

FLAIRMONT 1, AC 1014: Stories of Heroes Spread

Location: Sind. KW

Description: Word spreads throughout the mumlykets of Gunjab, Sindrastan, and Peshmir about the siege at the monastery of Gareth. The Sindhis of the region begin to see Sitara and Anand as heroes who are trying to oppose the Huleans, and begin praising their courage. (See Va 25, Th 16; Fl 10, Fl 14.)

What This Means: Although originally the intent of the siege was to stop the blasphemy of the priests of Gareth, that notion is soon forgotten by the people of Sind who now view it more as a Sindhis against Huleans confrontation. Instead of trying to discredit Sitara and the others as the Rishiyas had hoped, they are turning popular opinion on their side.

FLAIRMONT 1, AC 1014: Super-Hard-Ball Tournament Begins

Location: Ionace, NACE. KW

Description: All teams that have qualified arrive on Ionace today. The 17 teams will meet each other in the Super-Hard-Ball stadium; the final will be held on Flaurmont 28 between the two best teams. (See Va 1, Th 17; Fl 28.)

What This Means: When the Super-Hard-Ball tournament was created, there has been some arguing within the Council as to whether it was to be held in a different member state each year or on Ionace. It was decided that there were too many member states to use the round-robin method, and that tourism could help developing Ionace.

FLAIRMONT 3, AC 1014: Great Migration Commences

Location: New Kolland, Glantri. KW

Description: Hool's Great Migration sets out today, now that the passes are mostly clear of snow. To his surprise, he is greeted by the sight of Nizam-Pasha and his gnollish hordes. Nizam has thought over Hool's proposition, and decided to join the expedition. Hool accepts, and the two tribes set out together. (See Nu 1; Fl 20, Fl 24.)

What This Means: In a meeting with his advisors a few weeks ago, Nizam fell into a trance and proclaimed he was the voice of Ranivorus, gnollish patron. He then commanded the gnolls to join the expedition. When he awoke, Nizam's advisors told him of the phenomenon, and they immediately began to prepare for the journey. Ranivorus has found out about Wogar's plans and has his own vile purposes for retrieving the Blue Knife.

FLAIRMONT 7, AC 1014: Forts Surrender

Location: Eastern forts, Verdan, Esterhold Peninsula. KW

Description: The commanders of the forts protecting Verdan from the Jennite tribes, now under siege by Alpathian troops for more than two weeks, decide to surrender. Since the Jennite tribes have been driven active in the region - thanks to Broderick himself, who didn't think this would be useless - the forts remain manned as usual, though authority passes to the Alpathians. Most of the men that are no more needed here are sent north to Faraway to help in the taking of the city. (See Th 20, Th 25; Fl 18, Ya 11.)

FLAIRMONT 10, AC 1014: Blasphemers Captured

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

Description: The Huleans, now backed up by mages and their own priests of Bozdogan, breach the defenses of Sitara and Anand and capture the temple of Gareth. Five apprentices are killed in the fighting, while the rest are all taken prisoner by the Huleans. (See Th 16, Fl 1; Fl 14, Fl 21.)

FLAIRMONT 10, AC 1014: War Declared on Humanoids

Location: Soderfjord, Soderfjord Jarldoms. KW

Description: Pressured by his various Jarls, King Ragnar once again leads his men into the Hardanger Mountains to chase out the humanoids that have been harassing his people for the past couple of years.

In addition to his normal army, several bands of mercenaries and adventurers march into the mountains as well, hoping to get their share of the 1,000,000 gp offered in bounties in the Humanoid Defense Fund established by the Nordhartar Defense League (JA, Sviftmont 28, AC 1013).

Finally, Vestland has also begun to coordinate attack plans with Soderfjord as they too are being harassed by orcs (instead of Kobolds) and it would be best for both nations to be rid of all humanoid.

This time, they march straight for the Falun Caverns which were discovered two years ago by his scouts (PWA3, Eirmont 26, AC 1012) but he had never been able to attack because of the constant raid and harassment between the kobold and human armies last year. (See FI 25, Ya 8.)

