"From now on, thou shalt be a regular citizen of this barony, no more, no less. The hoard thou already hast gathered is thine for ever. Thou shalt make a living for thyself and in any honest way of thy liking. I can even offer thee a commanding position in my army. But like every other citizen, taxes thou shalt pay."

The dragon, openly defeated, was not pleased at all. He felt diminished, whereas he had always been treated with awe and fear beforehand. This was too much for him. He realized that he could never crush the mage and steal his precious spells for his own use, so he prepared himself to use his last breath even at the cost of his own life.

Clenarius uttered the most powerful spell of his repertoire and banished Myrthrin the Mighty from existence. Yet in doing so his own might again was diminished. His fame grew and more lands were awarded to him. Months later an even mightier dragon came to claim Myrthrin's hoard. He also found his doom battling with Clenarius, who once again was forced to use the costly battle spell. Soon it became clear that he would never be let at peace by dragons, especially renegades who wanted to make a name for themselves out of his death. So he staged a false demise at the hand of a powerful and phony Glantrian wizard. He blasted into oblivion his newly built fortress, where Myrthrin's hoard and his private library were supposed to be held, and he disappeared, leaving the dominion to his son and two daughters.



He changed his appearance and took pleasure once again in an adventurous life for some time, wandering the Old World looking for adventure. He founded a company of adventurers and with their help he traveled a lot, enriching his spell collection and his historical knowledge and map library. There was nothing more interesting for him than original spells or information regarding long-forgotten artifacts. After forty years of adventuring, most of his friends had either settled or moved to other planes and some were dead. So he headed to the Principalities of Glantri, where he worked some time at the university as a historian and specialist of very obscure necromantic magic. His knowledge of long-lost secrets regarding necromancy (learned in the company of his archlich master) earned him respect from the Boldavians, who, when he retired, offered him a very cozy tower in the far east near the Heldannic border where he could further his research in this field, hoping to unveil some powerful and unknown necromantic magic. Yet his interest regarding magic and necromancy was purely intellectual and when he discovered that most of his discoveries had been used to further evil ends, he left the tower, but not without securing his studies and leaving misleading tracks.

Clenarius went into the mountains to seek peace and meditate upon the errors he had made; ridden with guilt, he openly prayed and asked the Immortals for a chance to redeem himself. The following night, he spotted a crumbled manor, where he met Wolfgang Stommel, a promising Heldannic Knight who had been captured by a powerful vampire while seeking fame by pursuing undead in the region. The poor cleric had been chained to the walls in the dungeons and was being tortured by the undead. Clenarius destroyed the vampire and its pawns to the last, freed the cleric and torched the place. In the following months they befriended each other and Clenarius resumed adventuring, accompanying Wolfgang in his quests, mostly consisting in getting rid of undead in the western part of Heldann. He noticed that in the presence of Wolfgang, he did not feel the guilt as much as before, as if his friend had a special redeeming power over him. It was also at that time that he first experienced strange foretelling dreams. He hid his dreams from everyone but Wolfgang, who told him that Immortals such as the Lady Vanya sometimes used such means of communication with Their more faithful followers, especially those who had an important mission that could further Her ends. So he learned as much as he could about Vanya and meditated a lot upon his past deeds and their meaning in the light of Vanya's ways. Although he had never been very religious, he always had a strong morality and was not into evil doings.

Despite his being much more powerful than Wolfgang, he took pride into never showing off or using more magic than needed for the situation. Eventually he earned the trust of the Heldannic Order and was granted permission to join and assist in some missions to recover artifacts for the order. He is known in Heldann as "Wizard" or "Herr Wizard" for his immense knowledge regarding old spells and artifacts.

His daughter Alatia just recently sought and found him. He was very pleased to see her and share news of his relatives in Karameikos. He learned that his second daughter had been awarded a dominion in Norwold, and that things were going well for her. As for his grandson in Karameikos, he had inherited the family dominion.

When Wolfgang was assigned to Polakatsikes, Clenarius suspected Vanya's intervention and seized the opportunity to return to his motherland accompanied by his daughter.

Centuries had passed since his departure, and it was a great pain for him to see so much chaos in the region. Aided by his position of magist of Polakatsikes (even if technically he's more Wolfgang's personal magist) and member of the council of the city, he tried his best to bring a new era of prosperity to this part of Davania.

In the beginning of AC 1019 he seized the opportunity to lead the Heldannic embassy sent to his beloved Ilioloosti pleading for help in the war against Mivosia.

Far from the bigotry of some officers of the order, he secretly worked to undermine the influence of the more zealous and bloodthirsty Heldannic Knights. He also received strange foretelling dreams from Vanya which he has not fully managed to decipher. He now thinks that Vanya may have guided his path to Davania so as to establish a more gentle grasp over the native Milenian population.

In summer AC 1019, in Polakatsikes, he defeated a dragon-mounted archmage who was leading the siege of the city. Later that day he triggered a long-lost artifact to destroy a colossus launched at the gates. He once again lost some inner power, but since he did that out of sacrifice for his fellow Milenian people, some of his former might was restored to him by Vanya Herself.

He tried to rally the zealous factions when he planned the foundation of Vanyapolis, in the honor of the Lady (who helped him redeem himself for his errors), who, he hopes, will work to bring peace and prosperity to the Milenian people, under Heldannic guidance.

He has a very deep interest for the recovered secret from the lost city of Pyris. He feels that they could be of great importance in the years to come not only for the Heldannic Order but also to all humans in the region and even in the world.

He is now considering embarking on the path of the Dynast, probably as a king-maker for he thinks that the region would need a dedicated Immortal patron to protect this part of Davania from the chaos he has witnessed in his strange and latest dreams.

OD&D Stats: Level 36 Wizard. St 9, In 18, Wi 17, Dx 13, Co 16, Ch 16, Al N.

Light olive skin tone, strongly built, pepper-and-salt hair, green eyes, wide brows. Average height Thyatian. Dressed very commonly except on special occasions or to honor a special guest, yet always wears an old Nithian bronze collar around his neck.

On every occasion he carries a very extensive set of rods, wands and staffs at hand to avoid using his own spells (his personal experiences lead him to believe that showing off his magical might only attracts the attention of potential powerful rivals). He loves to spend hours mapping or studying ancient maps. Sometimes reclusive, he's always ready to enlarge his spell collection or simply to share news from the remote places. There are few places on Mystara he hasn't heard about. He can be a generous source of information for any lawful- or neutral-aligned party of adventurers. He likes to assume many identities to gather information or to manipulate groups of people to further his own ends. He and his best friend Wolfgang have great plans for Polakatsikes's future.

# Eirmont

## Eirmont 1, AC 1019

### Immortal Judgment.

**Location:** City of Pandius, Matera.

**Description:** After some deliberation, the Immortal Hierarchs have gathered to pass judgment on Thor for His intrusion on the Prime Plane. They rule that while Thor did have reason to oppose Loki's plans, His direct appearance in Immortal form on the Prime Plane was entirely unnecessary, and censure Him.

Many of the penalties imposed are important only within Immortal society, but one in particular impacts Mystara: For the remainder of AC 1019, Thor will not be able to contact those of His clerics or worshippers who revere Him as Thor. Mortals who know Him under another name (such as Tuatis, Donar or the General, on the Savage Coast, or Donar in the Hollow World) will still be able to contact Him, but for the next two months those who worship Thor in His own name will be out of luck. The Immortal is left one day to take any precautions He sees fit; beyond that, any attempt to break the sentence will be grounds for another judgment by the Immortals, likely a much harsher one. (*See Sv. 19, Sv. 20; Ei. 2.*)

**What This Means:** Thor's influence is in place mainly in the Old World (especially the Northern Reaches), and He has some followers in Norwold and the Isle of Dawn as well. These followers will be unable to contact their patron, or receive any aid, for the remainder of AC 1019.

This culminates Loki's plot, for the moment, and constitutes the Stroke that the Immortals had expected. In exchange for one Mortal Identity and a few easily-replaced mortal dupes, he has badly humiliated a rival, released an Entropic artifact into the Northern Reaches, and incited chaos and pointless warfare in both northern and southern Soderfjord. And between Skaddri's mysterious death and a few well-chosen Big Lies about Thor's true intentions, Loki may even get this Mortal Identity back someday...

### Demon's Legacy.

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

**Description:** Millington Vonaday, Shadow, and their companions return to Darokin City and explain what has happened on Itheldown Island to Chancellor Corwyn Mauntea. They are notably silent on the fate of Graylock, though Millington does say that they will probably hear from him again some day. Shadow returns to prison to face her punishment. (*See Sv. 8, Sv. 26.*)

**What This Means:** With the threat of the roaring demon Razrog gone, things begin to return to normal in Darokin. Shadow's sentence will be reduced to less than a year in light of her recent actions for the good of the nation, but the chancellor needs to demonstrate that the thief will be punished, until the matter is largely forgotten by the public, at which point he can safely let her go as long as she doesn't reveal the truth. Graylock is missing because he remains on Itheldown Island, where he is turning the remains of the old Itheldown Castle into a more stable tower. He will actually take the island as his home, where he can both have his privacy due to the island's reputation and be at hand to guard the site of the gate to the lower planes.

**What the PCs Can Do:** If the PCs were on Itheldown Island, they will know what became of Graylock and be asked all sorts of questions about their experiences. They will also be considered champions of Darokin for their heroic actions against Razrog's reign of terror. Bards will seek them out and ask details for telling the story of the victory over the demon or to write songs about it, which means the names of the PCs will soon be known throughout Darokin.

## Eirmont 2, AC 1019

### Thor's Retreat.

**Location:** All over the world.

**Description:** Churches of the Immortal Thor everywhere proclaim that, according to their patron's wish, His priests will go into a period of retreat, with fast and meditation and a lot of praying. During Thor's Retreat, no service will be held, and no supplicant heard. The priesthoods urge the followers of Thor to join them in the retreat. (*See Sv. 20, Ei. 1.*)

**What This Means:** This was the best plan Thor that could come up on such short notice. While He contacted the heads of the largest churches, orders and cults that revere Him under this name, many lesser clerics (especially itinerant ones of low level) will receive no heads up from their patron, and will suddenly find themselves without spells; those that live or travel near centers of Thor worship can try and learn of the retreat, but others will be on their own.

**What the PCs Can Do:** Unless they are of high-level, PC clerics of Thor who, presumably, are itinerant and as luck would have it in the middle of a dungeon surrounded by undead, will be unable to pray for new spells. Besides their wits and luck, they will have to rely on their swords and what few spells they have spared; holy water will still work but new ones cannot be consecrated, and Turning may or may not work depending on whether the cleric radiates enough faith without the help of his Immortal (DM's prerogative).

## Horrors From Beyond the Frozen Grave!

**Location:** Frozen bogs south of Kingdom of Kaarjala. NW

**Description:** While following the trail that, they hope, will lead them to Prince Veikko, an adventuring party is attacked by a large number of what appear to be undead, but they are unlike any encountered by them before. Their flesh is dry and withered—almost mummified, it seems—but they also appear to be heavily frostbitten. Attempts to turn them fail, and their touch is so cold it burns. Luckily, the party has several powerful spells at its disposal, and manages to eliminate the monsters, but not before sustaining some serious injuries. After a few hours of rest and recovery, the party continues to follow the trail, noting that the undead came from further down the trail it was following. (*See Sv. 16, Sv. 27; Ei. 5.*)

**What This Means:** Something evil no doubt lurks in these southern bogs. The fact that the undead are there at all indicates either the work of a necromancer, or some horrible event that prevented many souls from finding peace. The undead—known among the Kaarjalans as hoarfrost zombies—frequent the swampy lands south of Kaarjala, and will be encountered in increasing numbers as the party continues following the trail deeper into the bog.

**What the PCs Can Do:** Assuming that the PCs are the party, they would have had a difficult fight on their hands. The hoarfrost zombies, pawns of the Rimal Hag, serve as her eyes and ears, and so long as they remain in her domain, they cannot be turned. Their icy touch does 2d4 damage; they fear fire and any other sources of heat, and will shy away when confronted directly by such an item. This does not prevent other hoarfrost zombies from attacking a fire bearer's rear or flank.

## Untouched Wilderness?

**Location:** Barony of Thanopolis, Davania Inferior, Hinterlands, Thyatian Empire. DV

**Description:** While clearing the land in order to build a temporary port, workers in the employ of Adrianos Kyrenos uncover what appear to be the stone foundations of a series of buildings. All work stops as everyone rushes to the site to see what is going on, and then to help clear away more dirt to excavate as much of the structure as possible. Soon, it becomes clear that several long buildings once stood upon this site, although their purpose is unclear. Adrianos orders work on the port to cease for the time being, and dispatches a messenger to Raven Scarp, to request the services of a scholar to identify the ruins. (*See Sv. 21; Ei. 23, Ka. 1.*)

**What This Means:** Although the Hinterlands are still being colonized by Thyatis, it is not the first nation to occupy these lands. Other imperial powers in relatively recent history, including Milenians and Nithians, once claimed this territory as their own. These ruins could well date back to those empires, or they might even be the remnant of yet another civilization.

**What the PCs Can Do:** The PCs could be sent to Raven Scarp to carry Adrianos's message, in which case they will have to contend with the occasionally hostile lands around Lake Solarios. Otherwise, they might offer to explore the ruins on their own, in which case the DM could allow them to discover a hidden cellar or series of chambers, which may contain treasure, or unknown peril.

## Deal Forged with Dunwick.

**Location:** Free City of Dunwick. SC

**Description:** After several days of negotiation, Thyatis and Dunwick have reached an agreement on trade and diplomatic relations. Dunwick will become a regular stopover for the Thyatian and Minrothaddan mercantile fleet. In exchange for Thyatian assistance in improving the city's fortifications and in eradicating bandits, Thyatis will be granted basing rights, including the right to build a series of docks for its own vessels. Minrothaddan and Thyatian trading houses will establish themselves in the city, accompanied by settlers, who will bring new skills and help defend the city in times of war. (*See Sv. 24, Sv. 25.*)

**What This Means:** Dunwick has noticed that the surrounding territories have become increasingly dangerous: snappers have become far more common, and Renardois bandits have taken over the hills to the north, disrupting land trade with Renardie. Dunwick will benefit from having Thyatis as a trading partner because a considerable number of goods, previously unknown in the region, will be traded here. Equally important, commodities traded in Dunwick will reach Thyatian markets, which will make the city more attractive to other merchants.

Thyatian and Minrothaddan merchant houses will purchase land and build new docks capable of handling larger trading vessels [*DM Note: Essentially, this will result in Dunwick's docking class being upgraded from B to A.*]. Foreign vessels may dock at the new facilities once they are completed within two years, but they will have to pay fees to the Thyatian government to do so—Dunwick benefits by being able to handle larger trade volumes, and by collecting customs duties where applicable.

The expedition will winter in Dunwick in order to avoid the storms common to this region at this time of year, and to finalize arrangements. Dunwick is to become a key node in the Thyatian trading network in Savage Coast; great effort will be required to manage the relationship with the city-state, so that the empire is seen more as a partner, and possibly a protector, than as a colonizer. In the meantime, Thyatian spies will try to learn more about Renardie, which is to be the first stop in the new year. Although many Dunwickers will see the benefit of reaching a deal with the empire, others will see it as an attempt by Thyatis to take over the city. The LB Trading Company will be paying close attention to Thyatian and Minrothaddan activities in the region.

**What the PCs Can Do:** The PCs may be inclined to move on (perhaps instructed to go to Renardie and scout around), but if they stay behind, they could take part in the operation to crush the Renardois bandits. At the DM's discretion, the bandits may, in fact, have been hired by Renardie to put pressure on Dunwick, so as to make it easier to annex it in the future. If this idea is pursued, and the PCs do participate in a campaign to eliminate the bandits, Renardie may raise the issue with the Thyatians during their visit next year—this could embroil the PCs in another episode of political intrigue. Additionally, if one of the PCs is of medium- to high-level, and is known to be loyal to the empire, Paulus may appoint them as Thyatian ambassador to Dunwick; otherwise, an NPC will be appointed.

## Eirmont 3, AC 1019

### Warrior Maidens Arrested.

**Location:** Shun Province, *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** The Royal Office of Cultural Conservation arrests Master Zhin and several of his students on charges of conspiracy to create disharmony. Further evidence of this is the presence of over a dozen native Ochalean warrior maidens in the service of the order. The royal office tries and convicts the girls on charges of conspiracy. At least nine are sold into slavery for their offenses, one is acquitted and two executed. Reports indicate that those sold into slavery were purchased by a Thyatian gladiatorial entertainments company. (*See Kl. 7, Fe. 25; Ei. 19.*)

**What This Means:** The tensions in Ochalean society about the equality of women still run high. While Master Zhin and his order may covertly train female warriors, it is not uncommon and rarely warrants such inquisition. It is possible that Zhin had more powerful enemies than he thought, or maybe someone wanted his order's investigations into the mountain ruins to stop.

### Glittering Hills.

**Location:** 650 miles southeast of Town of Polakatsikes, Meghala Kimata Plains. DV

**Description:** Some scouts sent a month earlier finally find good mineral deposits. Coal, iron, silver, gold, and even some traces of platinum are found in the hills. Some places show signs of ancient mines but the place has long been abandoned. One of the members of the scouting mission, a gnome, is positive that the region has great potential. He recommends that it be secured and exploited as soon as possible. (*See Fy. 21, Sn. 14; Ei. 11.*)

**What This Means:** The hills and small mountains are very rich in terms of minerals, but this is really a wilderness area. Only very motivated people can figure out a way to extract the minerals and produce good metal. They would need an army of miners to extract the mineral wealth of the region. Unknown to the scouts, tribes of trolls have claimed the region and would have to be dealt with.

**What the PCs Can Do:** The PCs would be busy exploring the wilderness, fighting roaming monsters, and then going back to Polakatsikes to report their findings.

### Appeal for Increased Northern Defense.

**Location:** City of Er, Province of Er, Kingdom of Nimmur, Orc's Head Peninsula. SC

**Description:** Prince Sheneser of Ankesh informs the king that during the campaign he recently led with Suneveh against the phanatons of Jibarú, the phanatons somehow removed the protective makeup worn by his soldiers. Thus, he says, the phanatons have discovered about the curse laid upon them by Idu (Ixion), and how they were protected from the sun by the gift of Menlil (Atzanteotl). The little pests have even discovered a way to destroy the holy gift of Menlil! Sheneser asks for assistance in the defense of the Ankesh border, as it seems certain that the phanatons will press their advantage and attack Nimmur. The king says he will take the matter under advisement.

In a separate, and private, interview, King Anupalassar demands Prince Enshurnasirpal's opinion about the war he led alongside Ankesh against the phanatons, and the report that they discovered how to remove the protective makeup from a manscorpion's body. The prince answers that the war was quite successful, until the Ankesh army faltered, forcing the Suneveh pincers to retire as well, but not before creating a buffer zone between Jibarú and the annexed Wind Flats. He dismisses the supposed phanton knowledge as a mere rumor started by Ankesh officers who invented this story to cover up their own incompetence, a tale that Prince Sheneser took at face value but that is not supported by any other evidence than the word of his men. In fact, he adds, if it were true his men should have suffered similar attacks, which they have not, and even Ankesh has not been attacked by the phanatons' "special" weapon. (*See Sv. 6, Sv. 20; Ei. 8, Ei. 28.*)

**What This Means:** Prince Sheneser is sincere in his plea, but can provide no solid evidence as the phanatons of the southern tribes have discontinued using the water darts, which they found to be rather ineffective. Prince Enshurnasirpal is watering down the truth, by suppressing testimonies from his own ranks and keeping the phanatons at bay by withdrawing his soldiers into the Wind Flats. It is ironic that the southern phanatons have abandoned the weapon while Ankesh would like to get evidence about its existence, but the western phanatons keep using it upon Suneveh, which would like this weapon to disappear.

## Eirmont 5, AC 1019

### Robin Moorkroft's Mundaner Men Fess Up.

**Location:** Great School of Magic, City of Glantri, Principalities of Glantri. OW

**Description:** Amid rumors that Sean McAllister was kidnapped by the mage-rogue Robin Moorkroft and his Mundaner Men, four young wizards from the Great School of Magic secretly and fearfully meet with the school's grandmaster, *Prinz* Harald Haaskinz of Sablestone, saying they have vital information that could shed light on the kidnapping.