What This Means: This is basically a straight-forward human vs. goblinoid military campaign by the men of the Soderfjord Jarldoms. Ragnar, having lost many men and battles in the mountains the past couple of years, had hoped to end the fighting before losing more face to his people, and hence helped establish the Humanoid Defense Funds. But it was too late; he had already lost the respect of several Jarls when he withdrew and declared the war over. Determined to prove once again that he is a great warrior, he leads for the third year in a row another army up into the mountains to find and defeat the kobold horde.

FLAIRMONT 11, AC 1014: Skirmish in Orclands

Location: Orclands, Darokin. KW

Description: While on a routine patrol today, two legions from Fort Nell encounter a large force of goblinoids in the southeastern spur of the Dwarfgate Mountains. The two forces clash, and the goblinoids are driven back into the mountains. (See Ya 1, KI 5.)

What This Means: The Orclands of Darokin have been quiet for many years now. It was presumed that there was a civil war going on between the trolls of C'Kag and the orcs in the area. This goblinoid incursion has put Fort Nell on the alert that the Orclands may be active once more.

In truth, the situation is far worse than they know. Last year, four goblinoid leaders - King Alebane, Hutai-Khan, Moghul-Khan, and General Tlatepetl - and their minions, all refugees from shadow elf activity in the Broken Lands, decided to move into the Orclands. After a year or so of steady fighting, they managed to bring the native tribes in the region under their control. The four leaders have formed a loose alliance that will prove to be a menace to the already harried Darokin in years to come.

FLAIRMONT 12, AC 1014: Out of the Desert

Location: Eastern Meghala Kimata Plains, Davania. KW

Description: The Karameikan Polar Expedition finally reaches the northern edge of the Arypt Desert. They enter the Meghala Kimata savanna and proceed to look for food and water to replenish their supplies. (See Th 18, Th 22; FI 25, FI 28.)

FLAIRMONT 13, AC 1014: Prison Break

Location: Borydos Island, Empire of Thyatis. KW

Description: A party using powerful teleportation magic breaks into the prison facilities of Borydos and manages to release all the prisoners. After massive chaos, all the prisoners are recaptured (dead or alive) by the guards and brought back to the prison. A head count reveals that 5 prisoners are missing, and none of those who broke into the prison have been found either.

FLAIRMONT 14, AC 1014: Company of the Bear Finds Antidote

Location: Huptai Territory, Yazzak Steppes. SC

Description: The Company of the Bear, a group of dwarven beer-drinking myrmidons from Harstal, conquer a Huptai camp at the eastern end of their territory. From the captured shaman, they manage to obtain a couple dozen vials of a foul-tasting green liquid which supposedly protects the goblins from the flowers of the Field of Dreams. They quickly rush back to Eusdria with their important find. (See Va 25, Th 3; FI 20, FI 28.)

What This Means: The Company of the Bear (majority are dwarves, but some humans and elves are present) have always had a jealousy toward the Knights of Eusdria as the honorbounds have always been the favorite of the King. Therefore, the mercenary company of myrmidons decided to take care of the goblin problem themselves just to upstage the Knights.

The Company therefore marched through the Confederated Kingdom of Robrenn (in small groups to avoid causing problems with the local rulers), regrouped along the River Lugdumna and then marched into the goblin territories. Their logic was that if they could destroy the goblins from behind, there would be none left to face them back in Eusdria. With the unexpected discovery of an antidote to the amber lotuses, they have decided to return home with the find.

FLAIRMONT 14, AC 1014: Prophets Imprisoned

Location: Raneshwar, Mumlyket of Gunjab, Sind. KW

Description: Sitara Rohini, Anand Brishnapur, and the surviving members of the monastery of Gareth arrive, under heavy guard, at the town of Raneshwar at the foot of the mountains. They are locked up in the local dungeon for the night. (See Fl 1, Fl 10; Fl 21, Kl 5.)

FLAIRMONT 18, AC 1014: Verdan Surrenders

Location: Faraway, Verdan, Esterhold Peninsula. KW

Description: The troops pinned in the royal palace in Faraway discover that King Nicodemus has fled the palace by an unknown mean, probably magic or a secret exit. Without their leader, and with their supplies running low, they decide to surrender to Commander Broderick. (See Th 25, Fl 7; Ya 11, Ya 23.)

What This Means: Broderick has neutralized all pockets of resistance in the meanwhile, and this surrender means he is in complete control of the land. He sends most of his troops back home, to their respective countries.

Nicodemus is on the run, and no one knows what happened to Xanthus when his skyship crashed, or even if he was on board.

FLAIRMONT 20, AC 1014: Misunderstanding in Robrenn

Location: Barony of Nemausa, Robrenn. SC

Description: The Company of the Bear, on its way back to Eusdria, rushes through the land of Robrenn. There, they are confronted by the local military and a confrontation ensues. It takes several hours before a parlay and truce can be declared.

Once the Company of the Bear manages to state that they merely wish to get home as soon as possible because they have found an antidote against the amber lotuses, Baron Calturix lets them pass through his lands under escort of his own army. He warns the leader of the Company of the Bear to respect Robrenn's borders from now on, stating that he is only being generous because of the dire situation Eusdria is currently in. (See Th 3, Fl 14; Fl 28, Ya 7.)

What This Means: Although Eusdria and Robrenn are allied together against the goblinoids, they are still not nations at peace. Armies cannot cross the borders with impunity, and the Baron of Nemausa was perfectly right to defend his lands against the Company of the Bear.

FLAIRMONT 20, AC 1014: Fort Lakeside Besieged

Location: Fort Lakeside, Darokin. KW

Description: After a few arduous weeks of travel through still heavily snowed in mountain passes, the Great Migration reaches Fort Lakeside, on the shores of Lake Amsorak. In the raid that ensues, Hool's forces are driven back into the mountains, but cause severe damage to the fort and its surrounding town. (See Nu 1, Fl 3; Fl 24, Ya 8.)

What This Means: Hool would have preferred to avoid Lakeside, but his forces were hungry and restless for action. Fort Lakeside has never fully recovered from damages it sustained in AC 1006 when the meteor hit Glantri, but the legions were thankfully on the alert due to raids in the area in Ambyrmont of last year (see JA). The troops at the newly constructed Fort Highlake are alerted as well. Hool will be harassed by Darokin troops as long as he remains nearby.

FLAIRMONT 21, AC 1014: Prophets Freed

Location: Mumlyket of Gunjab, Sind. KW

Description: In the hills between Mahasabad and Palkat, the unit escorting Sitara and the other prisoners is attacked by a horde of bandits. The outlaws make a strike for the chain of prisoners, free them, and then rush back into the hills with their new allies. (See Fl 10, Fl 14; Kl 5.)

What This Means: The bandits are a group of Freedom Warriors who desire to overthrow the Huleans in Sind and return the nation to the Sindhis. Chandra ul Nervi, the secret leader of the Freedom Warriors, however, did not order their escape. Local members of the rebels heard the stories of Sitara and Anand's bravery at the monastery of Gareth and decided that they had to free such loyal members of their cause.

FLAIRMONT 24, AC 1014: On the Move Again

Location: Amsorak Mountains, Northern Darokin. KW

Description: Having been alerted to the approach of troops from Fort Highlake, Hool and his army set out once more, this time to the west. The expedition will stick close to the Amsorak Mountains as they make their way along. (See FI 3, FI 20; Ya 8, KI 2.)

What This Means: Hool's small army (about 3,000 strong) cannot stand long against an organized Darokin resistance, so he is moving towards the Sindhi/Darokin border. He hopes that the Sindhi are less organized, so as to continue his trek southwards with a minimal amount of risk. Also, he is aware of the humanoid population in the Sind region of the Amsorak Mountains, and hopes to encourage some of them to join him.

FLAIRMONT 25, AC 1014: Gnollheim Ransacked

Location: Soderfjord Jarldoms, Northern Reaches. KW

Description: The forces of Ragnar enter the hills of the area called Gnollheim and invade in force several of the small gnoll communities, crushing the outnumbered defenders. (See FI 10; Ya 8, Ya 12.)

What This Means: The gnolls of Soderfjord have been allied with the kobolds of the Hardangers for the past couple of years. Ragnar intends to crush all the humanoids and eliminate any possible aid the kobolds might receive.

Some of the gnolls escape and warn their forces in the Hardangers to prepare for the humans again.