The four scalawags (including two far-from-noble scions of the Virayana family) admit that they are Mundaner Men of Robin Moorkroft, and that Sean McAllister himself is Robin Moorkroft! The Mundaner Men have come to the obvious conclusion that Sean could not have kidnapped himself, and they fear that a darker fate has befallen their brave and knavish leader.

Prince Harald Haaskinz, despite his personal and political troubles, promises to look into the matter. (*See Th. 22, Sn. 23; Ka. 20.*)

**What This Means:** The secret truth is that Sean McAllister was kidnapped by his own cousin, Angus McGregor, the Prince of Klantyre and a diabolical necromancer, who has long tired of being trapped in the frail body of a ten-year old boy and has very sinister plans for his cousin Sean—or at least, his physical body...

**What the PCs Can Do:** This could be a setup for an interesting adventure involving students, apprentices, child wizards, teachers, and the many, many secrets of the Great School of Magic. Of course, the trail of Robin Moorkroft and Sean McAllister might eventually lead to Angus McGregor, an evil high-ranking Death Master from the Secret Craft of Necromancy—and a fun, light-hearted adventure might take a very vile and nasty turn...

### What the Swamp Hides...

**Location:** Frozen bogs south of the Kingdom of Kaarjala. NW

**Description:** After many harrowing days spent following a trail that, they hope, will lead to Prince Veikko and his abductors, the adventuring party finds itself on a low rise in the midst of the bog. Leaden clouds dim the sun's light to a dusky gray, and ahead of them lies what was once a paved road, heading straight up the rise to what appears to be a ruined structure at its apex. Along the way, they pass several stakes, upon which are placed heads in varying stages of decomposition.

Making their way to the structure, they find it to be the ruins of a great tower, in the middle of which is a wide spiral staircase, heading down into the bowels of the earth. Descending these stairs, the party soon finds itself in a large cavern, from which many tunnels burrow into the surrounding rock. Directly ahead of them is a stone slab, upon which they can see the bound

form of Prince Veikko. Before they can reach him, a wizened, robed figure emerges from one of the tunnels, and demands, in a croaking voice, that they leave its domain, "or I shall mete out to you a fate not unlike those whose heads you passed."

The party refuses, and engages the creature in battle. Only then do they realize the extent of their peril, for, not only is the monster they face some sort of vampire that can walk under the sun, it possesses a vast array of spells, which it uses to great effect. All the while, more frozen zombies shuffle out of the other tunnel entrances. The battle is incredibly fierce, and many heroes fall to the monster and its minions, but the party manages to injure the creature severely enough that it must retreat, and they use this opportunity to free Veikko—who had been forgotten by both sides in the battle—and flee. (*See Sn. 27, Eh. 2.*)

**What This Means:** The party has located the lair of the Rimal Hag, where Veikko was about to be sacrificed to advance her plots. Unbeknownst to the heroes, the Rimal Hag was once a Taymoran nosferatu wizardess named Annumadya. She fled her homeland during its collapse, and attempted to build a new realm for herself here. Many centuries ago, the ancestors of the Kaarjalans and the Littonians, guided by their own Immortals, attacked her fledgling kingdom, and burned her tower to the ground. Everyone had thought that she was destroyed, but Annumadya survived her injuries, and spent the following centuries trying to recover her lost spells and her power. Although she regained some of it, Annumadya remained a shadow of what she once was—both in terms of her magical prowess, and in terms of her appearance. She had once been a legendary beauty, but Annumadya had been so badly burned that she now resembled a dried, blackened zombie. As the centuries passed, knowledge of her passed out of common memory, but people began to fear the southern bogs once more, and tales of a withered crone who froze unwary travelers with her damp touch, and ate them, spread. Thus the legend of the Rimal, or Hoarfrost, Hag was born.

Annumadya had hoped that, by sacrificing someone tied to the land like Veikko, she might harness the energies of his spirit, and use them to increase her own power, and possibly to restore her to her original appearance, as well. The adventurers managed to foil her plot, but they paid dearly for it.

**What the PCs Can Do:** If the PCs undertook the quest to find Veikko instead of the adventurers depicted here, the DM should flesh out the Rimal Hag in order to ensure that the battle is very difficult. At the very least, she should be immune to nonmagical attacks, and have access to obscure, high level spells—many of which will likely be unknown to the PCs. If, for whatever reason, the PCs fail, Veikko will be sacrificed, and the Rimal Hag's power will increase. The ultimate outcome is up to the DM, but if Annumadya does win, she will soon be in a position to threaten the entire Kingdom of Kaarjala.

Assuming the PCs are successful, they must make their way through the frozen bogs again, this time pursued by the Rimal Hag's hoarfrost zombies while bearing the weakened Prince Veikko, who remembers nothing of his captivity. Provided that the PCs make it out of the bog, they will be able to make their way to Kaarja to return Veikko to his father, and to collect their reward. King Kaarlo Taavinen will also recognize the PCs publicly for their bravery, and they will be hailed as heroes throughout Kaarjala.

## Eirmont 7, AC 1019

### Closing in on Hockstein.

**Location:** Town of Hockstein, Territory of Heldann, Heldannic Empire. OW

**Description:** *Ordensmeisterin* Anna von Hendriks leads her army to the town of Hockstein, where they prepare to commence a siege. The town's garrison observes the preparations, and dismisses them; *Ordensgeneral* Heinrich Straßburger has concentrated his forces in Hockstein and Freiburg—neither will be an easy conquest. (See *Am. 27*, *Am. 28*; *Ei. 8*, *Ei. 13*.)

**What This Means:** After a few weeks spent relieving the village of Schwarzberg and vicinity, *Ordensmeisterin* Anna von Hendriks and the bulk of her army marched on Thurgau, where they assisted the local garrison in its efforts to drive away the Ethengar raiders (mainly Kaeruts). Having done so, Anna bolstered Thurgau's garrison with some of her own troops, and charged the local *landmeister* with the responsibility for keeping the surrounding hills free of Ethengar infiltration, and assisting the garrison of Grunturm as needed. The Black Lion, the sole airship at her disposal, has been sent to southeastern Heldann to ferret out other Ethengar bands. Having reorganized her forces, Anna then commenced the final march on Hockstein, which would be a prelude to the final assault on Freiburg. Anna is determined to conquer Hockstein before the worst of winter sets in.

Never far from Anna's mind, however, is the realization that the Ethengars remain a threat in the southeast.

**What the PCs Can Do:** If they are part of Anna's faction, or are otherwise in her employ, the PCs would likely have taken part in her campaigns in Schwarzberg and Thurgau.

### Vix Leaves Milenia.

**Location:** Tower of Night, Milenian Empire. HW

**Description:** Vix leaves the Milenian Empire on her quest to find and punish Zandor for his treachery. She heads southeast, following rumors she saw in the Zargosians' reports about the presence of a recent foreign outpost. (See *Kl. 10*, *Sv. 15*.)

**What This Means:** After a long, fruitless search for Zandor within the Milenian Empire, Vix, convinced that he somehow slipped away, extends her quest to realms further afield. Her only clue is the rumor heard in the high circles of power concerning the town of Lothar.

**What the PCs Can Do:** Vix may hire the PCs to help her track Zandor. Also, the PCs may encounter this legendary figure of Milenia anywhere in the Hollow World, for bad or good.

## A Treasure Preserved for All Time.

**Location:** East of Lost Valley. DV

**Description:** The larger contingent of the Thyatian expedition continues its journey northwards along the coast of the Lost Valley region. After a couple of days of sailing, the forests give way to coastal plains, which gradually climb into foothills further inland, before merging with distant mountains. One section of the coast draws the Thyatians' attention—the plains suddenly become rows of drift-like hills, covered with sparse grasses. Intrigued, the expedition drops anchor and sends a party ashore to investigate.

The different terrain seems to stretch as far inland as the eye can see, and for quite a distance further up the coast, too. Some party members wonder aloud as to why the vegetation should be so much poorer than areas only a few miles distant. A few hours of digging reveal no answers, but they do reveal what appear to be walls, and the roofs of buildings! Fascinated, the party sends word to the remainder of the crew of the discovery. Within the hour, most of the crew has disembarked, and commenced digging in several promising locations. (See *Sv. 24*, *Sv. 26*; *Ei. 22*, *Ka. 10*.)

**What This Means:** Some members of the Thyatian party recognized the strange hills as the overgrown remnants of a great volcanic ash-fall, and a brief examination of the soil confirmed this. A few diggings by chance revealed buried buildings and other structures. The Thyatians will stay here for many days, excavating as much as they can of this lost city. What they have discovered are the buried remains of the Lhomarran city of Thallios, the sister city to Erkalion, which was buried following a volcanic eruption in BC 6415. So intense, and swift, was the catastrophe that none of the inhabitants escaped, and everything was entombed in several feet of ash. In this sense, Thallios is special in that it is probably the best-preserved Lhomarran city in Davania, with enough relics scattered throughout to keep an army of scholars busy for years. The work that the Thyatian expedition will do will only scratch the surface of this incredible find, but everyone present will soon be well aware of its significance, even if they only have the vaguest of clues as to the identity of those who built the city.

**What the PCs Can Do:** If they are with this contingent of the expedition, the PCs will be able to do some digging around of their own, and they might just uncover something interesting, or dangerous. The sewers of Thallios, for example, are pretty much intact, and none but the Immortals know what might still be living down there. Likewise, many anguished spirits could be roaming the ruins, and might be disturbed by the sudden incursion of the living. In short, Thallios has great potential as a location for dungeon crawls, and more dangerous things.

## Eirmont 8, AC 1019

### The Battle for Hockstein Commences.

**Location:** Town of Hockstein, Territory of Heldann, Heldannic Empire. OW

**Description:** The siege of Hockstein begins in earnest, as catapults bombard the town from afar, while sappers dig their way to the foundations. The defenders, knowing full well how the city of Landfall fell to *Ordensmeisterin* Anna von Hendriks's armies, use magical means to detect the sappers wherever possible, and use *transmute rock to mud* spells to collapse the tunnels and suffocate the sappers. All the while, shielded crews with battering rams try to make their way to Hockstein's gates, covered by crossbowmen. For a time, it seems that enough pressure is being placed on *Ordensgeneral* Heinrich Straßenburger's soldiers that a breakthrough is imminent. Anna's hopes for a quick victory are dashed by the sudden appearance of several mounted griffons, who drop boulders on the battering ram crews, and whose riders scatter many other enemy troops with spells. Before concerted resistance can be brought to bear, the griffons retreat behind the walls. Anna withdraws her troops, and assesses her options. (See *Am. 28, Ei. 7; Ei. 13, Ei. 27.*)

**What This Means:** Thus far, Straßenburger's armies have been land-based, and beyond employing a few mages, they did not present any surprises to Anna or her armies. With the completion of the Black Lion, many of Anna's supporters began to believe that they would soon dominate the battlefield, and it would only be a matter of months before all of Heldann was theirs. Obviously, Heinrich still has a few tricks up his sleeve—such as the 30 griffons that he purchased secretly over the past few years to aid him in his bid to gain control over the Heldannic Order. The unexpected presence of the griffons will force Anna to rethink her assault on Hockstein, and will win the defenders a few days' respite. Straßenburger will be reluctant to risk his griffons in an all-out assault; he does not have too many of them, and they cannot be replaced easily.

**What the PCs Can Do:** PCs working for Anna could be assigned the task of finding a way to deal with the griffons and their riders, so that the main body of her army can mount the attack. If they are serving Straßenburger, the PCs could be among the griffon riders, in which case they could be assigned the task of staging raids against the enemy camps.

### No Additional Defense in Ankesh.

**Location:** City of Er, Province of Er, Kingdom of Nimmur, Orc's Head Peninsula. SC

**Description:** King Anupalassar announces that he will not divert any troops to defend the northern border against a hypothetical phanaton threat. (See *Sr. 6, Ei. 3; Ei. 28, Ka. 1.*)

**What This Means:** The king has been preparing a major assault against the enduks entrenched in Um-Shedu, and the possibility of a crisis in the north had him worried. Prince Enshurnasirpal's reassurances have convinced him that the threat was exaggerated, so he decided to go on with his own plans; the only concession to Ankesh is that he will not draft its troops, or those of Suneveh, for the battle of Um-Shedu, so as to leave the border well-guarded.

### A Perilous Mission.

**Location:** Southwestern Republic of Darokin. OW

**Description:** A team of investigators heads, unobtrusively, for the Altan Tepes Mountains, to learn more about the goblin tribe operating in the region, and what they are really up to. (See *Am. 27, Sr. 21.*)

**What This Means:** The Darokinians and Thyatians have concluded that the goblin raids that both nations have suffered are indeed linked, based on the evidence obtained by both sides. The problem is, no one can figure out how or why this particular goblin tribe became so disciplined in the first place, or whether it has any goals aside from simple raiding. Regardless, both nations agree that such a tribe cannot be allowed to exist. The investigation team has been instructed to locate the goblins' lair, determine the tribe's strength, and if possible uncover the reason for the raids. Given that the tribe is likely to be rather large, the team has been ordered to investigate only.

**What the PCs Can Do:** PCs could be part of the investigation team. If this is the case, they have a perilous wilderness adventure ahead of them, as the goblins are very wary, and their strongholds are well hidden and well defended. Currently, the goblins have two strongholds. The main stronghold, which is on the Thyatian side of the border, is home to the goblin king, his family, and his most loyal chieftains and their households (for a total of roughly 180 goblins, about 40 of whom are combatants). The goblins tasked with guarding the king are highly-skilled warriors, even by the standards of the tribe, and should be deadly foes in combat. The tribe has also established an outpost not far from Reedle, which is currently home to roughly 50 warriors and their families (for a total of roughly 200 goblins). The two strongholds are connected by a secret trail, rigged with many traps, known only to the goblins. Should the PCs, despite obvious warnings, decide to attack one stronghold, messengers will run to the other to convey the news, and bring reinforcements.

Provided the PCs are able to lay low, they should be able to learn fairly quickly that the goblin king is not blessed with any powerful magical or religious items; he is simply very crafty and observant, and has the benefit of age and experience (something few goblins ever attain). They should also learn that he is, in fact, taking orders from an even more powerful goblin king based in the Darokinian Orclands. This is probably the most useful thing they can learn, but they will only hear of it if they spend enough time near the king (a dangerous task in itself).

In addition to the goblins, the Altan Tepes are home to all sorts of wild animals and other dangers, such as dragons, hostile giants, and rocs. The PCs, regardless of level, should not be able to sail through this mission unscathed.

## The Aegos Catastrophe.

**Location:** Town of Pittstown, Island of Aegos, Alatian Islands, Nayce. AS

**Description:** Attempts to dig out the Aegos Pit to the Hollow World end disastrously as the tunnel collapses. Many workers are killed in the accident, leaving the poor families left behind without any source of income or compensation. (*See Va. 11, Sp. 26; Ei. 22.*)

**What This Means:** The project has been rushed by Nayce, and the aristocrats in charge didn't care much about the working conditions of the commoners, nor about listening to the advice of those with engineering experience among them (such as dwarves and gnomes, who have been working on the project for years). In short, the revised plans for the project have been a recipe for disaster. A great many lives have been lost, which will cause anger and resentment among the lower classes in the days to come, further distancing the commoners from the aristocrats, who will hardly care, since there are more than enough commoners around to feed and find work for as it is.

**What the PCs Can Do:** If the PCs are present, they might be able to save some workers, though only at great risk to themselves, and obviously they can save only a symbolic number. Even if the PCs arrive several days later, there will still be workers to rescue, since the aristocrats in charge aren't about to mount much of a rescue effort themselves, which means the PCs will have to find the victims themselves. If they do, they'll be hailed as heroes by the impoverished commoners, while the rich aristocrats in charge will hardly care and mostly ignore their efforts.

## Eirmont 9, AC 1019

### Painting.

**Location:** Lands of the Brute-Men. HW

**Description:** Having completed the painting that tells his story, Ka-ro sits down in front of it to review it, and relive the events. After sitting there for hours watching each frame, exhaustion and hunger make him dizzy and momentarily lose consciousness. When he comes to, he again scans the drawings, but this time, probably due to his fatigue, he begins with the picture of exile and backward to his encounter with "Tha-to." There, he has an epiphany and realizes that this encounter was not so much a curse as a liberation from the boundaries of his people. Ka-ro realizes that he is free to explore the wonders of the world and shape his destiny. (*See Th. 22, Kl. 13.*)

**What This Means:** The young Brute-Man is one of those rare individuals who, under exceptional circumstances and strength of character, are able to overcome the bias enforced upon the peoples of the Hollow World by the Immortals through the *Spell of Preservation*.

**What the PCs Can Do:** This could be the background for a Hollow Worlder PC. Remember, though, that even though Ka-Ro is a talented young man who has left behind his cultural bias, he remains, at his core, a primitive Brute-Man.

## Eirmont 10, AC 1019

### Gurrash in Le Vieux Carré.

**Location:** City of Le Vieux Carré, *Colonie de la Nouvelle-Renardie*, Animal Kingdoms. SC

**Description:** A significant gurrash attack occurs in Le Vieux Carré. The lupins repulse the gurrash, but several settlers are killed and devoured anyway. (*See Am. 24.*)

**What This Means:** It is only a larger raid of the type that has been plaguing Nouvelle-Renardie for several months. The gurrash are hunting on their favored terrain, and they know the swamps of the Bayou better than anyone. Until the lupins kill enough gurrash to bring their population down to more reasonable levels, they are bound to be plagued by such raids—and even then their troubles will not go away entirely. The lupins have better armament and defenses, and are better organized, but the gurrash are ferocious, and hungry, and well at ease in the swampy environment. The cities are at no risk of being overrun, even when they are attacked like on this occasion, but the isolated families in the deeper parts of the swamp are very vulnerable.

**What the PCs Can Do:** The PCs may have to defend themselves, and their fellow lupins, from the gurrash.

## Eirmont 11, AC 1019

### Troll Lairs.

**Location:** 700 miles southeast of Town of Polakatsikes, Meghala Kimata Plains. DV

**Description:** While exploring the surrounding hills for mineral veins and other resources, the scouts who have gathered in the region are attacked by half a dozen trolls. The combat is fierce and the Heldannic scouts are forced to retreat. (*See Sp. 14, Ei. 3.*)

**What This Means:** It has become clear that the region is not as empty of monsters as it first seemed. It is now time for heroes and parties of adventurers to eliminate these threats if any future human colonization is to be possible.

**What the PCs Can Do:** Clear the hills of trolls and any other nasty local monsters. Securing this region should be a long and difficult campaign. New monsters may come from the desert in the south.



## Eirmont 12, AC 1019

### Adventurers Return.

**Location:** City-state of Schweidnitz, Izondian Coast. DV

**Description:** The adventurers that Wilhelm sent to explore the surrounding territories of Schweidnitz return to the little colonial capitol after more than two months' absence. The adventurers tell Wilhelm they have visited all the three nations that border Schweidnitz: the peaceful crabmen's nation to the north, the hostile half-orcs' nation to the southeast, and a nation of dark-skinned humans and centaurs to the southwest. They tell Wilhelm of other nations to the east and of the great Empire of Izonda to the south, where it is said lives a population of half-orcs, some of them followers of Vanya! (*See Fe. 15, Fy. 7; Ka. 21.*)

**What This Means:** Wilhelm is very interested by all this news, and he is happy to hear that the two other neighboring nations are enemies of the half-orcs of Mogluur too, but he is very worried hearing that the half-orcs may have some kind of ancient and foul magic. Furthermore, he is unhappy when the adventurers tell him that crabmen and centaurs did not seem eager to forge an alliance with his knights against the half-orcs. Anyway he is very intrigued by the southern empire that seems to know the greatness of the Grey Lady.

**What the PCs Can Do:** If the PCs are the adventurers they have to do a complete report to Wilhelm, telling him of all their discoveries in the surrounding nations.

## Eirmont 13, AC 1019

### Hockstein Falls.

**Location:** Town of Hockstein, Territory of Heldann, Heldannic Empire. OW

**Description:** After several days of protracted combat, the town of Hockstein falls to the armies of *Ordensmeisterin* Anna von Hendriks. As her soldiers press deeper into the town, the remnants of the defending garrison stage a fighting withdrawal, until, pressed against one of the lesser gates, they force their way through enemy lines, and flee to the east. Unwilling to let her enemies escape, Anna orders a large portion of her force to accompany her, and assigns the task of bringing Hockstein fully under control to one of her senior officers.