FLAIRMONT 25, AC 1014: In the Jungle

Location: Jungle Coast, Davania. KW

Description: The Karameikan Polar Expedition reaches the inner edge of the jungle that covers the entire Jungle Coast. (See Th 22, Ya 12; FI 28, Ya 3.)

What This Means: The jungle is the first sign that the Karameikans are getting close to their goal. Beyond the jungle lies the coast to the Sea of Dread, and from there, a way to Raven Scarp and finally home.

FLAIRMONT 27, AC 1014: Hunt for Thar Begins

Location: Rhoona, Vestland, Northern Reaches. KW

Description: Forces of Vestland gather in Rhoona and march into the Makkres Mountains, intent on defeating Thar and his horde before it gets too much out of control. (see Ya 23, Fe 24.)

FLAIRMONT 28, AC 1014: Super-Hard-Ball Final

Location: Ionace, NACE. KW

Description: All teams, including those from Karameikos (the Mirros Knights) and Aeria (the Featherfall Plumes), fought great matches during the whole month. All Council members and ambassadors, as well as many nobles and commoners alike, assist today to the final of the Super-Hard-Ball between the teams of the Aquas Seahawks and the Coppertown Red Skins of Dawnrim. After a long, disputed match, the Seahawks prevails. (See Th 17, FI 1.)

What This Means: This first season of Hard-Ball was a real success.

FLAIRMONT 28, AC 1014: A Tabi Clan

Location: Jungles of the Jungle Coast, Davania. KW

Description: The Karameikan Polar Expedition encounters a family of tabi which spies on the party, goes through their equipment, and basically annoys and harasses them despite their good intentions.

The group moves on, followed by one of the tabi called Taxla.

The Karameikans try to convince Taxla to go home as they do not like his excited and curious behavior (nor the stench of tabi), but Taxla refuses and follows them anyway from in the trees above. (See FL 12, FI 25; Ya 3, Ya 25.)

What This Means: Taxla is just an ordinary young tabi who is going through a phase of curiosity and adventure like the young adventurers of all races. He has decided to follow these strangers as they seem interesting.

The tabi are described in better detail in PC2: Top Ballista, including game statistics for them as PCs in the D&D game. AD&D stats are given in the Mystara Monstrous Manual, but there are no rules for using them as PCs in AD&D.

FLAURMONT 28, AC 1014: Company of the Bear Meets the King

Location: Othmar, Kingdom of Eusdria. SC

Description: The Company of the Bear arrives at the capital of Eusdria where they quickly hand their antidotes against the amber lotuses to the King. The King honors the Company of the Bear for their bravery and dedication to Eusdria. (See FI 14, FI 20; Ya 7, KI 3.)

What This Means: King Sigismund III immediately charges his best clerics to discover how the green antidote works and possibly how to make more of it. The elven King believes that he will finally be able to strike back at the Huptai hobgoblins.

YARTHMONT 1, AC 1014: New Enemies

Location: Fort Nell, Darokin. KW

Description: A large force of goblinoids, under the joint command of Tlatepetl and Hutai-Khan, makes its way along the northern tip of the Canolbarth forest today, in an attempt to sneak up on Fort Nell.

Much to their surprise, they stumble across a force of shadow elves in the region. In the ensuing battle, the smaller army of shadow elves is routed, but not before causing severe damage to the humanoid army. After much debate, the humanoids return to Orclands to lick their wounds. (See FI 11; KI 5, Fy 2.)

What This Means: Tlatepetl is carefully assessing the strengths of his neighbors on the surface, and acquainting himself with the ways of life aboveground. He coordinated this attack on Fort Nell with Hutai-Khan for that purpose, but he little expected to find shadow elves camped on his very doorstep!

YARTHMONT 3, AC 1014: Bogdashkan Orcs

Location: Bogdashkan tribal lands, Davania. KW

Description: The Karameikan Polar Expedition is viciously attacked by a war-party of jungle orcs. The two groups come to a stand-still and fall back to regroup. (See FI 28, FI 25; Ya 25, Ya 27.)

What This Means: The Karameikans have just entered the tribal lands of the Bogdashkan orcs. The orcs will continue to harass and attempt to kill them as long as they remain in their territory, which will be for about the next 10 days. The Karameikans will therefore be on continuous guard and be rather exhausted as the orcs obviously have the superiority in numbers and can afford to attack in waves.