The pursuit is brief, and *Ordensgeneral* Heinrich Straßenburger's remaining followers seize control of a nearby hill, regroup, and meet their foes head on. Compared to the combat during and after the siege, the fighting here is incredibly intense, and Straßenburger's soldiers fight as though possessed. Many of the surviving griffons are present, and they manage to inflict more than their share of damage. By evening, Anna's faction has won the day, but at considerable cost. (*See Ei. 7, Ei. 8; Ei. 27, Ka. 2.*)

**What This Means:** Straßenburger's followers understood the precariousness of their position; with the only other fallback position lying in Freiburg, Hockstein played a crucial role in holding back Anna's armies. This knowledge, and the desperate position of the defenders once Hockstein had essentially fallen, made them fight with almost superhuman vigor. The griffons and their riders also played a key role in the town's defense, and turned what might have been a fairly easy victory for Anna into a slow and painful siege. All told, roughly two-thirds of Hockstein's inflated garrison of 1,000 soldiers died during the siege and its aftermath, and another 100 or so surrendered, or were captured. The remaining combatants, around 250, managed to flee into the wilderness during the confusion. Of the *Landmeister* of Hockstein, or the remaining griffons, there is no sign.

Anna brought almost 1,800 soldiers with her to Hockstein, and she lost over half of them during the siege—many were lost during the initial surprise attack staged by Straßenburger's griffons. She realizes that, had she brought the Black Lion into the fray, she could have conquered Hockstein far more quickly with fewer losses; she recognizes that she was overconfident, and that she paid more attention to the Ethengar raiders than they perhaps merited. Nevertheless, she has won the day, and now her rival has been reduced to one stronghold—Freiburg itself. She finds additional consolation in the discovery of a number of town officials, originally from Forton, who had fled to Hockstein with many of Straßenburger's troops to escape Anna's advancing armies. These men will be charged with treason, and executed publicly.

After spending a few days restoring order to the region, and appointing a new *landmeister*, Anna will plan the next stage of her campaign.

**What the PCs Can Do:** If they are present, the PCs will very likely have participated in the battle.

## Eirmont 14, AC 1019

### Flaems and Ice.

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

**Description:** With the Ethengar Invasion of AC 1015 and the trouble with clerics the past two years, the annual Glantrian Ice Games have not been celebrated with as much pomp and excitement as they are today. On the frozen city canals, young and old alike come out in full force to participate in the sled rides, foot races, ice jousting, and snowball battles. Even the ever-youthful Flaemish princess, Lady Juliana Vlaardoen, has come to skate with her lover, Feldian Lehenard, while her one-year-old daughter Beatrijs is carefully guarded by a veritable army of wet-nurses, nannies, and governesses, headed by the fearsome Lady Sinaria Verlien, the former Countess of High Sonden.

All of a sudden a huge fireball explodes out of nowhere, cracking and melting the ice, hurling the revelers into the freezing canals below. The Glantrian constabulary is called in to rescue the poor victims and investigate the cause of the disaster.

Witnesses agree that the commotion began with the Flaemish entourage, when *Le Baron d'Ylourgne*, *Sire Jissel de Gheyn*, arrived with a wrinkled old woman with silver-white hair, and a fiery argument suddenly ensued between the baron and the unbalanced Lady Sinaria. (See *Kl. 12, Fy. 7.*)

**What This Means:** Despite being officially allied to Princess Juliana and House Linden, the conniving Jissel de Gheyn is actually working with Count Pieter Verlien of High Sonden, a fellow Follower of the Fire, in the count's plot to overthrow the Princess of Bergdhoven and rule over the Flaems and eventually all of the Glantrian Highlands, at a time when the incident of *The Silver Countess*—and the malicious rumors of House Linden—are still fresh in the Glantrian mind.

Rumors of Juliana's questionable ancestry have thus far been unsubstantiated, until now that an actual person is claiming to be Juliana's true mother—of course, with the distinctive silvery hair of Juliana's that no Vlaardoen ever possessed! Lady Sinaria probably figured out Jissel's complicity in the plot, and in a lapse of psychosis reacted violently and unwisely.

Whether the woman is genuine, a fraud, or a mere pawn in the Flaemish conspiracy remains to be seen...

**What the PCs Can Do:** Anyone present at the Ice Games will be called upon for an impromptu rescue mission, for themselves if not for others. People could drown in the freezing waters or could become trapped beneath the ice. At the same time, some people could be set on fire by the magical flames from all the Flaemish fire wizards and the High Mistress of Fire Elementalism, no less! Magical duels could also ensue, introducing other magical dangers, besides fire and ice.

### Settlement Program.

**Location:** City of Alpha, Kingdom of Alpha. NW

**Description:** Learning of the Nayce's decision to cancel its shipment of settlers to Norwold, King Ericall addresses a message to the Naycese Council. The king's counter-proposal is to allow those commoners who wish to come to Alpha to do so, at the crown of Alpha's expense. There, they will become subjects of Alpha, and be sent to frontier settlements as part of a program of colonization of Norwold that Ericall's councilors are setting up. (See *Fe. 5, Sp. 26; Ka. 11.*)

**What This Means:** While he did not like Nayce's colonization program in Norwold, which threatened to upset the delicate balance of powers in the region due to the council's lack of knowledge of local politics, the king favors a controlled effort of settlement in Norwold. The king is basing his program on the Thyatian colonization of the Hinterlands of Davania, with local adjustments. This time around, he does not plan on giving lands and titles to heroes as he did in an earlier attempt to gain control of the wilderness of Norwold, but increase settlement efforts by common people, in lands that are acknowledged as belonging to Alpha and its vassals, or the expandable borders of those dominions.

### The Road Less Traveled.

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

**Description:** Sir Tyern Malkov presents Lord Korrigan with his study on the proposed road to the west. He argues that a coastal course would be the optimal route. A crude road already exists and lays out a decent path to follow. Seizing the opportunity, Sir Malkov also suggests they use the expedition to search for suitable locations for a series of lighthouses to be built along the coastline. Lord Korrigan accepts this last minute addition but insists that any construction await official royal approval. The expedition is approved and preparations are to be made. Lord Korrigan states that he will find a proper security escort for the engineers. (See *Am. 3, Am. 7.*)

**What This Means:** The expedition of royal forces, even engineers, into traditional Traladaran lands is bound to draw some controversy. Lord Korrigan knows that the situation can be delicate, especially with the recent petitions from the Church of Karameikos to send clerics along. As such, Korrigan is taking a personal hand in placing escort personnel into the party that he can trust.

**What the PCs Can Do:** Low-level PCs can be found worthy of such a duty and serve as armed escorts to the expedition. Such recruitment may require a preemptive task for the throne, or at least Lord Korrigan, to justify his trust in the PCs. The PCs may also be enmeshed in the adventure *The Road Less Traveled* through their participation in any of the events leading up to this one.

## Eirmont 15, AC 1019

### Expedition Scatters.

**Location:** Great Immortal's Shield, Arm of the Immortals. SC

**Description:** After much wandering to find a passage through the Great Immortal's Shield, Garugto's expedition once again ends up where it started. Discouraged and with not enough funds left to keep the expedition running, Garugto disbands the group before winter takes its own toll. Most start the trek back to Gombar and Suma'a (which are not too far, given the lack of progress made by the expedition); Garugto stays there rather than return to his homeland a broke and broken old fool. (*See Va. 9, Th. 18.*)

**What This Means:** The Great Immortal's Shield is very difficult to cross, and the ee'aar and enduks who live in its hidden plateaus make sure no one does. They have led this expedition astray, as they have previous ones, whenever there was a chance that it may find a route even partially through. The reclusive ee'aar have been doing this forever, systematically protecting Aeryl from discovery by outsiders—except for their enduk friends. The enduks are not as reclusive, quite the opposite, but as they lost their Nimmurian homeland to their misplaced trust in another people they now defer to the reclusive attitude of the ee'aar in the matter and let the winged elves keep both kingdoms free from any intrusion.

Thus, while the ee'aar hold no grudge against the demi-ogres (in fact, they are not prejudiced against anyone), they have always kept them at bay and, incidentally, prevented east-west trade. Despite the scope of Garugto's expedition, it is what happened once again—probably putting a stop to any further major attempt for a long time.

**What the PCs Can Do:** PCs who joined Garugto's expedition may have at some point left it, or were cut off from it, and continued on their own, possibly avoiding the ee'aar's deceptions by skill or luck, and finding their way to the isolated kingdoms. Alternatively, the PCs may remain with Garugto after he disbands the expedition—adventurers often work for the potential reward (and the thrill of adventuring) rather than the pay—and keep on searching. It is possible that the PCs, during their continued attempts, discover the ee'aar's tampering, and confront them about it; since the ee'aar are good-natured, it is possible that the PCs convince them to take old Garugto—and maybe them along—to Aeryl or Eshu.

## Eirmont 16, AC 1019

### True Followers.

**Location:** Village of Tochenoxtal, Azcan Empire. HW

**Description:** Right after a small contingent of Azcan soldiers marches into this small jungle village, the hamlet comes under attack by a band of warriors. The attack is brutal, as bestial-looking Azcans gore the soldiers, and any villager who stands in their path. When all of the soldiers lie dead, a priest bearing the symbol of Atzanteotl comes forth and surveys the bloody scene, and then the anxious villagers. Right there in the middle of the hamlet, amid the dead still oozing blood and the dying still moaning, the priest gives a sermon about the worshiping of false Immortals that desire only to corrupt the hearts of true Azcans and bring down the Red Sun, and of the corruption of the new rulers of the once-great Azcan Empire, usurpers who stand weak against the enemies of the Azcans like the evil elves that defile the jungle, or the puny pirates that are allowed to torch once-mighty cities. He tells them that there can be salvation only in the worship of mighty Atzanteotl. To show that they are true followers of Atzanteotl, and not lackeys to the false *tlatoani* like the dead soldiers, he asks for one volunteer per household to be sacrificed on the altar. Those families without a volunteer are rounded up to be sacrificed as well, their heresy clearly demonstrated, and their homes put to the torch. (*See Fl. 1, Sp. 10; Ei. 22.*)

**What This Means:** The priesthood of Atzanteotl and their supporters, like the Defilers of Ka that led this attack, went underground when their power faltered in AC 1016. The grip of Atzanteotl on the Azcan Empire remains strong anyway, as the new order remains weak in this period of transition, with the difficulty of restoring old faiths doubled by external events such as the brief disappearance of the Red Sun at the end of AC 1017, and the fact that its many enemies and rivals used this challenging time to attack, with quite some success, the weakened empire. So soon after the great purge that followed *Tlatoani* Otziltipac's accession to power, it is too early for His followers who retained positions of power to initiate a counter-coup, so Atzanteotl bides His time by having his clergy preach in the depths of the jungle, and insist on the failings of the new government—most notably the great insult to every Azcan that is the occupation of a good portion of the empire by His other followers, the Schattenalfen.

**What the PCs Can Do:** This could be a starting point for a campaign with Azcan PCs, as they see family and friends taken by the evil priests to have their hearts ripped out and offered to Atzanteotl; in that case, the PCs may decide to end forever the power of His priests, and hunt down the Defilers of Ka [*more information about Defilers of Ka may be found in Dragon #315. Ed.*]. In a more twisted (but perhaps even more interesting) campaign, the PCs may hear the truth in the priest's words and, desiring to restore the greatness of the Azcan Empire, join with the followers of Atzanteotl; whether they eventually realize the evilness of their patron and betray Him (or are betrayed by Him) to restore the empire through other means, is up to them.

## Eirmont 18, AC 1019

### Main Caves of Jalâlâbâd Completed.

**Location:** Town of Jalâlâbâd, Meghalese Nomad Lands, Meghala Kimata Plains. DV

**Description:** The main caves of the future town of Jalâlâbâd have been completed thanks to the help of the gnomes and wizards who came with the Heldannic Knights. A very large and elegant cave is dedicated to Vanya. Other caves are in the process of being excavated, but shall be completed later, once the first one is settled. Outside the caves, the immediate countryside is filled with luxuriant vegetation for about a two-mile radius. (See *Am. 13*, *Am. 16*; *Ka. 20*.)

**What This Means:** This is just a first step for the Meghalese nomads in settling and prospering in the Jalâlâbâd region. With time, many other caves will be dug, and some outside houses will be erected too. [A good real-world analogy would be the town of Petra, in Jordan. Ed.]

**What the PCs Can Do:** The region may attract bandits or spies from the desert.

### Baronial Wedding.

**Location:** Town of Porto Preto, *Dominio de Vilaverde*, Savage Baronies. SC

**Description:** The wedding of *Dom Fernando de Vilaverde*, son of *Barão Jorge*, and *Dona Dominica da Solidão*, leader of the *Protectorado da Presa*, takes place in Porto Preto. Attending are several barons, though *Baronesa Isabel of Torreón* is not present, and most of the nobility of Vilaverde and Texeiras and Ilhas Gémeas, though *Dom Jorge*, Fernando's elder brother, is not present; dignitaries from farther nations also attend.

*Barão Jorge's* toast is met with eager anticipation. As many expected, the baron presents *Dom Fernando* as the official heir to the throne of Vilaverde. However, he also announces that he is stepping down from the throne of Vilaverde, so that *Barão Fernando* can give new strength to the barony.

A lot of gossiping and speculation is going on when *Barão Bartolomeu* takes the stand for his toast to the bride and groom. The assembled nobility are well aware that the childless baron, now in his late sixties, has no heir. With the potential heiress, *Dominica da Solidão*, married to the heir of Vilaverde, there is even more speculation as to who might succeed him. To everyone's surprise he announces that he hands over rulership of Texeiras to *Baronesa Dominica*. It does not take long for the significance of this declaration to sink in, and the crowd erupts into heated talk. (See *Kl. 17*, *Fy. 3*; *Ei. 26*, *Ka. 20*.)

**What This Means:** The royal marriage seals the union of Texeiras and Vilaverde. It may take some time for everything to fall into place, but the merger of the two baronies should beget the most powerful of the savage baronies, a sea power unrivaled in the region, with a strong navy, a large merchant fleet, and numerous trading posts and protectorates controlling the transportation of goods and notably *cinnabryl*.

**What the PCs Can Do:** The PCs have to adjust to the new situation. If the PCs are in a position to inherit either throne, they may be substituted to the bride or to the groom.

## Eirmont 19, AC 1019

### Leave It to the Courts.

**Location:** Celestial Domains, *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** A number of nobles and respected warriors, having paid the requisite priority fees, petition the *exarch* in public court to intercede in Master Zhin's case. The *exarch* respectfully regrets he cannot interfere in the harmonious function of the courts in the way a continental emperor can. The offhand remark scandalizes certain envoys to Ochalea but boosts the morale of others. (See *Fe. 25*, *Ei. 3*.)

**What This Means:** Teng Lin-Dieu's authority is not absolute enough that he can bypass the courts. Ochalea is already dangerously close to upheaval, and the *exarch* doesn't wish to put more oil onto the fire by acting like a potentate.

## Eirmont 20, AC 1019

### Der Windmeister Takes Off.

**Location:** Ruined city of Pyris, Hills of Desolation, Dominion of Polakatsikes, Heldannic Empire. DV

**Description:** After several weeks of hard work and studies, Heldannic and gnomish engineers have found a way to build a new kind of flying machine: A dirigible, similar in concept to Oostdokian models, but with a doubled lift power drive, one magical (a spell engine found in Pyris), and a scientific one using lighter-than-air gas held in a balloon. The first prototype, *der Windmeister*, makes a successful maiden flight.

After reviewing the ship, the Heldannic leader in Pyris orders a prolonged test flight over the jungle up to the southern coast of the Sea of Dread. (See *Fe. 27*; *Ei. 27*, *Ka. 5*.)

**What This Means:** Heldannic engineers have been working on replacing the famous *warbirds* for some time now; this is the second project to succeed so far—after the successful launch of the Black Lion in Heldann, last Ambyrmont. Due to the secrecy surrounding the Black Lion, none of the Heldannic Knights in Davania are aware of it as yet. This dirigible has a different shape (being based on the Queen of Pyris's designs), much smaller than its counterpart in Heldann. Its construction was financed entirely by the treasure found in Pyris.

The destination has been chosen so as not to be too difficult, and to survey the route of a future trail through the jungle to the sea, where the order plans on building a port facility and village. Thus, a reconnaissance flight over many miles of coastline was needed to pick a protected and concealed spot. The storms in the region can be very violent and an already naturally protected bay could prove very useful and less costly.

Another goal is to spot any human or monster presence in the jungle, and possibly make contact with them.

**What the PCs Can Do:** Commanding or serving aboard such a new kind of transportation could be both fun and dangerous. Numerous test flights will have to be conducted, and gnomish-made technological objects are far from reliable.

## Eirmont 22, AC 1019

### A Reluctant Return to the Voyage.

**Location:** East of Lost Valley. DV

**Description:** After two weeks of exploration of the mysterious ruined city, the seaborne contingent of the Thyatian expedition resumes its northward journey along the coast. (See *Sr. 26, Ei. 7; Ka. 10, Ka. 27.*)

**What This Means:** The discovery of Thallios was so engrossing that the Thyatians stayed for several days longer than they had originally planned. In that time, they managed to dig out a couple of buildings, which they intend to use as temporary shelters should they find themselves in this region again anytime soon.

### Revolution's Call.

**Location:** Somewhere in the Kingdom of Notrion, Continent of Bellissaria, Nayce. AS

**Description:** With the economic decline in Nayce, many commoners and servants have become disgruntled over the last year, and in the wake of the Aegos Catastrophe the ominous situation has only grown worse in Nayce. In Notrion, where many of the commoners killed in the Aegos Catastrophe came from, a group of commoners have banded together and vowed to take revenge on the people they blame for the situation—the aristocracy. They call themselves “The Collapse” and begin planning acts against the aristocracy. (See *Sr. 26, Ei. 8; Ka. 28.*)

**What This Means:** The gap between aristocrats and commoners has always been sizeable in Nayce, and Alpathia before it, but with the commoners’ very lives at stake, and with the aristocracy being largely willing to throw their lives away and not even caring to grant them the most basic requirements for life, their situation is now dire enough that some are willing to take open action against the ruling class, reasoning that it doesn’t matter much whether they die taking revenge on the aristocrats or by starvation. The commoners have always been the lower class in the Alpathian Empire, subservient to the spellcasters, but their lot has been worsening in the remnants of the empire, and with the destruction of Alpathia it dawned on some of them that the wizards may not be that powerful, nor uncontestable, after all. While this can be seen as the Alpathian tendency for chaos and independence manifesting itself among the commoners, it is also a clear sign of how bad things have become for the lowest classes in Nayce. Since the aristocracy remains completely unaware of the seeds of revolution, whether by choice or ignorance, this will spell trouble for Nayce to a degree that could tear it apart.

**What the PCs Can Do:** Unless the PCs are themselves Alpathian commoners mistreated in horrible working conditions or who have family among those killed, they are unlikely to even know of this. Members of The Collapse might contact them and try to recruit them, if they are well known in Nayce and considered sympathetic to their cause, but only if they aren’t spellcasters—the members won’t trust anyone perceived to be an aristocrat.

## Last Temple of Atzanteotl Destroyed?

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

**Description:** A group of adventurers sent by Princess Tanadaleyo locates the last temple of Atzanteotl, hidden in ancient dungeons under Darokin City. The adventurers inform Darokinian authorities and then assault and destroy the temple. No followers of Atzanteotl escape this time, but many are captured by Darokinian guards. (See *Am. 8, Sr. 10; Ka. 25.*)

**What This Means:** One of the last strongholds of the Church of Atzanteotl in the Old World has been destroyed. Atzanteotl’s operations against Aengmor will be greatly hindered now, and the presence of the cult is greatly diminished. Clerics and cultists may try to reorganize for the future in other nations, like Sind, Glantri or Thyatis.

However, the most important stronghold of Atzanteotl’s followers remains untouched. The city of Aengmor, with its thousands of shadowelf, Schattenalfen, and humanoid followers of Atzanteotl, who also control parts of the Broken Lands, remains untouched by the elven purge. While Atzanteotl let branches of his church be destroyed (and occasionally left false clues to have the elves eliminate some of His own enemies, or just innocent groups), he made sure that his control over the city of Aengmor was never challenged. There is no telling what Atzanteotl’s plans are, but certainly His evilness will continue to radiate out of Aengmor City.

**What the PCs Can Do:** The PCs could be key combatants in this important fight, or they can receive the mission to track some powerful cleric who escaped to a nearby nation. This might eventually lead them to Aengmor City, where Atzanteotl has regrouped most of his forces.

## Eirmont 23, AC 1019

### I’m with the Government, and I’m Here to Help.

**Location:** Barony of Thanopolis, Davania Inferior, Hinterlands, Thyatian Empire. DV

**Description:** Adrianos Kyrenos’s fledgling dominion is visited by Ambrosius Docerius, a field researcher at the Imperial Museum of Davanian Antiquities in Raven Scarp. After a brief round of introductions, Ambrosius asks to be led to the site, where he commences work immediately. (See *Sr. 21, Ei. 2; Ka. 1.*)

**What This Means:** Adrianos managed to get the government in Raven Scarp to send an investigator; only time will tell whether there is anything of interest here.

**What the PCs Can Do:** If the PCs explored any of the ruins already, Ambrosius will ask them detailed questions concerning what they found or noticed (if anything). Ambrosius is the stereotypical scholar—very focused on his field of expertise, and rather impatient with those whom he considers to be his intellectual inferiors. Nevertheless, if the PCs found anything of significance—or if Ambrosius thinks they did—he will do everything he can to avoid offending them; he wants their cooperation more than anything else.

## Biting the Hand That Feeds.

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

**Description:** Several Milenians get into a belligerent argument with the staff of the *bruderschaft* Fellowship House. Housemother Hilde Wiseler tries to intercede and calm them down, but one pulls a knife and stabs her. The others quickly follow suit, pulling blades out of their tunics and rushing the rest of the staff. The result is a bloody riot, followed by looting and the torching of the house. *Bruderschaft* survivors claim to be shocked: “We only wanted to help, but this is the thanks we get. Perhaps the Milenians are not as decent as we thought they were.” (See *Nu. 11, Va. 8*.)

**What This Means:** This is the first step in advancing Vanya’s Plot against the Milenian immigrants in Thyatis. Controlling magic was used on common Milenians to get them to attack an unarmed contingent of simple *bruderschaft* members. The victims were members who joined the *bruderschaft* without knowing its real purpose—they actually thought they were just helping Milenians. Hilde Wiseler, especially, was much respected in Hattias for her generosity and benevolence. Her death will come as a shock to many.

With this event, the *bruderschaft* has set it up so that they seem like the innocent victims rather than the perpetrators of racial antagonism.

**What the PCs Can Do:** If the PCs have, for whatever reason, associated themselves with the fellowship house, this event will take place when they are not present. It will then be up to them to figure out how to react to it.

## Fortified Village Completed.

See map of Polakatsikes Port.

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

**Description:** The port of Polakatsikes is completed, having been built thanks to the use of many spells. The fortifications around the village are strong and surrounded by ditches. A natural port was excavated and affords better protection for the boats.

Some very simple ship structures were also made using *woodform* spells, but they now need to be tested. To avoid any future lack of raw materials, water from the Well of the Moon is poured in the most barren spots of the region with tree seeds for future shipbuilding. (See *Am. 27, Sv. 25*.)

**What This Means:** The same team that worked on the fortress has worked on the village down the hill, hence its military facilities. Farms, mills, and many other small industries shall now be established in the area.

**What the PCs Can Do:** Testing the boats in their first journey down to Parthenaeum could be a challenge even for adventurous PCs.

## Wet Feet.

**Location:** Town of Orfil, Kingdom of Foresthome, Floating Continent of Alphatia, Alpathian Empire. HW

**Description:** With the opening the Socktel-Orfil section of the Foresthome Rim Canal, all harbor towns of Foresthome have “wet feet” again, as it is called. The canal is not yet ready but there is only a little way to go. Until then boat traffic from Igoi to Orfil will have to pass through Lake Llyn, but it is an improvement nonetheless. (See *Fy. 13, Fy. 16*.)

**What This Means:** The merchants are beginning to benefit from the construction, as will the population in those towns, and the crown as well.

## Eirmont 24, AC 1019

### I Dream of Golems of Flesh and Steel.

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

**Description:** At the Cathedral of History, several high-ranking clerics of the Immortal Khoronus have been receiving terrifying prophetic warnings of “golems of flesh and steel” and the “ascendance of gray sorcery,” which threatens the very nature of time and reality on Mystara. The Vice-Patriarch of the Church of Khoronus, Arand Fadon, has been experiencing a unique and particularly vivid vision of battling a clockwork dragon on an island of black marble.

Although as a rule, the placid clerics of Khoronus devise slow, long-term, gradually unfolding schemes and well-conceived, drawn-out strategies, the Darokinian church is able to gather enough historical scholars, arcane and divine experts, prophets and diviners to decipher their Immortal’s messages, and in no time come up with a plan of action.

Arand Fadon and his few chosen cohorts are to travel posthaste to Glantri City, to Alexander Platz (a famous plaza made of black marble in the middle of the city canals), where they will intercept the strange golem-like beings made of flesh and metallic parts, and prevent them from using their inexplicable “gray sorcery.” Though many details of this mission are sketchy, the disciples of Khoronus are stalwart in their faith, and the Cathedral of History is arranging for all resources to be at Father Arand’s disposal—from magical spells and devices (for swift travel and slowed passage of time), to influential contacts and allies, even freelance and illicit ones.

Arand Fadon only prays that he will survive the prophesied encounter with a dragon of animated metal, fire and steam. (See *Fl. 2, Sv. 12; Ei. 28, Ka. 1*.)

**What This Means:** The farsighted Immortal Khoronus, Patron of Time and History, and Hierarch of the Sphere of Time, is usually an unexcitable observer of the events on the Material Plane, with the notable exception of the menace of the time-traveling, world-dominating cybernetic race of oards. Powerful chronomantic barriers and time-sweeping divinations by the Immortals of the Sphere of Time have contained the oards’ attempts of time-traveling incursions to Mystara thus far.

The discovery of three oards in the Principality of Glantri (one of whom has taken on the guise of a Glantrian

noblewoman, *Frau Viktoria von Drachenfels*) greatly disturbed Khoronus, who immediately mobilized His otherwise tranquil and unhurried worshippers. The nearest and adequately powerful of His clerics are at His church in Darokin.

There is one aspect of this threat that is most alarming and yet requires the utmost secrecy. Khoronus fears that these cyborgs are attempting to uncover and tap into the *Nucleus of the Spheres*—what in the ancient past was the engine of the FSS *Beagle*, before powerful magic and Immortal tampering altered it. In its present state, the *Nucleus of the Spheres* is the source of the *Radiance*, a devastating power that ties to all the magic of Mystara and the cause of the recent world catastrophes during the Great War.

What if the oards expose its existence to the mortals of Mystara? What if the oards wrest control of the power? What if the technological interference of the oards results in some unfathomable technomantic disaster?

These are concerns that wise Khoronus does not dare share with His mortal followers, and as such, hides the true extent and nature of the oard threat in mysterious arcane terms (“half-golem” for oard, and “gray sorcery” for technological science and technomancy).

**What the PCs Can Do:** Even if the PCs are not followers of Khoronus or have never had dealings with His church, they may be suddenly called upon to assist in this urgent and highly secretive mission to transport Arand Fadon and other agents of Khoronus into Glantri City.

This event may even occur in other parts of the known world where Khoronus has followers to call upon to thwart the oards—as far west as Sind, with the *rishiyas* of Khauran, or as far east as Ochalea, with the disciples of the Eternal Sage Kong Ru. *[Both are variant names for Khoronus. Ed.]*

## Eirmont 25, AC 1019

### Dabania at Last!

**Location:** City of Kastelios, Serpent Peninsula, then Town of Polakatsikes, Dominion of Polakatsikes, Heldannic Empire, Meghala Kimata Plains. DV

**Description:** After a full month of travel aboard the Joyful Mermaid, Alatia, Bertolucius and Thraïm set foot on Davanian soil once again. They wait for nightfall and go to local chapel dedicated to Vanya, in the foreign quarter. There they seek the chaplain and ask him to *teleport* them to Polakatsikes right away.

Some time later they appear in a familiar alcove of the main church of Vanya in Polakatsikes. They send a messenger to gather their close friends the following morning. *(See Sv. 22, Sv. 25; Ei. 26, Ka. 6.)*

**What This Means:** The Heldannic agents have successfully returned from their mission.

**What the PCs Can Do:** Feel free to spice up the trip with some naval encounters. Remember that the party has very limited access to wizard spells.

## Eirmont 26, AC 1019

### The Fabled Kruth Diamond.

**Location:** Jungles of Lleweryn, Western Swanamutu. SK

**Description:** After conducting extensive research of old parchments of the eastern lands of Swanamutu, the Ant sends a party to enter the Scaly Temple of Kthurbash and retrieve the treasure it supposedly holds.

**What This Means:** Two years ago, a Minaean adventurer named Asterione discovered the location of the fabled Kruth diamond in the jungles of Lleweryn. Unfortunately, Asterione and his men were followed by agents of the Ant, an important mercantile organization, and killed after they found the Scaly Temple of Kthurbash, where the diamond is purportedly located. The men from the Ant returned to Zambul with their valuable information. The Ant had patrolled the area, but not entered the temple—yet. Finally it sent two of its best agents, armed with arcane and clerical magic, with several Tangor swordsmen prepared to deal with any traps or other menaces.

**What the PCs Can Do:** They could be the agents of the Ant, or their swordsmen, or they could even have infiltrated their ranks to avenge Asterione and his followers—if they were his friends, or if they had helped him on the way to the temple and somehow survived the battle with the Ant last year.

### Can You Make It Shorter?

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

**Description:** Alatia, Bertolucius, and Thraïm are greeted warmly by their companions, most of whom were not sure of their being still alive. Only the high magist, Clenarius von Schneiderheim, seems to have known what they were doing all along. They explain the treachery of Brother Ignatius, and the role of the *Rajah* of Jaibul in the matter. The officials are very pleased to see these very resourceful adventurers back in their ranks. The governor is most interested by the documents they took from the Black *Rajah*. He thanks them and orders them to rest for one week. *(See Sv. 25, Ei. 25; Ka. 19.)*

**What This Means:** Governor Wolfgang Stimmel and his friend the high magist understood immediately the great economic value of a canal between Tyjaret and Kladanovic, which could eliminate the need to move goods by ship around the Serpent Peninsula, saving a great deal of time and money. The topographic and geological observations made by their three agents indicate that such a project is feasible, provided that the region could be secured first, and that the local population could take advantage of the booming trade. Such a canal could save as much as one month of travel time, as well as reduce the associated risks of naval transportation, and thus could be very lucrative for those who hold it. Yet it would require a lot of magical and technological resources, and the project has very little chance of becoming a reality if the various political powers in the region and the Heldannic Knights cannot work together.

**What the PCs Can Do:** The PCs could be analysts summoned to give their opinion on the information gathered by the Heldannic agents.

## Baronial Negotiations.

**Location:** Town of Ciudad de León, *Baronía de Torreón*, Savage Baronies. SC

**Description:** Bartolomeu and Jorge, acting as emissaries from Texeiras and Vilaverde, meet with *Baronesa* Isabel to resolve the issue of Torreón's invasion of Terra Vermelha. (See *Fy. 3, Ei. 18; Ka. 20, Ka. 24.*)

**What This Means:** With the union of their baronies, the former barons believe that they have dashed any hope the *baronesa* might have of pursuing her dreams of conquest into Texeiras: although Torreón is a land-locked nation, and thus does not fear the naval retaliation that Texeiras and Vilaverde could bring upon anyone else, neither can it ignore the threat of a trade embargo. With this issue in the background, the main issue concerns the control of Terra Vermelha, and subsequently the commerce of *cinnabryl*.

## Eirmont 27, AC 1019

### A Feint to the South?

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

**Description:** *Ordensgeneral* Heinrich Straßenburger's scouts report that *Ordensmeisterin* Anna von Hendriks and a large portion of her army have apparently moved to the southeast, towards Kaltstein. Anticipating a final assault on Freiburg, Straßenburger issues orders to establish defensive positions several miles outside the city, and to ensure that all territory between Freiburg and the coast is well patrolled. (See *Ei. 8, Ei. 13; Ka. 2, Ka. 11.*)

**What This Means:** Straßenburger cannot be sure what his opponent is doing, but, with the loss of Hockstein, he cannot afford to take any risks. Anna is, in fact, marching to southeastern Heldann in order to deal with the remaining Ethengar raiders, who have been terrorizing the coastal lands from Blauendorf to Klagen, and as far inland as Grunturm, for many weeks. After consultations with her advisors, it was deemed an acceptable risk to do this, since the majority of Straßenburger's army is based in Freiburg and Althaven, and the nearest towns that he could attack—Hockstein, Altendorf, and Kammin—are now well fortified. Anna will campaign in southeastern Heldann for about a week, after which the majority of the remaining Ethengar raiders will return to their homeland, their appetite for loot sated for now. Although southern Heldann will be safe once more, the Ethengars nonetheless managed to steal a considerable amount of coinage and other valuables, as well as a few relics. Anna will not consider the matter resolved until the order's relics are recovered, but vengeance will have to wait until Straßenburger is defeated.

**What the PCs Can Do:** PCs in Straßenburger's service could be assigned the task of shadowing Anna and her army, to determine what they are really up to. If the PCs are among Anna's followers, they can take part in the final campaign to expel the Ethengars, in which case they will have quite a few challenging battles ahead of them. It is up to the DM to determine whether, through PC involvement, any of the Heldannic Order's lost relics are recovered.

## Ersenbal in the League.

**Location:** County of Ersenbal, Walrus Island, Tranquil Coast. NW

**Description:** Ersenbal joins the Norwold League, of which rival Canium is also a member. Seneschal Laurida Tremaine enjoins the people of Ersenbal and Canium to put their quarrels behind them, and look to a future of cordial relations between the two island dominions. (See *Kl. 1, Sv. 25; Ka. 7.*)

**What This Means:** The change initiated by Gerwen for the benefit of Ersenbal has to be pushed to its limit to be effective, so, despite her distrust against the Thyatians of Canium, Laurida Tremaine joins the league (Gerwen always refused to adhere to any such alliance of nations before, not without his lord's approval), and makes peace overtures toward Canium. This is not popular with the people of Ersenbal, but it is the only way to preserve the county.

**What the PCs Can Do:** The PCs could be sent to negotiate terms with Canium.

## Der Windmeister's First Mission.

**Location:** Hills of Desolation, Dominion of Polakatsikes, Heldannic Empire. DV

**Description:** The Windmeister takes off and heads north toward the southern shores of the Sea of Dread. Its primary goal is to test the ship while conducting a thorough survey of the coastal region. The crew is heavily armed and ready to meet any dangerous locals or monsters. (See *Fe. 27, Ei. 20; Ka. 5, Ka. 8.*)

**What This Means:** With its 120 mile per day cruising speed, the Windmeister is able to reach the coast in less than three days, but its other goal is to chart the jungle's major topographical features, which can only be done at a slower speed.

**What the PCs Can Do:** Great opportunities to face unknown species, as well as indigenous tribes, some of whom might be friendly—except when they're hostile.



## Eirmont 28, AC 1019

### The Assault of Um-Shedu.

**Location:** Town of Um-Shedu, Province of Sur, Kingdom of Nimmur, Orc's Head Peninsula. SC

**Description:** At sunset, King Anupalassar launches a major assault against the occupied city of Um-Shedu. Four pincers throw themselves at the walls the enduks erected to defend the city. They trade arrows with the defenders, and try to breach the walls, though they are unable to do so and suffer heavy casualties. Two of those pincers are from Sur, one from Asur and one from Er.

The secondary assault comes from the tunnels that the manscorpions were able to restore in recent years; the enduks were aware of the possibility, however, and immediately close in on the pincer that emerges from the ground. This pincer is from Sur.

While the battle rages on at the city walls and in various spots within the city, the secondary phase of the assault begins in the pitch of the night's moonless darkness as ten pincers pour out of unknown tunnels, and fall upon the enduks and their ee'ar allies. (*See Nu. 1, Sv. 1; Ka. 1, Ka. 28.*)

**What This Means:** After several years of skirmishes, this is the real thing: King Anupalassar has fielded fifteen pincers (1,500 manscorpions), more than a third of the entire army of Nimmur, leaving interior provinces with minimal defenses, though the border provinces in the north and the south are sufficiently garrisoned, lest enemies of Nimmur attack. This battle will probably determine whether the enduks will ever regain their homeland, or whether the manscorpions will definitively give closure to this chapter of their history and become true Nimmurians once and for all.

King Anupalassar planned this assault carefully, and threw several pincers into hopeless battles in order to lure the enduks into a false sense of confidence. But these diversions were only the prelude to the real assault, as five of his pincers (one from Asur, four from Er) emerged from Sohktar tunnels, complemented by the five Sohktar pincers that can engage the enemy outside under such circumstances as the darkness of a moonless night.

**What the PCs Can Do:** Join in the battle for Um-Shedu.

### Sentence for the Black Eagle.

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

**Description:** The Black Eagle is declared guilty of treason by the jury of his peers. He is stripped of his nobility, with all his lands and properties confiscated by the crown, and exiled from Karameikos. He will be escorted to the border nearest to the former Black Eagle Barony with no belongings but his clothes, food and water for one day, and a knife. (*See Va. 1, Fl. 1.*)

**What This Means:** Despite the guilty verdict, King Stefan's rulership is seriously undermined by the trial, not only because it only took place, but because Ludwig von Hendriks turned the tables on him, and several of the landed nobles of Karameikos did not seem to disagree with him. Although the Karameikans will remember it as righteous justice for the Black Eagle, it is at the cost of a political crisis that the old king may not overcome.

The closest border to the Black Eagle Barony is, of course, the Five Shires. While the king will not actually be delivering his cousin to the death sentence of the hin, he is sending him to his death just as surely.

**What the PCs Can Do:** The PCs may be hired to escort the Black Eagle outside Karameikos. Also, the looming political crisis may bring the PCs an abundance of work—some of it dirty.

### Thratian Emissaries Arrive.

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

**Description:** The latest deputation of Thratian emissaries arrives in Thyatis City, warmly greeted by officials of the Foreign Office, including representatives from the Jackal, Leopard, Raven, and Rhino tribes. With them is a delegation from the Kingdom of Emerond, which offers to arbitrate negotiations between the Thyatians and the Thratian tribes. (*See Fy. 21, Am. 9; Ka. 27.*)

**What This Means:** Over the years the Thratians have tried several times to secure peace with the empire, using a variety of methods. They have always insisted on complete Thyatian withdrawal from Davania, however, but lacked the means to compel the Thyatians to acquiesce. Instead, the Thratians have continued to lose as the Thyatians expanded.

Now there is a basis for peace. The Thratians realize that the Thyatians are in their lands to stay, and the revelation of the common history of the Thyatians and Thratians gives them an opportunity to accept this fact without losing face. They are willing to accept that the Thyatians have returned to lands that they share a claim to, if the Thyatians will compromise. The Emerondian emissary is acting as a neutral arbitrator, but quietly supports the Thratian position, encouraging the empire to make peace. The Kingdom of Emerond wants Thyatis's southward expansion into Davania to stop, as they do not want to become its next target.

**What the PCs Can Do:** People with axes to grind on both sides might try to derail negotiations, threaten representatives, or spy on them in an effort to gain information to their advantage in the discussions. The PCs could become mixed up in this in all sorts of ways, helping such efforts or trying to thwart them.

## The Oards Find the FSS Beagle Engine.

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

**Description:** Late at night, two strange figures in hooded cloaks huddle in the shadows on Alexander Platz. They speak in an unknown language, and tinker with alien devices—a glassy gray slate? a black metallic armband?—which emit beeps, clicks, and tiny flashes of multicolored lights. Even when the pair get excited, sounds of metallic whirrs become audible, and electrical sparks start shooting from their gadgets, the magic-jaded Glantrians only turn a disinterested eye or an upturned nose at yet another public and quite unimpressive display of magic.