Luckily, the party's priest can cast neutralize poison to counter the effect of the blow gun needles that the orcs are fond of.

YARTHMONT 7, AC 1014: Schattenalfen Look Toward the Traldar

Location: Issarthyl, Schattenalfen Caverns. HW

Description: Queen Catriata declares that the Schattenalfen will be concentrating their attacks on the Traldar. The military is to prepare an attack on the city of Coresco. (See Nu 15, Th 5.)

What This Means: It has come to the attention of the Schattenalfen that Traldar raids against them, as well as incursions into their territory has increased dramatically. Queen Catriata believes that these are signs of an imminent war or invasion by the Traldar. She therefore desires to strike first.

King Tiradon did indeed try to raise an army for such a purpose last year, but failed. Groups of heroes instead took off on their own to recover the ancient artifact that the Traldar never really knew about until late last year.

As a side effect of the relocation of the Schattenalfen troops, the Azcans now have a break in which they can try and rebuilt Tempocatliotl.

YARTHMONT 7, AC 1014: Flowers Reach Lorsa

Location: Castle of Lorsa, Eusdria. SC

Description: The amber lotuses reach as far south as the Castle of Lorsa. The Knights of Eusdria evacuate, letting the goblins take over the castle. (See FI 20, FI 28; KI 3, Fe 9.)

YARTHMONT 8, AC 1014: Chandbali

Location: Ruins of Chandbali, Sind. KW

Description: Hool's Great Migration comes pouring out of the mountains and settles in the ruined village of Chandbali (it was destroyed by the meteor crash in AC 1006). Their presence is noted by the mage Rohan Kalkiin, whose tower is located nearby. Hool, unknowing, gives praise to Wogar for their luck thus far. (See FI 20, FI 24; KI 2, KI 22.)

What This Means: Hool got out of Darokin with few losses, but he won't stay unnoticed in Sind. Rohan Kalkiin is the son of the Rajah of Nagpuri, and is likely to inform his father of the humanoid presence. Hool may well find himself having to fend off the entire Mumlyket of Nagpuri - a force much stronger than his current army!

YARTHMONT 8, AC 1014: First Contact With Kobolds

Location: Hardanger Mountains, Soderfjord Jarldoms. KW

Description: Ragnar and his men encounter and skirmish with the first kobold and gnomish defenders in the Hardanger Mountains south of the Great Marsh. After many little battles, neither force seems to have greatly affected the other. (See FI 10, FI 25; Ya 12, Ya 16.)

YARTHMONT 11, AC 1014: Council Discusses on Verdan's Future

Location: Ionace, NACE. KW

Description: The Council of the New Alpathian Confederate Empire discusses on the future of Verdan. They think they should name a Jennite king to rule the country, since an Alpathian would probably be viewed with suspicion, or even hostility by the natives. Unfortunately, the rebels have never been much organized there, and there is no obvious strong leader.

King Favian of Blackrock then comes up with an interesting, though unusual, alternative: He proposes to regroup all of the territories of the Esterhold Peninsula into a single state, the Republic of Esterhold, which would be governed by an elected ruler. Modeled somewhat after the Minaean government to the south-east, it would be composed of provinces, each with an elected governor, who elect the president. Elections could occur every six years; when there is a tie for the naming of the president, the Council decides. The governor would be the ruler of his own province, and the president would decide on matters concerning the republic as a whole, or for events involving more than one province, the Council or territories outside the provinces. The Council decides to take the time to ponder about this proposal and to come to a conclusion during another meeting. (See FI 7, FI 18; Ya 23.)

YARTHMONT 12, AC 1014: Ragnar Dealt Hard Blow

Location: Hardanger Mountains, Soderfjord Jarldoms. KW

Description: The forces of Ragnar are thrown into chaos as Psa'gh's kobolds cause an avalanche to destroy the men of the Northern Reaches. Once more, Ragnar is forced to watch as several dozen warriors are crushed to death. (See FI 25, Ya 8; Ya 16, Ya 28.)