But when a covey of drunken partygoers stumbles too closely to the cloaked figures, a magical scuffle ensues. By the time the constables arrive, two youths lie unconscious on the black marble plaza, while a third is twitching uncontrollably; a couple of girls have fallen into the canal, almost drowning in their ruffles and gowns, while a hysterical young mage, still cowering behind her magical force field, cries incoherently about “half-golem zombies” with metallic face masks, rubies for eyes, electrical attacks, and—most disturbingly—that these half-golems were totally unaffected by her protections and spells.

Unsure what to make of the situation, the constables are only too relieved when Sir Boris Gorevitch-Woszlany, the fashionable brother of the Prince of vampire-infested Boldavia, generously offers to take in the poor casualties to his home nearby, to rest and recover.

Nothing further is heard about the incident. (*See Sn. 12, Ei. 24; Ka. 1, Ka 19.*)

**What This Means:** Glantrians generally pay no mind to such occurrences—probably powerful wizards conducting astronomical measurements, or worse, students from the nearby Great School of Magic fooling around with some haphazard magical experiment that is doomed to blow up in their faces and injure innocent bystanders. Even the disappearance of foolish young fops, who were last seen visiting the stylish yet sinister Gorevitch-Woszlany manor, is no news to many Glantrians. Those in the know suspect Sir Boris to be a nosferatu with an insatiable taste for elegant young ladies—and handsome young men!

If only the constabulary had put stock on the young mage’s account (and if only Sir Boris had not been so efficient in cleaning up after meals), then someone might have picked up that the two magic-immune cybernetic oards had zeroed in on the FSS Beagle engine—now known as *the Nucleus of the Spheres*—located in a secret underground cavern far beneath Alexander Platz and the Great School of Magic.

The two oards will now contact their leader, who has taken on the identity of *Frau* Viktoria von Drachenfels, the secret leader of the Free Anachronic Society of Aalban, and proceed with the next phase of their plan: tapping into the engine of the FSS Beagle.

**What the PCs Can Do:** A seemingly straightforward incident in Glantri can lead to a tangled web of conspiracies. Will the PCs be present at Alexander Platz to get involved in a scrimmage of magic and technology? Will the PCs be called upon the morning after by some distraught citizen whose loved one never came home from a party? Or will the PCs be the ones to uncover the existence of the oards and face the dangers of technomancy?

## Topic of the Month

### Verdict for the Black Eagle

*An analysis of the votes at the Black Eagle’s trial, by Belzamith Fingertackles.*

A lot of nosing around—it comes naturally to gnomes—allowed me to tally the votes in the Black Eagle’s trial—and, even more importantly, why each noble voted the way he or she did. Join me in the intricacy of Karameikan politics and catch a glimpse of what the future may hold for the kingdom.

The trial required a jury of thirteen nobles of knightly status or higher, with the king or queen as judge. King Stefan chose to preside over the trial himself, and gathered a jury of landed nobility only, so that they could better judge the Black Eagle’s actions as they faced similar responsibilities daily, especially since several of them have held their position for a long time (some as long as Ludwig) and several are Thyatian lords.

Ludwig “the Black Eagle” von Hendriks, former Black Eagle Baron, defendant. Despite his reputation as an arrogant man prone to outbursts of anger, short of crazy, the Black Eagle maintained a composed attitude throughout his trial, never once losing his temper, amazingly enough, despite all the evidence and accusations proffered against him—his first maniacal laughter erupting only at the announcement of the verdict. This restraint was most likely part of his strategy, and it came as a surprise to his opponents that he did not lapse into his usual haughty and deranged self; certainly, it played a major role in the support he received from a number of jurors. The Black Eagle acknowledged he was a harsh ruler, who needed to keep a firm hold over unruly Traladarans and counter the external threat of the hin, concerns that he claimed were shared by all fellow barons—and by the king. He laughed off charges of his leading a ring of slavers, a misconception that he attributed to the laws of the Black Eagle Barony (which were more lenient toward slavers stopping at Halag than other ports of Karameikos). His arguments, augmented by the political tension in the kingdom and the personal agendas of several nobles, came close to actually winning him a not-guilty verdict; reason prevailed, though, and the king’s earlier judgment was confirmed, again putting the Black Eagle in a difficult position from which he may not escape this time—the hin will look to that, certainly.

Desmond Kelvin II, Count of Kelvin, juror. Count Kelvin is an angry man who believes that he is disliked by a royal family that systematically relegated him to second roles, whereas he feels he deserved a more prominent place among the powers of Karameikos: he was kept at bay in the city of Kelvin, away from Mirros; Adriana would not marry him; his advice to the king was largely ignored; he was elevated to count an outrageously long time after Vorloi and Halaran. Thus, while he does not much care about the king’s cousin’s fate—although he thought his arguments made sense and even caught himself wondering if he would have been appreciated to his true value had Ludwig von Hendricks been on his cousin’s throne—he took great pleasure at the barbs the Black Eagle directed at the king. He thinks the king should hand over more power to the nobility, and so he voted against the king in order to weaken him, a step to hopefully bring much-needed change to the kingdom.

Sherlane Halaran, Count of Threshold, juror. Convinced by all the evidence that the Black Eagle committed terrible crimes, the patriarch applied strict guidelines. Therefore, he found him guilty and considered it a suitable punishment that he be led to the border with the Five Shires, so that those whom the former baron mistreated could apply deserved retribution unto him. Never throughout the trial did the old patriarch consider the politics involved: he only considered the defendant's culpability.

Philip Vorloi, Count of Vorloi, juror. A loyal, old friend and ally of King Stefan, who came to Traladara with the young duke half a century ago and helped him forge his nation. Though he remembers the difficulties the Thyatian lords had to face in the early years of the duchy, Stefan's policies have transformed the nation; still relying, several decades later, on terror and opposing Thyatians and Traladarans appeared to him to be a definitely wrong attitude. Therefore, he could not approve of the Black Eagle's policy, and decided that there was enough evidence presented that he could be considered without a doubt a traitor to Karameikos. Besides, Count Vorloi would not vote against the king's earlier judgment, as this could only provoke a political crisis that may have terrible consequences for the kingdom.

Retameron Antonic, Baron of Verge, juror. This perfect example of the New Karameikans hates evildoers like the Black Eagle, and therefore did not hesitate to punish him harshly once he was convinced that the Black Eagle also had a black heart.

Lev Dromilov, Baron of Dmitrov, juror. The quiet Traladaran baron had a hard time understanding the situation in the Black Eagle Barony as presented by either side. Unsure, he decided to trust his king's judgment and confirmed it.

Vlad Lutescu, Baron of Rugalov, juror. The baron who watches the east is a supporter of Karameikos, and of the native Traladarans, but the cession of Vyalian lands to Thyatis in AC 1017 has cast doubts upon King Stefan's ruling ability. Spurred by Baron Yuschiev, whose dominion is situated north of his, he has become certain that the *imperium* will keep encroaching upon its smaller neighbors. Unlike Yuschiev, he does not believe that pitting Thyatians against Traladarans is the answer, but sees the aging king weakening against the younger, more dynamic emperor, and believes that it is time for a new generation to rise to power in Karameikos. Thus, he voted against the king.

Arteris Penhaligon, Baroness of Penhaligon, juror. The cold baroness did not feel empathy toward either the fallen baron or the Traladarans and others who claimed to have suffered under his rule. Rather than try to judge the facts, she rationally voted for order in the kingdom by approving King Stefan's judgment.

Zemiros Sulescu, Baron of Sulescu, juror. The Traladaran baron did not really care for the case at hand; only his tranquility and that of his domain was of importance to him. Though he bore no ill will toward the king, his policy of road-building and order had become a growing threat to Sulescu's way of life, so that he perceived voting counter to the king's decision as a way to bring back some needed chaos to the Traladaran wilderness.

Gustav Vandevic, Baron of Vandevicsny, juror. The kind scholar, who justly feels unimportant in Karameikos, was surprised that he was even called as a juror in this trial. Quite overwhelmed by the importance of the trial, and oblivious to its political aspect, he assumed that Zemiros Sulescu, a Traladaran lord who also rules a minor dominion not too far away, would understand the situation better and share similar interests for his villagers, so he accepted Sulescu's fuzzy arguments and voted in favor of the Black Eagle without realizing the manipulation.

Milo Korrigan, Lord of Halag, juror. Despite his terror at being entrusted ruling Halag, the young man was confirmed as lord, pending, he fears, a full baronial status, as there were no volunteers and the king thought Milo was doing a good job. The truth of the situation, unfortunately, is that the Iron Ring has strengthened its grip on the dominion, which reduced the agitation and made the weak lord's inaction appear effective. Milo is only cowering in his castle, though, wondering how anyone could rule such a dangerous region. The character of the Black Eagle appeared to him as fearsome and commanding; he of all jurors understood how harsh the former baron must have been to keep control over his lands. He voted in favor of the Black Eagle, secretly hoping—but not believing he could be so lucky—that the king's cousin would be restored to his former position and relieve him from this most horrible duty.

Magda Marilenev, Lady of Marilenev, juror. The old lady is a long-time enemy of King Stefan who does not dabble directly in the politics of Karameikos (though she pulls a few strings of her own behind-the-scenes), and was astonished when asked to be on the jury at this foremost trial. She would have turned down the opportunity like everything else that ever came from the king, but finally realized how big an opportunity to embarrass the king this could become—and she certainly didn't regret her decision. Though she despises the Black Eagle almost as much as his cousin, she did not hesitate for one second to vote in his favor. The words spoken at the trial and the result of the vote surprised her as she realized how weak the king's rule has become.

Sascia, Lady of Luln, juror. A long-time opponent of the Black Eagle Baron, who repeatedly denounced his rule and tried to open the eyes of King Stefan and others to the evil goings-on in the barony. It was clear from the beginning that she would vote against the Black Eagle, a personal enemy of hers if there ever was one, although she doubts that the king is capable of changing things in Karameikos, with or without that trial.

Alexius Korrigan, Lord Seneschal of the Royal Estate, juror. The trustworthy cousin of the king despises the Black Eagle for the way he treated his Traladaran subjects, and generally bent the law to suit his own whims. The lord seneschal gained a conviction in the course of the trial that Ludwig von Hendricks was indeed a traitor who worked against the king, and as such found him guilty.

Stefan Karameikos, King of Karameikos, judge. Talked by his cousin into giving him a fair trial, and despite Queen Olivia's warnings, King Stefan had no doubt that the other nobles of the kingdom he had assembled would certainly, after seeing the evidence he saw—several decades too late—understand the treachery of the former baron and endorse his decision to remove him from power as fair justice, and not a regal whim. As the Black Eagle's words stung, Stefan understood Olivia's caution, and how his cousin's lies, which he honed to fool him for years, could still be potent and disruptive, but of course it was too late then to rescind the trial without bringing even more woe unto himself. Still, the king remained confident that the barons would see through the Black Eagle's cloud of lies and accusations, and was deeply shaken when the tally came so close as to almost reverse his earlier decision—they almost gave him back his baronial status! Ultimately, the jury found the Black Eagle guilty of treason and sentenced him to exile, thereby confirming his earlier decision as far as the Karameikan population is concerned, but he also realized that, with what was said behind the closed doors of the courthouse and the narrow-margin verdict, a grave political crisis was looming.

# Kaldmont

## Kaldmont 1, AC 1019

### Charred.

**Location:** Town of Um-Shedu, Province of Sur, Kingdom of Nimmur, Orc's Head Peninsula. SC

**Description:** Before sunrise, the Sohktar pincers retreat underground as planned, guarding the warrens that allowed the Nimmurians to take the enduks by surprise. Though this reduces the Nimmurian army's size by more than a third, it seems unlikely it will affect the outcome of the battle at this point: the nighttime fighting has resulted in a clear victory for the manscorpions, and they now control most of the city and the walls, with only scattered pockets of resistance remaining. The only enemy stronghold of importance is the *ziggurat* block, to where most of the enduks and ee'ar have flown. The battle continues, though, the manscorpions converging inexorably toward the temple grounds and the enduks' last stand.

At noon, an untoward event happens: a large beam of light bursts from the top of the temple, instantly charring to bones part of a sting of soldiers. Such phenomenon is known to happen occasionally in Er, but never before in Um-Shedu has the power of Idu (Ixion) been borne so cruelly. This temporarily pauses the Nimmurian army, as the manscorpions behold the destructive power of Idu strike down upon them, and wonder briefly if the patron of the enduks is exacting retribution for their victory over His followers.

Officers bark orders to resume advance when three rapid bursts crisp one entire sting. The manscorpions stop moving, frozen in their tracks by their morbid fascination of the instant release from mortal life that the power of Idu can bring about. After long minutes of awaiting both expectantly and fearfully instant death in a fiery blaze, the soldiers reluctantly resume their advance. Five more bursts strike out, two of them directed at King Anupalassar and Prince Nergil, and three at various stings. Taking the cue, several soldiers break ranks and flee, quickly joined by others until it becomes a full rout.

No other bolt strikes the fleeing manscorpions, who leave the city unhindered and scatter in the countryside. King Anupalassar II is dead. (*See Sp. 20, Ei. 28; Ka. 12, Ka. 28.*)

**What This Means:** Cornered, the enduks used the most deadly power of the *Star Device* they built for exactly that purpose in the temple of Um-Shedu. The rays of the sun, the moon and the stars charge the device, and one way to release that accumulated energy is by firing concentrated rays of light, which are deadly to manscorpions. The enduk priests played upon the (justified) fears of the manscorpions to create the sense of awe that resulted in their rout. Little did the Nimmurians know that the device was empty when they fled.

The *Star Device*, which had been completed at the end of Fyrmont, could not be used before now as the correct stellar alignments have only just occurred in the skies again. An earlier auspicious stellar alignment in the middle and later parts of Sviftmont could not be put to use due to torrential rains and

permanent cloud cover in the area, slowing the charging efforts of the newly-created device. It was decided at this earlier time not to use the device when not fully charged so as to maximize the fear caused by its initial use.

This is a major victory for the enduks, despite the heavy losses they took early on, and they are unlikely to be challenged by the manscorpions again for the control of Um-Shedu. The city of Um-Shedu is not a mere foothold in Nimmur any more, but a city where the enduks can now come back to, the foundation of the new Nimmur.

The death of the Nimmurian King and the scope of the defeat at Um-Shedu will likely throw Nimmur into chaos.

### The Battle of Gray Sorcery.

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

**Description:** *Frau* Viktoria von Drachenfels steps out onto Alexander Platz, amidst the leisurely strollers and hurrying bureaucrats and ministers. None bat an eye at the noblewoman, but the two strange figures flanking her manage to cause a stir, if not for their weird appearance—glossy gray skin, body armor of metal plates, glass, and alien substances, seemingly fused with their bodies—then for the threatening devices that each of them carry, odd geometric-shaped metallic objects, like various weapons fused together. The three take positions equidistant from each other on the black marble plaza, and simultaneously, their gadgets blip and hum, spark with electricity, and radiate a sickening gray energy. Then a strange triangular portal opens in between them, revealing a dark cavern of volcanic obsidian that pulses a mysterious radiance at regular intervals.

The more cautious Glantrians (especially the mundaners) quickly hail gondoliers to leave the plaza, while more curious arcaners linger around to see this flagrant display of curious magic—until the arrival of no less than the Grandmaster of the Great School of Magic, *Prinz* Harald Haaskinz, and his powerful wizard allies: Mistress Rowan Zarovan, Sir Gerrid Rientha, Lady Danira Voshane, and even Princess Carlolina Erewan!—an unmistakable cue to take cover.

*Prinz* Harald calls on Viktoria to stop what she is doing, but even before he finishes, Viktoria's head whirls around at an inhuman angle, her eyes glaring, and a burst of bright bluish-gray light explodes from *Prinz* Harald's disfigured arm. *Prinz* Harald crumples to the ground in excruciating pain, and Sir Gerrid and Princess Carlolina launch magical attacks at Viktoria.

Rowan rushes to Harald's side, but a mysterious stranger is already there; he hastily introduces himself as an ally and a cleric of Khoronus, sent by his patron to help stop the "half-golems." Without hesitation or waiting for approval, he heals Harald. Trusting her instincts, Rowan focuses on the offensive and summons two water elementals from the canals.

Lady Danira, who was holding back and scanning her *slate of gray sorcery* (a Blackmoorian device of technomantic nature), points out that their enemy is totally impervious to magic. Before Gerrid and Carlolina can change tactics, the two "half-golems" raise their weapons—one, a large hollow cannon, the

other, a thick rod with a glowing tip, which have emerged from their armor and body implants—and launch their counterattack.

Even before the blast of fire, Gerrid instinctively casts a defensive spell; but he quickly realizes his magical protections are useless against their enemy's attacks, and is engulfed in flame. Just as surprised is Danira, whose magical protections hold. She has two simultaneous thoughts: She can save her lover from a fiery death by throwing him and herself into the nearby canal; and the Blackmoorian device in her hands must somehow transmute her magic to be effective against theirs.

Carlolina is thrown to the ground, but not by the metallic canister that was launched from the arm-cannon. She allows herself to be carried to safety by her invisible ally and secret bodyguard, Tel'Eron, just as the canister explodes in a green cloud of noxious gas.

Rowan maneuvers her water elementals towards the attack. One is instantly vaporized when the "half-golem" attacks it with a powerful electrical bolt, while the other is pummeled by fire blasts but seems incapable of inflicting damage. Rowan realizes her attacks have at least distracted or drained the electrical "half-golem," as the triangular portal collapses in its corner.

Out of nowhere, the other "half-golem" is struck by a series of arrows in its fleshy parts. Unaffected by the invisibility magic shrouding Tel'Eron, it retaliates with a third blast of fire, directed with deadly accuracy; Tel'Eron barely escapes.

Viktoria emits inhuman beeps and whistles, as if commanding her distracted cohorts, who promptly resume their stands to open the triangular portal. Viktoria then raises a force field over the three of them and the portal, foiling any further physical attacks by Tel'Eron and the newly arrived Glantrian troops.

Just as *Prinz* Harald comes to, he sees the sky darkened by a large black shadow—a mechanical dragon-shaped monstrosity, belching steam and fire and crackling with electricity. A flock of pegasi, summoned by Carlolina, fly around it, in futile attempts to damage it as much as trying to avoid being incinerated, scalded or electrocuted by it. A Glantrian military airship launches from the nearby citadel, but before it can engage the hovering mechanical dragon, the drolem rains fire and steam onto the buildings below. In a series of powerful castings, *Prinz* Harald summons water elementals, ice salamanders, and a marid to save the capital from burning.

Danira comes out of the canals with the fatally scorched Gerrid, but in the next instant finds him miraculously healed. Beside them, the cleric of Khoronus explains that he has sequestered Gerrid in a time loop to heal his burns.

Gerrid summons water elementals of his own, while Danira attempts to magically attack the enemy by tapping into the "gray sorcery" of her Blackmoorian device. Her magic penetrates the force field and knocks down one of the "half-golems." She manages one more strike on Viktoria before her Blackmoorian device sputters dead in her hands. The final attack is hardly enough to faze Viktoria, but it does disrupt whatever illusionary disguise she had, revealing that she too is a gray-skinned half-flesh, half-metal monstrosity!

The other "half-golem" is suddenly knocked down into the portal by the invisible Tel'Eron, but in turn, he is caught in a wave of radiating pain. Even with her allies down, the triangular portal stands open and radiant with light, with "Viktoria" standing at the edge, crackling with lethal blue-gray

energy. Danira and Gerrid are next to be struck down with the deadly power "Viktoria" has tapped into.

But unexpectedly, an eerie, menacing laugh bursts from the portal. The light turns obsidian black and a skeletal hand of dark energy reaches up from the portal, plucks in "Viktoria" and crushes her. Just as suddenly, the portal is gone.

At that moment, the mechanical dragon-shaped golem loses power and plummets to the earth, threatening to crash into the airship and onto the Great School of Magic below.

Harald then finds the whole world has stopped, except for him and the cleric of Khoronus who had healed him moments before. Understanding the situation and what he must do, Harald calls upon his High Mastery of Water Elementalism and the *Radiance*, and turns himself into a giant water elemental.