YARTHMONT 12, AC 1014: Elven Truce Broken

Location: Canolbarth Forest, Aengmor. KW

Description: During a talk between the shadow elves and elves of Alfheim over the magic influencing the forest, a shadow elf assassin attempts to kill Tree Keeper Jorodrin Feadiel. The forest elves retaliate and about a dozen are

wounded and/or killed on both sides before the elves of Alfheim manage to retreat and lose their pursuers. (See Th 12, Th 27; Ya 19.)

What This Means: The shadow elves had nothing to do with the assassination attempt. It was actually an elf of Alfheim using his magic to impersonate a shadow elf who fired the arrow at the Tree Keeper. The elf, a member of the Alfheim Avengers, purposely missed as he did not want to kill one of his own. The whole event was to make it look like the shadow elves cannot be trusted and to polarize the opinion of the surface elves against the Shadow Elves. It seems the attempt worked.

YARTHMONT 13, 1014: Gaity in Chaos

Location: Gaity, Alatian Islands. KW

Description: Gaity goes into a complete state of chaos, as most of the petty barons compete for more land, and eventually for the kingship of the island. There is much political intrigue, assassination attempts, wars, and more between the ex-Thyatian dominion rulers. Neither Thyatis - which has troops stationed on nearby Aegos - nor the New Alpathian Confederate Empire, intervene.

What This Means: Since the island has been granted independence from both Thyatis and Alpathia by the Isle of Dawn Treaty, the country has always been in a state of chaos. Escalation happens today, as a baron military attacks his neighbors and declares himself king.

What the PCs Can Do: If the PCs have been granted dominion on the island when it was part of the Thyatian Empire, they can't avoid being involved in the events. They can even become the undisputed leaders of Gaity, but that shouldn't happen before they lead their armies to successful wars.

YARTHMONT 14, AC 1014: Knightly Pride and Arrogance

Location: Freiburg, Heldannic Territories. KW

Description: Lenard Doverson, an adventuring priest of Vanya from Thyatis, is arrested in Freiburg for heresy against the Heldannic Knights and Vanya. At his trial in the Star Chamber, he denounces everything the Knights stand for and says that they have lost the true meaning of Vanya, which is to conquer, not to persecute and enslave. The man is executed for such blasphemy, as "only the Heldannic Knights know the true will of Vanya."

Afterwards, throughout the Territories, the Knights' spells and magic begin to fail. Many Knights are stripped of their most powerful spells, while some even lose all their spell-casting abilities. Even their famous Heldannic Warbirds lose power and are forced to land; their magical artifacts cease to function as well. (See Th 17; Fe 7, Ei 23.)

What This Means: Vanya has always been the patroness of War and Conquest, and she has upheld the Heldannic Knights as her favored as they were always ready to seek glory in battle and war. Yet last year, when the Knights turned inwards rather than to continue conquering, and started their persecution of others, Vanya was dismayed. She gave them leeway as it is the right of the conquerors to dictate how the conquered will behave, to gain time to rest and gather troops/intelligence, as well as to bring new followers to her flock of worshippers. But then many of the Knight Lords began using the Inquisition as means of disposing of their rivals and gaining more lands/money/power rather than for her glory. She has been disappointed ever since, and the execution of one of her own faithful priests trying to return them to the path of conquest was the last straw. The arrogance at the trial of declaring that only the Heldannic Knights know her desires have cost most of them her blessings, as well as the magical support they once had.

YARTHMONT 16, AC 1014: Siege of Falun Caverns

Location: Falun Caverns, Hardanger Mountains.

Description: Ragnar and his men reach the Falun Caverns and encounter the horde of kobolds ready to defend it. After a long and bloody battle, the humans manage to win the field as the kobolds flee back into their caverns. The forces prepare themselves for a siege. (See Ya 8, Ya 12; Ya 28, Kl 23.)

YARTHMONT 18, AC 1014: Clash at Sea

Location: Gulf of Hule. SC

Description: Ships of Zvornik clash with merchant ships of Slogovich, plundering all their cargo, then sinking them at sea. (See Th 12; Ya 24, Kl 7.)

What This Means: Zvornik is again seeking to claim dominance to the area, and is starting by destroying the ships of its rivals, such as Slagovich. Slagovich will naturally retaliate by handing out letters of mark against the ships of Zvornik.