When time starts moving again, everyone is awestruck at the giant watery being, who rises with the force of a hundred waterspouts, to catch the monstrous machine of steel and fire from the sky. Then with the power of a massive whirlpool, the watery *Prinz* Harald crushes the clockwork dragon into an impossibly small ball of twisted metal, and gently lays it on the black marble of Alexander Platz. (See *Ei. 24*, *Ei. 28*; *Ka. 19*.)

**What This Means:** The oards' attempt to tap into the power of the engine of the FSS *Beagle* (a.k.a. the *Nucleus of the Spheres*) almost succeeded. As part of their preparations, the oard masquerading as Viktoria had used the technological and technomantic devices from the Free Anachronic Society of Aalban to arm and upgrade herself and her fellow oards. She had also taken the drolem of *Herr* Sigmund von Drachenfels from last year, retrofitted it with weaponry, hover mechanisms, and remote-control capabilities. But even without these, their greatest strength was the fact that they are immune to magic.

Fortunately, *Prinz* Harald and his allies—old, new, and unexpected (including Arand Fadon, the Vice-Patriarch of Khoronus from Darokin City)—were able to stop the oard menace, for the time being. *Prinz* Harald will no longer be called "The Reluctant Prince." He will be celebrated as a hero in Glantri and his supremacy in magic will be unquestioned. He hopes this will deter any other sinister forces, although privately, he fears the oards are not his only hidden enemies.

This very public event raises more questions than answers—especially among the powerful, magically and politically: What is this "gray sorcery?" What happened to Viktoria von Drachenfels? What was that portal and that radiant energy source she was tapping into? And who did that evil laughter and that skeletal hand belong to?

**What the PCs Can Do:** Numerous events and plots throughout the year and even earlier converge in this dramatic battle. In all likelihood, the PCs will be fighting against the oards, no matter how much they know about their enemy.

They may be allies of *Prinz* Harald, agents of the Church of Khoronus, even unwitting pawns of "Viktoria von Drachenfels" or simple bystanders. If they are not powerful enough to take on the powerhouse cast of characters in this drama, they could be in one of the buildings of the capital—the Great School of Magic, the Parliament, the Citadel, for example—and they still will have enough to do when the Battle of Gray Sorcery occurs.

## The Mystery Deepens.

**Location:** Barony of Thanopolis, Davania Inferior, Hinterlands, Thyatian Empire. DV

**Description:** After a week of searching the excavated ruins, as well as carrying out some digging of his own, Ambrosius Docerius, of the Imperial Museum of Davanian Antiquities, informs Adrianos Kyrenos that his dominion sits on top of the site of what appears to have been an ancient port. The long buildings were warehouses—he discovered seeds, remnants of sacks, and other evidence of dry goods preserved in the moist soil within the foundations—and he discovered remnants of an ancient pier. His investigation also suggests that many of the ruins had been burned. Finally, he produces a fragment of papyrus, upon which can be faintly read strange symbols, which Ambrosius describes as being similar to those found by Thyatian officials in southern Ylaruam when that part of the country was a Thyatian colony. Before he begins his journey back to Raven Scarp, he tells Adrianos that he may continue his construction, only that care should be taken in digging up more of the land. (See *Ei. 2*, *Ei. 23*.)

**What This Means:** Adrianos and his men have discovered the ruins of a Nithian port town, which had been established on Lake Solarios as a collection point for local resources before being ferried north to the Sea of Dread. The town was burned down by Kerendan slaves in a revolt, not long before the Nithian colony in Davania collapsed utterly.

**What the PCs Can Do:** PCs may continue poking around the ruins in the hopes of uncovering anything else that might be interesting. DMs are encouraged to create miniature dungeons for the PCs to explore as they possibly discover partially collapsed catacombs, cellars, or other underground chambers, as more ruins are possibly discovered.

## Kaldmont 2, AC 1019

### Straßenburger Entrenches in Naga River.

**Location:** Town of Althaven and vicinity, Territory of Heldann, Heldannic Empire. OW

**Description:** Across the lands controlled by *Ordensgeneral* Heinrich Straßenburger, great efforts are being made to strengthen fortifications and other defenses, in anticipation of the final assault on Freiburg by *Ordensmeisterin* Anna von Hendriks and her followers. The most work is being done around the town of Althaven, and the banks of the Naga River as it heads out to sea. The river ice is broken, and several large vessels have their hulls reinforced. Wood salvaged from the river's sunken vessels [*sunk by Anna's followers in Yarthmont of AC 1019, and long since removed. Ed.*] is used to build watch towers and additional docks. Work is even commenced on a simple stone fortress at the mouth of the Naga River, along its southern bank. (See *Ei. 13*; *Ka. 11*.)

**What This Means:** Straßenburger hopes that, by maintaining control over all the lands downstream of Freiburg, his enemy will not be able to encircle the city entirely. He plans to keep the Naga River ice-free for as long as possible, just in case he has to flee the city, and magical transportation fails him. The new fortress on the coast will be very simple in design—little more than a tower surrounded by a barricade of heavy

stones—but it is designed to repel any seaborne assaults, and to ensure that any fleeing vessels will be able to depart without difficulty.

**What the PCs Can Do:** PCs who are among Straßenburger's senior advisors might be able to draw on their combat experience to augment his initial plans. This may change future events; the DM, as always, will have to react accordingly, and alter the proposed plotline given here to suit his or her own campaign.

## Kaldmont 3, AC 1019

### A Small Step for an Alphatian...

**Location:** The Void. HW

**Description:** *Apollo 1* and her crew, Kossan, Iris and Xanax, lands on another flying island. It is the 27<sup>th</sup> island they have landed on or at least orbited. Something is different this time. This oval island with its length of 81 miles and its width of 49 miles has a breathable atmosphere and is inhabited by plants and even some animals. It is rotating along the long axis, and this time the gravity is rotating with the island. Kossan decides to stay for a few days to take a closer look. (See *Sn. 14*, *Sn. 27*; *Ka. 6*, *Ka. 19*.)

**What This Means:** The island seems to be too good to be true, but a few days might be enough for a more detailed analysis.

## Kaldmont 5, AC 1019

### Trade Is the New Flower that Blooms in the Desert.

**Location:** *Emirates* of Ylaruam. OW

**Description:** Ylaruam rebuilds and strengthens its defenses, the aftermath of successful trade.

**What This Means:** Mujibur and the Blessed Truth have been successful in dealing with the ravenous attacks of *balors* in the wilds of Ylaruam. Believers in the Desert Garden have begun to make permanent roads that facilitate travel for trade and movement of forces. Large purchases of the necessary materials to build the aqueducts, canals, and cisterns have created a very hot and lively market. With the calm created with the Kin and Preceptor factions working together, and the Preceptors in control of a favorable market, many nations begin to negotiate better trade deals. The sounds from the desert have changed, not to another side of a bi-polar and splintered nation, but a newly strengthened nation of one belief. (See *Am. 12*, *Sn. 22*.)

**What the PCs Can Do:** PCs involved in Ylari affairs will see more and more newcomers to the desert; but they will also find a darker side to this new movement. The influxes of the newcomers are new to the faith and zealous, not tempered or baptized by the sands of the desert; many believe that the only way to truth is through the *Nahmeh*. This new blend is open to the outside, yet more dogmatic in its beliefs.

## Old World Newcomers.

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

**Description:** The first freed slaves and indentured servants arrive thanks to magical transportation. Whole slave families were bought up in Thyatian and Naycese lands, and indentured servants freed in Darokin, and then *teleported* to Polakatsikes using the mystical transportation device. About 200 people were freed from slavery, under the single condition that they settle and farm the lands they would be assigned. Those lands will be decided to them upon successful completion of the 7<sup>th</sup> harvest. (See *Fy. 1, Am. 27; Ka. 9, Ka. 20.*)

**What This Means:** Since the slaves and servants were very low-level people, their transportation through the mystical teleportation device was not expensive. The Heldannic Order in Polakatsikes used the money it got from Pyris, since it was decided earlier that this would be a good and decent way to use such a cursed treasure. Other arrivals are expected in the months to come.

**What the PCs Can Do:** They could be in charge of “recruiting” missions in the Old World, and possibly such loci of slavery as Jaibul. Yet there they could meet a warmer welcome than expected (see Ambyrmont).

## In the Eye of the Storm.

**Location:** Jungle Coast, north of Hills of Desolation. DV

**Description:** The Windmeister is hit by a very intense thunderstorm. Lightning bolts flash, and hail punctures the balloon of the airship. The gusts of wind blow the ship up and down until the captain finally opts for an emergency landing. A member of the crew who ventured outside to try to repair some holes in the fabric is struck by lightning and falls to his death.

After hours of battling against the elements, the Windmeister lands heavily on a sandy beach. Two hours later, the storm dissipates and, as the sun rises, the knights assess the damage, which seems superficial except for a section of the balloon’s fabric that was ripped off entirely, and must be magically restored. In the meantime, patrols are sent out to ascertain whether the place is safe. The scouts come back hours later with nothing to report, save for finding gigantic tracks not far from the encampment. The men are ordered not to venture farther than three times the range of an arrow. Sentries are posted just in case. (See *Ei. 20, Ei. 27; Ka. 8, Ka. 10.*)

**What This Means:** This is the first setback encountered by the Heldannic Knights while using the Windmeister. They are having difficulties adapting to such risky means of aerial transportation after relying for so long on the Heldannic *warbirds*.

The party has reached the coast, and once the repairs are finished, the knights will be able to explore the area as part of their mission.

**What the PCs Can Do:** It is unlikely that much will happen there. But there are indeed large beasts (mainly dinosaurs) lurking in the jungle and anyone venturing under the foliage can attract such denizens (1 or 2 on 1d6). Occasional bands of orcs, no more than 30 lightly-armed fighters, may also be encountered. Use them only to prevent the PCs from going where you do not want them to go.

## Promising Island Sighted!

**Location:** Northeast of Lost Valley. DV

**Description:** After many days of following the coast, the Thyatians round a cape, and head west. The coastal regions still appear to be uninhabited—at least, they bear no signs of ever having been settled in recent times. Progress is smooth, if uneventful, for a few days more, until a man in the crow’s nest sights land to the northeast in his telescope! Thinking that they may at last have found the Island of Arnath described to them by the gnomes, the Thyatians head straight for the newly sighted land. By day’s end, it is clear that they have found what might, in fact, be the island in question, but they will only know for sure if they circumnavigate it, but not before dropping anchor for the night, and sending small parties ashore to catch fresh game and gather recognizable herbs. (See *Sn. 26, Ei. 7; Ka. 10, Ka. 27.*)

**What This Means:** Although the gnomes know very little about Arnath, what they have said indicates to the Thyatians that it is a locus of civilization in an otherwise uninhabited or barbaric land—hence, the interest in finding it.

**What the PCs Can Do:** Provided they are with this contingent of the expedition, there is little for the PCs to do at this point but sail on.

## Kaldmont 6, AC 1019

### ... A Big Step for the Empire.

**Location:** The Void. HW

**Description:** Xanax has finished his preliminary examinations, and he is convinced that the island is worth revisiting for a longer duration. As the voyage has lasted quite a while, Kossan decides to set a course back to Alphatia. Xanax would rather stay for a more complete study of the floating island and he even volunteers to do it alone, but Iris wants to leave too, and Kossan is reluctant to leave somebody behind. So *Apollo 1* takes off again and heads home. (See *Sn. 27, Ka. 3; Ka. 19.*)

**What This Means:** This flying island could really be what the crew was looking for. Everything looks fine, but they have collected stones, water and plants for a closer examination in the Tower of Zynillith. Should the tests prove the samples to be non-toxic, another expedition will be sent to this place to stay for a longer time. Right now Kossan believes that it is too dangerous to leave somebody on the island alone.

## Fang Returns.

**Location:** *Exarchate* of Ochalea, Thyatian Empire. SD

**Description:** A portion of General Lord Fang’s expeditionary force returns to Ochalea. A small garrison remained behind with the general’s chief lieutenant as an elite cavalry unit at the disposal of the Thyatian generals.

**What This Means:** Fang’s force was part of the army that was sent overseas as Ochalea’s participation to the imperial armies.

## Abbey for the Serpent.

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

**Description:** During a council of the Heldannic Order in Davania, a decision is made regarding the canal project between Tyjaret and Kladanovic. Thirty to fifty young clerics will be sent there to establish a small agricultural abbey in the sparsely inhabited land between the two towns, which will serve as a center for future surveys of the region, and as a safe house for Heldannic spies. The clerics are to buy an existing farm or homestead at a fair rate and turn it into a productive abbey in order to establish a credible front operation to hide all the other activities. In the meantime, plans and small models are to be drawn to get a better idea of the amount of work to be done. It soon appears that a flight over the region could prove to be very valuable to get a general idea of the lay of the land over the proposed route, and of the volume of earth to excavate.

The mission is to depart as soon as possible. Its members will not be made aware of the importance of their assignment, and shall be updated regularly. (*See Ei. 25, Ei. 26.*)

**What This Means:** This plan has several advantages. It allows the order to test new clerical recruits, especially those of Milenian descent, and thus to give them a chance to prove themselves. It also allows the order to gain a foothold in a region it is now coveting. Many geological studies could be conducted from there without anyone noticing anything. Finally it is a good way to spy on, and stop, foreign agents working in the area for the same goal (namely Jaibul, but also Thyatis).

**What the PCs Can Do:** If they are mid- to high-level members of the order they could be the sent there to rule the place and conduct the spying. If they are low-level members, they could be sent on their first big assignment.

## Kaldmont 7, AC 1019

### Canium to Ersenbal's Defense.

**Location:** Barony of Canium, Isle of the Dogs, Tranquil Coast. NW

**Description:** Baron Honorine Canolokarius welcomes his neighbors of Walrus Island to the Norwold League, and declares that his navy will magnanimously come to the help of Ersenbal, to protect their ships from pirate raids that have been plaguing it since the destruction of its navy. (*See Fy. 10, Ei. 27.*)

**What This Means:** The baron is no more trustful of Ersenbal and its new seneschal now than he was before, but after the county entered the league he had to make a gesture. It will not expose his navy to any danger, as he will simply ask his Ostlander allies to scale back their raids upon Ersenbal—but only by the necessary amount, no more—yet it will allow him to continue to monitor Ersenbal under the pretense of defending it. Besides, the baron intends to use the opportunity to infiltrate agents of his own into Ersenbal, and keep an eye on that Alphatian hotbed—he does not expect anything good to come of Ersenbal.

**What the PCs Can Do:** Thyatian PCs may be sent as spies into Ersenbal.

## Kaldmont 8, AC 1019

### Flying along the Shores

**Location:** Jungle Coast, north of the Hills of Desolation. DV

**Description:** After completing the last repairs to its fabric balloon, the Windmeister takes off. It leaves a dozen Heldannic Knights with the mission to set up a permanent camp there. For some days, the ship flies over the shore several miles to the north and south to map the coast and find a proper place to establish a port. Some spots seem adequate but they lack the kind of natural protection the cave in the cliffs offered the Windmeister. After a week, the ship heads back to the camp before returning to Pyris. (*See Ei. 27, Ka. 5; Ka. 10, Ka. 15.*)

**What This Means:** This is the second part of the mission that is to find an adequate landing place for regular ships in order to provide the order with a decent port facility along the Jungle Coast.

**What the PCs Can Do:** Lots of adventure hooks there. Inspecting ruins of long-lost villages or even some minor harbor towns now crumbled under the jungle can offer challenges to all party levels.

## Kaldmont 9, AC 1019

### Saboteurs Unmasked.

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

**Description:** Recently-arrived people are caught attempting to poison the wells containing the water used by the army garrison of Polakatsikes. They are soon interrogated but it turns out that they were acting under a *geas* spell. The instigators remain unidentified, but Mivosia is suspected immediately; although there is no proof to sustain the accusation. Investigators are put on the case; in the meantime, the newcomers are discretely placed under watch and gathered outside the city. Plans are made to have every one of them be subject to a magical mind-reading spell. (*See Sv. 17, Ka. 5.*)

**What This Means:** Moray Vaco is the real culprit. He laid low for a while and then decided to reactivate his network in the region. One of his agents cast a *geas* spell upon a family of newcomers and had them try to poison the water, but they were caught before they could carry out their deed. As he thought, and hoped, Mivosia was suspected immediately. This may cause mayhem in the future.

**What the PCs Can Do:** Any other spy or outside influence could have infiltrated the newcomers. Identifying them should take a long time.



## Kaldmont 10, AC 1019

### A Safe Haven?

**Location:** Northeast of Lost Valley. DV

**Description:** While circumnavigating what is possibly the Island of Arnath, the Thyatian vessel becomes caught in a fierce storm. Although the crew manages to keep a steady southward course, the prevailing winds nonetheless push the ship closer and closer to the coast. When it seems that running aground, or being smashed to pieces on shore, are the only possible outcomes, the crew braces itself for impact. Just when it seems that the ship is about to be wrecked, the storms subside, but only in the waters surrounding the ship. Caught off guard by the development, the Thyatians look around in astonishment, and see a small, low-slung vessel off their bow. A solitary figure stands amidships, its arms raised. Another unseen figure is seen on the deck, and it waves at the Thyatians, urging them forward. Losing no time, the crew springs into action, and soon the vessel is underway. The crew notes that the storm is closing in behind the vessel.

The Thyatians follow the strange vessel, whose enigmatic occupant seems to be maintaining an eerie zone of calm around the two ships, which keeps the storm at bay. The journey continues in silence for many hours, until the voyagers reach a rocky promontory, upon which is built a great lighthouse. The strange vessel rounds the headland, and the Thyatians follow, conscious still of the storm that rages just beyond their vessel. Sailing round the lighthouse, the Thyatians see before them a narrow bay, at the end of which is a small port town, above which a wide river winds its way inland. They note that the waters of the bay are also strangely calm, despite the storm.

Before long, the expedition is guided into port, where they encounter the locals—dog-faced, human-sized creatures vaguely reminiscent of gnolls. One of the strange creatures approaches the vessel, and, with a sweep of its arms, takes in everything the Thyatians see. After doing so, it heads into the town, followed by the other creatures. After a brief discussion, a small party is sent ashore to follow the locals. (See *Ei. 7*, *Ei. 22*; *Ka. 27*.)

**What This Means:** Good fortune, and chance intervention, saved the Thyatians from being shipwrecked. Now they are curious about their strange, yet powerful, benefactors, and wish to know more. The voyagers will weather the storm in the port, and then try to learn as much as they can about their new surroundings, and their enigmatic hosts.

**What the PCs Can Do:** The PCs could be among those sent ashore to initiate formal contact with the locals, in which case their linguistic skills, or their proficiency with magic, may go a long way towards fostering good relations with these enigmatic folk.

## Sacred Land

**Location:** Valley of Lost Honor, Jungle Coast. DV

**Description:** The dozen Heldannic Knights left at their emergency landing place have ventured several miles along the coast. Not far from their camp they discover centuries-old ruins of walls and docks completely overgrown with vegetation. After exploring the site, they discover some interesting pottery shards and old coins. (See *Ka. 5*, *Ka. 8*; *Ka. 15*, *Ka. 19*.)

**What This Means:** The Heldannic Knights have stumbled upon the ruins of the place known as the Valley of Lost Honor. Legends identify this valley as the last place inhabited by the Thyatian tribes before they fled Davania and its Milenian armies. Caves filled with treasure—the wealth of an entire people—may well be hidden here, but they will probably be guarded in some fashion.

**What the PCs Can Do:** This dark valley is surrounded by the thickest, most impenetrable jungle foliage in all of northern Davania. Predatory dinosaurs seem to thrive in the lands surrounding it; characters traveling within five miles encounter wandering monsters on a roll of 1, 2, or 3 on 1d6.

## Kaldmont 11, AC 1019

### The Conqueror Becomes the Besieged.

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

**Description:** The long awaited confrontation has drawn nigh; the assembled armies of *Ordensmeisterin* Anna von Hendriks—numbering more than 3,000 Heldannic Knights, Thyatian legionnaires, Kildorkak dwarves, and common soldiers—have converged upon Freiburg. Advancing before her host, its banners whipping in the early winter breeze, Anna calls out to *Ordensgeneral* Heinrich Straßenburger, and offers him the chance to withdraw from Freiburg, and choose exile from Heldann, if that is his wish. Straßenburger, standing atop the city's battlements, thanks Anna for her offer, but refuses to acquiesce, stating that he had heard the word of Vanya, and that She has entrusted the future of the Heldannic Order to him.

Upon hearing his response, Anna salutes his courage, and, just before returning to her troops, asks her patron Immortal to judge her enemy fairly. (See *Ei. 13*, *Ka. 2*.)

**What This Means:** Straßenburger has refused to surrender Freiburg to his enemy; he fully intends to make Anna and her followers pay dearly for any future victories. The siege of Freiburg will now begin. Although the bulk of Anna's forces will be concentrated around Freiburg itself, some of them will also scout the area around Althaven, to see if it can be taken fairly quickly. Almost all of Straßenburger's forces are concentrated in Freiburg and Althaven; a couple hundred soldiers, mainly remnants of the garrison of Hockstein, are basing themselves around the Naga River downstream of Althaven. The first few weeks of the siege will vary in intensity, with a few probing attacks being made by both sides to determine the other's weaknesses.

**What the PCs Can Do:** Take part in what will be the final battle of the civil war!

## Agreement on Norwold Settlers.

**Location:** City of Vaisalian, Imperial Territory, Continent of Bellissaria, Nayce. AS

**Description:** The Naycese Council accepts King Ericall's proposition to send unemployed commoners to Alpha, with Alpha paying for their transportation costs. The council sets fixed a per capita fee, based on the cost of commissioning new ships for the task, and transporting people from the farthest reaches of the empire—yet it appears more likely the empire will overcrowd old ships, and many of them will travel much less than the whole Spearpoint-Alpha distance. King Ericall agrees to this outrageous price. (*See Sv. 28, Ei. 14.*)

**What This Means:** The Alphatians are basically selling their excess population into slavery—or rather, into freedom, since Alpha does not follow the Alphatian laws of class and the former servants will become free men in Ericall's kingdom, although their lives will be harsh in the frontier settlements of cold, wild Norwold, but at least they will have a chance at a future. The operation will be taxing on Alpha's coffers, but Ericall's goal is not to amass riches, or even to gain power to prove his worth as he did in his youth, but indeed to build a nation, and notably one in which Alphatian commoners could thrive.

**What the PCs Can Do:** Years after CM1 *Test of the Warlords*, Norwold is a land of opportunities—again. Alphatian commoners are not the only emigrants to this dangerous land, either, so PCs can come from any land to build a community, or explore the possibilities of Norwold in any other number of ways. Noble PCs of Norwold will also benefit from the increased numbers of settlers, especially if they remained loyal to Ericall, although they will be expected to help finance the effort; it is, however, a good opportunity for them to expand their dominions, as there will be a steady stream of Alphatian commoner settlers available as long as the PCs can pay for them.

## Kaldmont 12, AC 1019

### The Quest Begins

**Location:** Village of Bom Jardim, Colony of the Horn, *Estado de Texeiras*, Orc's Head Peninsula. SC

**Description:** Whilst in Bom Jardim, under the guise of one *Don Vincente de Ramiro*, Pyre, an ancient, huge, vermilion dragon who rules over the orcs of the Dark Jungle, encounters a group of adventurers and convinces them to accept “him” as their guide as part of a quest into Jibarú. (*See Sv. 11, Ka. 1; Ka. 28*)

**What This Means:** Pyre has decided to attempt to give control, temporarily, of the *Star Device* in Er to the manscorpions. She has become slightly unnerved by the more recent developments with the enduks' retaking of Um-Shedu and the subsequent inability of the Nimmurians to regain it. She sees the involvement of the enduks and ee'aar in her region as a potentially unsettling intrusion. Combined with this the lack of success that the Nimmurians have had in any recent attacks on her orcs, Jibarú, or even in removing the Vilaverdians, has shown them to be a weak force—and now there are attacks from the Low Realm of Apsur. Pyre has not decided who she would like to see rule Nimmur if it should fall; she would like some time to see how events unfold—misleading some pathetic adventurers whilst getting them to do her dirty work should provide her with just the time she needs.

**What the PCs Can Do:** This may be a perfect opportunity to involve the PCs with the adventure *Savage Steel* that is a part of the *Orc's Head Peninsula* campaign book.

## Kaldmont 15, AC 1019

### Dinosaur Safari!

**Location:** Valley of Lost Honor, Jungle Coast. DV

**Description:** The dozen Heldannic Knights left to set a permanent camp are attacked by a group of highly mobile dinosaurs, acting intelligently. The knights retreat to the large cave they used to repair the Windmeister, and do their best to contain the enraged carnivorous dinosaurs. After an hour of savage assault, half the knights lie dead or injured. As the beasts launch an assault that would surely overwhelm the knights, the Windmeister appears out of the clouds, dives down and enters the fray. Its occupants fire projectiles at the dinosaurs. Two of them, already wounded, fall dead. The others retreat under the cover of the jungle.

The captain picks up the troops still there, orders his crew to get some altitude, and heads south to Pyris. (*See Ka. 10, Ka. 15; Ka. 19, Ka. 21.*)

**What This Means:** The presence of humans could not remain unnoticed by the dinosaurs. They are led by a very intelligent and vicious green dragon who manages to control them mentally from a safe distance. This dragon can pose a real threat in the future, for it is a powerful spellcaster and has dozens of fully-grown dinosaurs in his thrall.

**What the PCs Can Do:** If they are member of the ground party, they will have to fight for their lives until the Windmeister arrives and rescues them. If they are Windmeister crewmen, they can do their best to save as many troops as possible.

## Kaldmont 17, AC 1019

### “*Barón Marco*” Strengthens His Position.

**Location:** Town of Ciudad Real, *Baronía de Gargoña*, Savage Baronies. SC

**Description:** Amid much fanfare, *Barón Marco* de Rivera announces that the *Baronía de Saragón* will withdraw from the Gargoñan lands it currently occupies in the far west of the country, and that freshly trained troops will reoccupy the *Castillo de Pardalupe*. He also declares that his forces will claim new lands in the Sierra Borgosa hills to better secure the southwestern frontier against the gnolls of El Grande Carrascal, and to settle the fertile valleys in the region. The declaration is met with widespread approval. (See *Fe. 7, Fy. 1; Ka. 28.*)

**What This Means:** Esteban is publicizing an agreement he had made with *Barón Balthazar* to resume control over the Gargoñan border region with Saragón; he simply portrayed it as a show of power on his part, to appear once again as a strong leader. Balthazar was only too happy to let the Gargoñans guard their own territory once more; his realm is still being threatened by the occasional evil arising from the *Bosque de las Sombras*, and he would rather place those troops along his own border with Narvaez.

The declaration to settle a portion of the Sierra Borgosa hills is another of Esteban’s ploys to boost his own prestige. While he will establish rudimentary fortifications against the gnolls, and resettle some of the former refugees from the Narvaezan-occupied lands to some of the larger valleys, Esteban’s true purpose for extending Gargoña’s southwestern frontier is to gain control of enough territory to open a second front against Almarrón when he eventually invades the country. He thinks that *Barón Maximiliano* will place the bulk of his army along the frontier closest to Ciudad Real, leaving the northwestern reaches relatively undefended. Thus, a large enough force could sweep down to the southeast, cutting Almarrón in two and conquering Ciudad Tejillas while Maximiliano is busy in the north.

**What the PCs Can Do:** There is little the PCs can do at this point, but if they are employed by any opponents to Esteban’s rule, they might be ordered to investigate the *barón*, to find out what he is really planning to do.

## Kaldmont 19, AC 1019

### Back to Pyris.

**Location:** North of Hills of Desolation, Dominion of Polakatsikes, Heldannic Empire. DV

**Description:** The Windmeister is back in Pyris after its successful mission along the Jungle Coast. The crew conducts some repairs and the technicians and engineers check every part of the ship to see how it withstood the wear and tear of the trip and other damage. (See *Ka. 10, Ka. 15; Ka. 21, Ka. 27.*)

**What the PCs Can Do:** Feel free to add any side adventure on the trip back to Pyris, for the region is very wild and hosts many dangers.

## Synn Learns About the Radiance.

**Location:** Principality of Fenswick, Principalities of Glantri. OW

**Description:** Princess Dolores Hillsbury makes an unexpected homecoming at Fenswick Keep. She spends the better part of the day rifling through the books and documents of her mother, Duchess Margaret, and grandfather, Duke Edward. The laboratory and secret hiding places are ransacked.

After a few hours of incessant rummaging, not stopping once to eat or have tea, she finally departs triumphantly for Glantri City, leaving her servants to clean up the mess. (See *Ei. 28, Ka. 1.*)

**What This Means:** The Queen of the Night Dragons, Synn, who has insinuated herself into the most powerful circles of Glantrian society as the Princess Dolores Hillsbury of Fenswick, in order to spread chaos and darkness in the land, has long heard of a mysterious and legendary source of magic beneath Glantri City, which even Immortals fear to meddle with. Despite numerous hints and unconfirmed rumors, she had not been able to piece anything together—until the Battle of Gray Sorcery at Alexander Platz two weeks ago.

Her most recent and most exasperating discovery is that her “mother” (the alleged mother of the human identity she assumed) had known about this best-kept Glantrian secret all along, that her “grandfather” was even a member of the secret cabal who wielded its power, and that finally, their notes and documents had been sitting in her “home” fief, which she has never bothered to search.

What Synn does with this information is unknown, but surely bodes ill for Glantri...

## Home, Sweet Home.

**Location:** Tower of Zynillith, Kingdom of Blackheart, Floating Continent of Alpathia, Alpathian Empire. HW

**Description:** *Apollo 1* is finally back again. The crew is pressed to tell everything they have experienced, but Kossan demands that they have a good rest before doing so. Instead, they hand over the samples they brought back from the island, and their friends start studying them at once. Kossan, Iris and even Xanax say a “Good sleep!” and retire. (See *Ka. 3, Ka. 6.*)

**What This Means:** Another phase of the project has been completed now. The new *voidship* has returned undamaged, and the crew has even found a promising island. The *Island* is on her way to becoming a *voidship* as well. Not bad for less than one circle of work.

## Kaldmont 20, AC 1019

### Future World.

*See map of Meghala Kimata Plains (also includes Jungle Coast).*

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

**Description:** The highest-ranking officers of the Heldannic Knights and some Meghalan officers (former masters of Polakatsikes) who have joined the Heldannic Order discuss the future expansion of Heldannic influence around Polakatsikes. All aspects are considered and discussed late in the night, and on the following days. (*See Am. 27, Ka. 5; Ka. 28.*)

**What This Means:** This is part of the changes the Heldannic Order will undergo in the years to come in the Meghala Kimata Plains region. More cooperation will be sought between the different ethnic groups, who will have to work together to reach a common goal, but still be under one unique leadership, the enlightened Governor Wolfgang Stemmel's.

**What the PCs Can Do:** If the PCs are now heroes of the war and/or officers, they can participate in the meetings and share their opinions.

### Treaty of Marino.

**Location:** Village of Vila Franca, *Estado de Texeiras*, Savage Baronies. SC

**Description:** Torreón, Texeiras and Vilaverde sign the Treaty of Marino, which was penned by *Baronesa Isabel* and by the former barons of the sea powers, Bartolomeu and Jorge after nearly a month of negotiation. The treaty recognizes Terra Vermelha as a protectorate of Torreón. However, a production tax must be paid for all *cinnabryl* mined in the *Protectorado da Terra Vermelha*, in the form of a percentage of the *cinnabryl* produced, to all signatory states; the tax also applies to *red steel* or any other byproduct of *cinnabryl*. This tax is set at ten percent for each founding signatory state (Vilaverde, Texeiras, Torreón—in the latter case, this tax only makes sense for *cinnabryl* mines that are not government-operated and comes in addition to any other tax Torreón might set), five percent for non-founding signatory states that had ratified the Treaty of Tampicos before Kaldmont 19, AC 1019, and nothing for any further signatory state. The treaty also states that no nation that has ratified it can conquer lands belonging to another signatory state; each signatory state's boundaries are drawn at the yearly Signatory Council meeting on Kaldmont 28. (*See Ei. 18, Ei. 26; Ka. 24, Ka. 28.*)

**What This Means:** This is the successor to the defunct Treaty of Tampicos. If all countries ratify it, sixty percent of all *cinnabryl* extracted will have to be handed over to various governments, plus any additional Torreóner taxes, which might well result in a lot of illegal mining operations (i.e. without mining rights granted by Torreón) even though the high value of *cinnabryl* makes it profitable despite all the taxes. The last part of the treaty should help stabilize the borders of the signatory states, but also may trigger a new phase of colonial expansion.

## Kaldmont 21, AC 1019

### Der Windmeister Departs for Polakatsikes.

**Location:** Ruined city of Pyris, Hills of Desolation, Dominion of Polakatsikes, Heldannic Empire. DV

**Description:** The Governor of Pyris receives orders to send the Windmeister to Polakatsikes. There, the ship shall be properly commissioned. (*See Ka. 15, Ka. 19; Ka. 27, Ka. 28.*)

**What This Means:** This is intended to be a glorious event for the Heldannic Knights in the Polakatsikes region. It is also a good way to show off to the Mivosians, but also to all of the knights' allies.

**What the PCs Can Do:** It is a great honor to be a member of the crew of the first new kind of Heldannic airships in Davania. It is also a good way to travel and to experience rich and varied adventures along the way.

### Now the World Knows of Schweidnitz.

**Location:** City-state of Schweidnitz, Izondian Coast. DV

**Description:** Wilhelm discovers that the Ierendi adventurers who aided him and his colony in the past months had a *scroll of communication* in their possession all along, which they used to send some reports to their home nation about the new Heldannic colony. Even if Wilhelm is very angry because the adventurers didn't tell him about the scroll, he cannot bring himself to punish them, because they have been of great utility to his people. Instead, he takes the scroll from them. (*See Fy. 7, Ei. 12.*)

**What This Means:** Discovering the scroll, Wilhelm feared that his enemies in Heldannic lands may try to send an army to bring the colony under their rule, but, after some pondering, Wilhelm concluded that he could use the scroll to know what has become of the Heldannic lands caught in the civil war. Besides, if the world knows of Schweidnitz, new colonists and merchants might arrive next year, and Schweidnitz badly needs manpower and goods.

**What the PCs Can Do:** If the PCs are the adventurers, Wilhelm will be very angry with them, but only for a few hours. If they are Heldannic Knights, they could discover the adventurers' scroll and bring it to Wilhelm.

## Kaldmont 24, AC 1019

### Imperial Concerns.

**Location:** *Ilha do Corvo, Estado de Texeiras, Savage Baronies.* SC

**Description:** The rulers of Vilaverde, Texeiras, Torreón, Narvaez, Saragón, Almarrón, and Cimarron County meet in a secluded manor on this tiny Texeiran island near the town of Velha Navalha to discuss the recent arrival of the Thyatian Empire in the Savage Coast, and what it could mean for them. All present agree that the presence of another great power will probably affect the balance of power in the region, as conflicts with Hule are likely to arise at some point. *Baronesa* Dominica da Solidão, as host, steers the meeting towards a discussion of what the Thyatians have been doing in each of the baronies. All present report that the Thyatians appear to be interested in forging commercial ties with their baronies, as well as securing sources of *cinnabryl* and *red steel*. The rulers of Texeiras and Vilaverde also note that the expedition's representatives downplayed the significance of Tyjaret and Kladanovic falling into the Thyatian sphere, even though the strategic significance of the two port towns must have been readily apparent.

All present agree by the end of the day to share any intelligence gathered pertaining to Thyatian activities in the region, until the baronies can determine with certainty what the Thyatians plan to do. Given that those baronies that agreed to trade with the empire stand to benefit from their new commercial ties, it is agreed that such relationships should continue. In the meantime, the barons will watch the empire. (*See Fe. 21, Ka. 20; Ka. 28.*)

**What This Means:** The arrival of the Thyatian expedition to the Savage Coast is seen by all present as a very important development—sufficiently so that a number of them are willing to set aside their differences long enough to discuss the matter. The barons all agree that the Thyatian expedition is probably focused predominantly on trade, but there are, no doubt, other reasons for them to be here. Given that the Thyatians spurred the initial modern colonization of the region, some barons wonder if the empire might be planning to bring some or all of them into the imperial fold. Also looming in the backs of many of their minds is the prospect of a conflict between Thyatis and Hule for dominance in the region—a development to be feared.

The decision to share information is significant in that regular diplomatic channels will be established for that purpose, and some baronies will actively seek more opportunities to cooperate. This will increase the level of contact between the baronies, and following the newly established Treaty of Marino, may lead, one day, to a reduction in the level of strife in the Savage Coast.

**What the PCs Can Do:** Unless one or more of the PCs is a dominion ruler, or is closely associated with one of them (e.g., high-level player characters), it is unlikely that they will be involved in this event, much less know that it took place. The island of Corvo is owned by the *baronesa*, and serves as her secret retreat. It is small enough, and far enough away from major shipping lanes that it does not appear on most maps; finding it would almost be a feat in itself for the PCs. Thus, the island is an ideal place for a secret meeting.

## Kaldmont 25, AC 1019

### Thyatian Expedition Enters Minaea.

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

**Description:** After spending the better part of the year sailing (and charting) the western coast of Skothar down from Esterhold, and encountering only nomadic, primitive and rather hostile Jennite tribesmen while avoiding Alphatian ships, the Thyatian expedition finally reaches the northernmost extent of the Minaean territories. (*See Fl. 1.*)

**What This Means:** The Thyatians are delighted to have the opportunity to establish contact with the Minaeans, who have long been inaccessible to them due to the presence of the Alphatian Empire between the continents of Brun and Skothar. They believe that the Minaeans, who were dismissed by the Alphatians as barbaric pirates (a description that they also used for the Thyatians, as a matter of fact), are probably a strong people, if they were able to resist the Alphatians for so long, and very capable sailors. Thus, they might prove invaluable to the expansion of the Thyatian commercial empire, and key to further trade with the mysterious east. The Thyatians expect to spend about a year in Minaea, provided it proves to be as great an empire as they expect, to investigate its culture, enter commercial agreements, and plot their course further east.

For Minaea, this contact with the western lands beyond Alphatia, after the impromptu arrival of a delegation from Kastelios in Davania earlier this year, might be a turning point in their relations with the rest of the world. If the new Alphatia does not corner them like the old empire did, this might herald a new era for the Minaeans.

**What the PCs Can Do:** PCs from the Thyatian expedition are probably by now used to this kind of mission: Make contact with the locals, both officials and opponents if any, with aristocrats and traders and common people; gather intelligence; spy and infiltrate as opportunity arises. Beyond that, of particular interest to the empire would be any evidence as to the reason why the Alphatians kept the eastern continent under a tight lid, and what might lie beyond Minaea—information about Tangor should not be too hard to gather, the real difficulty is gaining knowledge about the far east and the vast inland territories.

Minaean PCs could try to discover what these foreigners want, and could be sent as diplomats/informants back west, or hired to open trade routes past Alphatia, or just decide to go adventuring to those lands that Minaea now comes to be aware of.

Alphatian PCs may be sent after the Thyatian expedition in order to prevent them from uncovering Alphatian secrets, and to oppose the Thyatians' efforts at bypassing Nayce and keeping it a minor power in the region, as it has tried to do frequently ever since the sinking of Alphatia.

## Happy Midwinter Festival and Dear's End.

**Location:** City of Rafielton, Colony of Aengmor, Shadow Elves' Territories. OW

**Description:** By Princess Tanadaleyo's decree, Rafielton will once more be called Alfheim Town, and to better celebrate the peace between shadow and fair elves a four-day festival is declared in all Aengmor, from the Midwinter festival of the fair elves to the feasts of the Promised Bounty of the shadow elves. (See *Am. 8, Ei. 22.*)

**What This Means:** Just another sign of goodwill from Princess Tanadaleyo to promote peace between the two races of elves. The change of name could further encourage fair elves to return to the forest.

**What the PCs Can Do:** Have fun with the elves and the many representatives of other races and nations from around the world (even dwarves, who send a small and wary group). Or maybe stop some isolated follower of Atzanteotl who plans to create havoc or cause some diplomatic incident.

## Kaldmont 26, AC 1019

### First Flight of the *Silver Star*.

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

**Description:** From the magical factories of Montgolfière & Urbaal Ltd. in Leenz, the newly built airship *Silver Star* lands in Corunglain amidst ceremony and festivity of merchants and peasants alike. The *Silver Star* is a merchant ship commissioned by Corun House and will fly an aerial trade route from Corunglain and Glantri City.

The head of Corun House, Nathalie Kalimi, presides over a formal ceremony, which includes a blessing by the Archbishop of Corunglain from the Church of Darokin. Among the distinguished guests are Mithras Lorenson, senior merchant of Corun House; *Messieurs* Jean-Louis Montgolfière and Yarov Urbaal; and Sir Lathan Aendyr, Glantrian nobleman of House Aendyr-Hillsbury. Most notable in attendance is Elissa Pennydown, head of Pennydown House and personal friend of Nathalie Kalimi. And the most notable absence is that of Aldon Kalimi, Nathalie's son and her presumed successor of Corun House leadership. (See *Ya. 9, Kl. 14.*)

**What This Means:** Despite the fact that Aldon Kalimi was the principal negotiator in this deal, he did not attend the ceremony. Aldon was blissfully idling at his home under the influence of the magical drug called *ꝛꝛonga*. Ever since the Glantrian airships started coming into Corunglain last year, Aldon had been the primary purchaser of a curious (and rather expensive) snuff powder from Glantri (said to "calm the nerves and while away daily trifles"). And the primary purveyor of *ꝛꝛonga* in Glantri is Sir Lathan Aendyr, who wishes to corrupt Glantrian society with it (as historically happened in Old Alphatia), and does not mind earning some coin from the Darokinians through the budding airship trade.

**What the PCs Can Do:** If the PCs are involved in Corun House, or even one of its rivals, they may be tasked to learn what the matter is with Aldon Kalimi—and they may discover the beginnings of a *ꝛꝛonga* drug network in Darokin!

## Kaldmont 27, AC 1019

### Triumphant Arrival of the Windmeister.

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

**Description:** At dawn, the Windmeister makes a triumphant landing in Polakatsikes's main square. The Heldannic colors brightly reflect the sunrise and enhance the effect the airship has over the stunned population. The Windmeister's captain is warmly welcomed by Governor Wolfgang Stimmel and all the other high-ranking Heldannic officers. (See *Ka. 19, Ka. 21; Ka. 28.*)

**What This Means:** The captain knew perfectly well that he had to be in Polakatsikes before the Day Without Magic if he wanted to be able to use its spell engine to maneuver the ship, so he made sure to be there on time. In fact he hastened so much that he arrived earlier and had to wait several miles away until the sun was about to rise. His magist enchanted the Heldannic heraldry markings on the balloon with some spells to make them shine and reflect the sun's rays to make the biggest effect.

Clenarius von Schneiderheim, high magist of Polakatsikes, hopes the Day Without Magic won't affect the spell engine, and will see it unchanged on Nuwmont 1, AC 1020.

### Conference of Izmira.

**Location:** City of Izmira, Kingdom of Emerond. DV

**Description:** After meeting with the Thratian and Emerondian emissaries, the Thyatian Senate passed a resolution agreeing to negotiate a perpetual peace with the Thratians. For their own reasons, the Thratians wanted the negotiations to take place on neutral ground. The Emerondians offered to host the conference in their capital, and the Thyatians agreed to dispatch an imperial delegation there. It traveled from Raven Scarp downriver to Emerond, arriving in Izmira today. (See *Am. 9, Ei. 28.*)

**What This Means:** Emerond is traditionally an isolationist land, but they see a need to curb Thyatian expansion in their neighborhood. The Emerondians are willing to host the conference because they believe that if it takes place on their home turf, they will be better able to influence the outcome to their advantage. The Thratians agreed all along to this, because their goals are not that different from Emerond's. The Thyatians would rather have continued the negotiations in Thyatis City, but they accepted this condition mainly because they are trying to curry goodwill with Emerond for trade purposes, and to have a friendlier neighbor in Davania.

**What the PCs Can Do:** The Thyatian envoy must travel through some savage, untamed Davanian wilderness to reach Izmira, and could use extra security. In addition, exploration-minded PCs might like the opportunity to visit Emerond, which they probably have not done before, and PCs into political adventures and intrigues will find plenty of both in Izmira relating to the conference.

## Julius and Company Reach Niscosenia.

**Location:** Southern fringes of Kingdom of Niscosenia, Lost Valley. DV

**Description:** After riding with the gnomes of a friendly earthshaker for thirteen days, the contingent of the Thyatian expedition led by Julius Ambrosius headed northwards from the River Latus. They had been told by the gnomes to keep east of the forests if they wished to reach Niscosenia safely, and this they did, during a trek that lasted 43 days.

While marching along the rolling plains, enjoying the summer climate of the Lost Valley, Julius and his companions notice a series of tiny dots on the northern horizon, moving rapidly from west to east. They pause and watch them for a time, wondering what they might be. As they watch, they notice the dots slow down, pause, and resume movement, apparently heading towards the expedition. Some of Julius's companions become concerned, and urge everyone to take cover in the nearby forest, but Julius stands calmly, and holds aloft the strange glowing star that he acquired on the Mountain of Bones. As soon as he raises the star, its glow intensifies, and begins to pulse rapidly.

Concerned for their own safety, yet strangely curious about what will happen next, the rest of the party waits, weapons ready. Before too much time passes, the dots resolve themselves into horse-drawn chariots, bearing men wearing what appears to be bronze armor. The lead chariot draws up in front of Julius, and one of the men disembarks, proffering his hands in a circular motion and uttering something unintelligible. He gestures at Julius's star, and then points to an image on his breastplate—a star very similar in appearance, and utters another word. By this time the other chariots—four in number—arrive, and the armored man turns to his companions, pointing to the star and speaking excitedly in his language. He then turns to the Thyatians, and gestures to the chariots. Not understanding what has been said, but comprehending full well the stranger's instructions, Julius assures his companions that they have nothing to fear from the charioteers. He and his party then board the chariots, and are carried off to the next stage of their journey. (*See Ei. 22, Ka. 10.*)

**What This Means:** The Thyatians have finally reached the Kingdom of Niscosenia, towards which Julius has striven with almost the same intensity as with the island that rose from the sea. Julius only feels on an instinctual level, conveyed in some way by the mysterious star that he carries, that the charioteers mean no harm to those who bear such relics. He and his companions will be taken to the kingdom proper, and to new adventures undreamed-of at present. All Julius knows for certain is that he is about to learn something extremely important, though in what way he cannot tell.

**What the PCs Can Do:** If the PCs are accompanying Julius, there is little they can do at this moment, although they should be intrigued, as is Julius, at the prospect of meeting a people that is in some way familiar with the ancient magical star.

## Preparation for the Day of Dread.

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

**Description:** The most precious artifacts are gathered and brought to the pocket plane by a party of very high-level and

trusted adventurers. There they wait for the Day of Dread to pass on Mystara. (*See Ka. 19, Ka. 21; Ka. 28.*)

**What This Means:** Governor Wolfgang Stemmel followed his magist's advice to hide the most precious artifacts during the Day of Dread.

**What the PCs Can Do:** They can be entrusted with the mission to guard some artifacts. Some spies can try to steal some of these precious artifacts: good luck catching them without any magic!

## Kaldmont 28, AC 1019

### Cleaning Day.

**Location:** All over the Turmoil Territories, Continent of Bellissaria, Nayce. AS

**Description:** With magic gone on the Day of Dread, a sizeable number of the population in the Turmoil Territories takes the opportunity to get rid of the hated wizards while their magic doesn't work. They march on several of the wizards' towers, where they confront and kill some of them. This only happens in a few instances, however, as they are surprised to find many of the towers empty. Most of these show signs of struggle, and in many of them they find the bodies of the wizards they came to confront. Surprised, the lynch mobs set the empty towers on fire and move on. The wizard-hunters go on all day and then return home. In a few cases the towers turn out to be impenetrable, as there seem to be no doors or windows by which to enter or exit the tower, and since they are made of stone, they obviously cannot be set on fire. In those cases, the lynch mobs try all day and well into the night to set the towers on fire or to enter them, but when magic is about to return they decide to return home, where they await the next day, and the return of magic, with a sense of fear of the wizards' vengeance. The fear is particularly great because the tower of the wizard known as Darkcloak is one that the locals could not penetrate. Since he is considered the most powerful of all the Turmoil wizards, the locals are concerned about what he might do in response to their wizard-hunt. (*See Nu. 25, Fe. 7; Ka. 28.*)

**What This Means:** It seems clear that some of the wizards have been fighting each other, though it's unclear why. Maybe some of them didn't like the competition or maybe they just saw some lesser wizards as a resource just as they did the common population. Stories will go back and forth about the strange events and what might have happened, and there will be many tall tales. One old man in South Harbor will recall meeting an ominous black-robed stranger who asked for directions to a wizard's tower a few months back. Taking the stranger for another invading wizard, he says, he was about to say something nasty, when he noted that the skin of the stranger's hand was unusually pale, so he immediately walked away, fearing that he might be a vampire or some other undead monster. There will be several stories like this, but what really happened will remain unclear.

**What the PCs Can Do:** The PCs can participate in the wizard-hunt if they like, though spellcasters will probably prefer to spend the day quietly away from all sorts of adventure or at least reduce their participation to that of an advisor on wizardly routines and such.

## Magic's Collapse.

**Location:** All over Nayce. AS

**Description:** On the Day of Dread, the group known as The Collapse performs a number of attacks on aristocrats' estates over much of Nayce. Unable to protect themselves on the day when magic fails, several targeted wizards and priests are killed in the attacks. One such attack is made against Commander Karszamon, who is one of the more hated aristocrats, though he ironically survives as a result of possessing the body of a powerful warrior (Broderick). Even so, Karszamon does not have the skill of a warrior, and before the guard can deal with the assailants, one strikes him and severs his left hand. Blinded by pain and unable to receive magical healing until the next morning, Karszamon retires in agony for the remainder of the day, closely protected by his personal guards. (See *Sn. 26, Ei. 22.*)

**What This Means:** In the years after Alphatia sank at the end of the Great War, what remained of the empire in the outer world has been struggling for survival, and the continued arrogance and indifference of the aristocracy toward the lower classes has taken a heavy toll on how the Alphatian society has functioned for centuries. With the hardships the current economic crisis has imposed on the commoners—most of the difficulties were made to bear solely on the commoner population—it was bound to provoke a reaction at some point. Even if this event cannot be attributed to all commoners, it is still an indication of how many among them feel. Needless to say, the aristocracy will be furious and react in ways that can only further escalate the gap in Naycese society.

**What the PCs Can Do:** If the PCs are around, they might be able to foil some of the attacks, though they won't be able to save Karszamon from losing his hand. Of course, it is also possible that they are themselves assailants trying to strike a blow against the arrogant aristocracy. That would require them to be trusted members of The Collapse, however, as the group does not trust mercenaries, meaning that the PCs would have to make the attacks out of conviction, because there is no paycheck waiting at the end. They better be careful, however, because the Naycese guards obviously won't hesitate to kill them, and even if they are caught alive, they will undoubtedly be facing the death penalty later. Indeed, many of the assailants will die in their attempts, even if they are successful.

## New Signatory Council.

**Location:** Town of Ciudad Huelca, *Estado de Guadalupe*, Savage Baronies. SC

**Description:** The Signatory Council of the Treaty of Tampicos meets again in Guadalupe, with Torreón, Vilaverde and Texeiras presenting to the other countries the content of the Treaty of Marino. Saragón, Almarrón, Guadalupe and Cimarron ratify the new treaty. Garguña does not ratify the new treaty, owing to the fact that it is partially occupied by Narvaez, and neither does Hule, which refuses to recognize the Treaty of Marino and declares that Hule will only recognize the Treaty of Tampicos as valid. (See *Ka. 17, Ka. 20.*)

**What This Means:** The borders between the signatory states are set for the year to come, and each nation has one year to claim new lands and hold them by next year's meeting to have them acknowledged by the others as belonging to them. The new "*Barón Marco*" of Garguña claimed he could not ratify the treaty and abandon half of his country, though in fact what *Don Esteban* wants is to be able to attack and annex Almarrón.

The fact that the former barons of the sea powers act as representatives of their nations is an interesting development, as for the first time the Signatory Council has a strong leadership and may become an actual power within the Savage Baronies, whereas the old council never was.

Hule's motivation for not signing the Treaty of Marino is that it wishes to maintain its influence—more through subterfuge and diplomacy than actual conflict—over the baronies by sowing discord. The Huleans know that, with increasingly stable borders at home, and the rise of several centers of power (notably in Narvaez, Torreón, and Texeiras-Vilaverde), the more ambitious barons will begin to turn their attentions outwards, perhaps to Davania and regions further to the west, to found new colonies and expand. This will increase frictions between the more powerful baronies, but also provide new opportunities for Hule to assert itself indirectly over the region. Thus, Hule has no intention of interfering with what is going on, so long as it benefits materially and politically. By refusing to sign the treaty, and through selective meddling in the city-states, Hule will cast a large enough shadow over the region to ensure that the baronies fear it, while driving them to seek whatever advantages they can.



## The King Is Dead, Long Live the Queen.

**Location:** City of Er, Low Realm of Apsur in the Province of Er, Kingdom of Nimmur, Orc's Head Peninsula. SC

**Description:** Queen Tigurta proclaims the independence of the Kingdom of Apsur. She orders all tunnels from the low realm to the surface sealed, the Sohktars forbidden from traveling to the surface world, and the Nimmurians banned from the dark realm. The Sohktar kingdom is under the patronage of Nin-Hurabi (Nyx), and worship of Menlil (Atzanteotl) and Idu (Ixion) are declared heretical. Nimmurians who renounce Menlil and embrace Nin-Hurabi as their true Immortal can spend one moon (one month) fasting in the utter darkness of one of Her temples praying for atonement, after which they become Sohktars.

Although the Sohktars do not attack their surface brethren or persecute them, turning their backs on them in such a way is resented by the Nimmurians as an abandonment, if not outright betrayal, and increases the state of chaos in Nimmur, which is close to collapse already. The priesthood of Menlil tries to keep the country from collapsing, but its authority has been seriously compromised. The regional princes keep their provinces under a firm pincer, although enmities are heightened by the lack of central authority and the lure of a royal throne left empty. Prince Enshurnasirpal of Suneveh, the populous and recently expanded northeastern province, is the most serious contender for a coup, although kingship has returned by default to King Dargon as he had retained his title of king, albeit honorifically, after he abdicated in favor of his son. (See *Ei. 28, Ka. 1.*)

**What This Means:** The Sohktars are traditionalists who have always resented the ways of the surface Nimmurians, which they consider aberrant and blasphemous. To walking under the deadly rays of the sun wearing protective makeup they prefer living in their dark, welcoming warrens that constitute the normal habitat of the manscorpions.

The underground kingdom was a subject kingdom to Nimmur, but always at risk of breaking away both for religious and political reasons. Queen Tigurta had previously increased her kingdom's autonomy by negotiating with King Anupalassar an exemption from taxes (a main ingredient of vassalization) in exchange for a decisive cooperation in the campaign against the enduks occupying Um-Shedu. However, major events have precipitated Apsur's emancipation. The persistent rumors about the phantoms from the northern Kingdom of Jibará discovering the truth about the curse of Idu and the gift of Menlil, and devising a way to remove the makeup to burn daylight-walking manscorpions to death, has joined another rumor that the orcs in the south also know about the curse, and has thus been the cause of a serious religious upheaval, with the Sohktar priests speaking in even more virulent terms against Menlil and advocating a return to the proper ways. But the major catalyst has been the catastrophic result of the Um-Shedu campaign, with the defeat of the Nimmurian army, the enduk use of a terrible weapon, and the definitive loss of the town to the enduks who will certainly now use it as a staging point to reconquer their lost homeland. This monumental failure was a shock to the Nimmurians, and a confirmation of the worst fears and warnings of the Sohktars. The death of the king in Um-Shedu has further thrown the Nimmurians into disarray and chaos; an excellent opportunity for Apsur to declare its independence and affirm the superiority of its ways over the twisted ways of the Nimmurians. Since Nimmur exists more as

an underground nation than a surface one, with a large part of its cities having underground extensions and using tunnels more than roads for transportation, this is a serious blow indeed.

**What the PCs Can Do:** PCs can be torn between Nimmur and Apsur, and their loyalties and faith put to the test; also, PCs caught on the wrong side of the fence when the Sohktars close the tunnels can be in a lot of trouble. With the volatile state of affairs in Nimmur, the PCs may decide to do some damage control, or work for one of the contenders to the throne, or maybe try to grab power for themselves.

## Demonstration of Force for the Day Without Magic.

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

**Description:** While any other culture is sadly witnessing magic not working today, Governor Wolfgang Stimmel orders his newly-made flying ship to maneuver in the open around Polakatsikes, while the knights drill below. His plan is to show his magical might and air superiority while only using the technical air-lift capabilities of his airship. Despite Clenarius von Schneiderheim's opinion that this is only showing off, the population (among whom are foreign spies) gathers in the ravaged outskirts of the city and observes the demonstration. (See *Ka. 20, Ka. 27.*)

**What This Means:** This is a communications coup by Wolfgang to inform his neighbors that the Heldannic Knights have regained their aerial capabilities (even if it is not the case). Surely any force intending to strike Polakatsikes would have to think twice before doing so. On the other side, this could attract even more spies and foreign agents, thus increasing their chance of seeing through the deception or even uncovering other secrets.

**What the PCs Can Do:** Not much but look up and enjoy. This is a great opportunity for the locals to feel proud of their belonging to the Heldannic Empire. Some sabotage attempts can be thwarted too by careful adventurers.

## Predictions & Prognostications

### Under...

"Under the misty sea of thoughts  
a Flaem will rise through bloody thorns  
to guide the Glantrian nation strong  
to be new King on Ancient Throne."

*Gerard Verhoeven, Flaemish Poet*

### War

"War is a-brewing."

*Mirros Doomsayer*

## Roads

“All Roads  
Lead to Thyatis  
And back to Darokin.”

*Darokinian adage*

## Evil

“Evil is a-rising.”

*Mirros Doomsayer*

## Tide

“The dread tide that no longer lies in stillness  
Sweeps the plains once more,  
And before it all shall be swept away.  
“Its advance shall be checked  
If the Lion marches with the Leopard,  
And the forest covers all.  
“But all shall be for nought,  
If the giant doth not stir himself from slumber.”

*Rudifer “the Mad,” of Athenos*

Rudifer was a moderately prosperous merchant who plied the Sea of Dread, until a terrible storm destroyed his vessel and left him adrift at sea. He was washed ashore near Shireton, and swore that the Immortals saved his life so that he could reveal Their hidden truths.

## Chaos

“Chaos is a-spreading.”

*Mirros Doomsayer*

## Heir's

“A Heir's needed for the Union.”

Baronesa *Dominica da Solidão*

## Destruction

“Destruction is a-mounting.”

*Mirros Doomsayer*

## Crowns

“Three crowns in the East  
One crown through the Sea  
One crown under it.

“Four crowns in the North  
One crown through the Air  
One crown under it.  
“Two crowns in the West  
One crown through the Sand  
One crown to be forged  
in a newborn land.”

*Jacob Boar, a.k.a. Lucius Valerius Metellus, Thyatian Poet and Adventurer*

## Armies

“Armies are a-massing.”

*Mirros Doomsayer*

## Room

“In the Red Room  
the Dwarf met the Elf.  
The Elf was the Shadow  
of his former self.  
After those days are over,  
Elf and Dwarf now bolder,  
will find a friend once a foe  
together they'll march  
to end their woe.”

*Skaarn of Northeim, Norvold Elf now living in Darokin*

## Night

“Night is a-falling.”

*Mirros Doomsayer*

## Imperial

“Imperial Power ought to be restored in Alphatia.”

*Commander Karszamon*

## Flee the End

“Flee before the End.”

*Mirros Doomsayer*

## XIV

“All good things come in Fourteens.”

*Shadowelf aphorism*



# **MYSTARAN ALMANAC**

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the shocking trial of the Black Eagle,  
political intrigues of the princes and princesses of Glantri,  
a new threat in the Valley of Lions, or maybe an old one,  
baronial wars and weddings,  
colonization of new lands and founding of new cities,  
surprising and disturbing archaeological findings,  
amazing Alphetian projects,  
the tragic account of a young Brute-Man's life  
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