YARTHMONT 19, AC 1014: Elves Escape Aengmor

Location: Aengmor/Darokin Border. KW

Description: After a week of fleeing and a few skirmishes with shadow elf soldiers, the elves of Alfheim manage to escape the Canolbarth forest and return to safety in Darokin. Jorodrin is stunned and cannot believe the shadow elves acted in such a way, yet he cannot deny what happened either. He starts making plans to return to King Doriath in Wendar to inform him what has happened. (See Th 27, Ya 12; Sv 12.)

YARTHMONT 20, AC 1014: Wanderers Make Plans

Location: City of Aengmor, Lower Broken Lands. KW

Description: Kanafasti and the Wanderers believe to have found a way to stay in Aengmor while maintaining the Way of Rafiel; they intend to raise the city of Aengmor to the surface world, where they will claim a new way of Rafiel shall be born. Abandoning the deformed and the old was correct underground, as only the strong could survive in that harsh land, but on the surface world such events need no longer occur. They hope that they can start a more caring religion of Rafiel in their new town on the surface. Kanafasti and the Wanderer mages immediately begin the research for such a powerful magical spell. (See Fy 2, Am 2.)

What This Means: Unfortunately for the Wanderers, the idea was secretly brought to them by the cult of Atzanteotl. The cult of Atzanteotl has grown as powerful as it dares with the shamans of Rafiel in Aengmor. They intend to destroy the shamans' power by raising the city to the surface, where their soul crystals will be destroyed by the sunlight, and hence they will lose all spellcasting abilities. If that were to happen, the cult of Atzanteotl is sure they can take over Aengmor. The Wanderers, so intent on changing the Way of Rafiel for themselves, have failed to realize that someone else might also be trying to impose their own religion.

The shadow elf behind everything is Xatapechtli, the Spymaster and Feathered Serpent, his mind having been slowly corrupted to the Azcan way of life (and hence Atzanteotl) by the magical cloak he wears. He has been pulling the strings behind the scenes to bring back the glory of the way he now sees as the true way of life of shadow elves (See GAZ 13: The Shadow Elves for Xatapechtli's stats). And even more unfortunately for the Wanderers, he is clever and experienced enough to do it without getting caught.

YARTHMONT 23, AC 1014: Trolls Galore

Location: Makkres Mountains, Vestland. KW

Description: The forces of Vestland encounter a horde of trolls, and after a long fight, the humans fall back from the vicious beasts. (See Fl 27; Fe 24, Fy 6.)

What This Means: Thar has managed to convince the trolls of Trollheim to join his horde and sent them after the invading humans. Still, the red orc realizes that it is only a matter of time before the Vestlanders get past the trolls and enter the mountains. Thar sends scouts out to find other humanoid tribes and clans in the area and convince them to join his horde.

YARTHMONT 23, AC 1014: Council Decides on Esterhold's Future

Location: Ionace, NACE. KW

Description: The Alphatian Council approves King Favian's proposition concerning the Esterhold Peninsula. The Peninsula becomes the Republic of Esterhold, with a full seat at the Council. It is composed of five provinces: The Province of Anchorage (provincial capital: Anchorage), the Province of Blackrock (provincial capital: Skyfyr), the Province of Marlin (provincial capital: Port Marlin), the Province of Southrock (provincial capital: Rock Harbor), and the Province of Verdun (provincial capital: Faraway). The central region, composed mainly of desert, broken lands and other badlands, is under the direct administration of the President.

Favian Vern is named President of Esterhold until elections can be organized, i.e. until the situation is stabilized. He is charged with appointing temporary governors until the elections. (See Fl 18, Ya 11; Fy 26, Am 21.)

What This Means: Once more, the New Alpathian Council has agreed to try out one of Favian's strange ideas. The first had to do with naming a city, and now they are trying his methods of politics. How Favian will manage to organize elections in this vast land still remains to be seen, however.

YARTHMONT 24, AC 1014: Hojah Enters the War

Location: Gulf of Hule. SC

Description: During a naval battle between ships of Zvornik and Slagovich, a trade ship of Hojah is badly damaged.

Hojah, in retaliation, declares war against Slagovich. Its ships proceed to create a blockade around Slagovich, preventing any type of navel trade. (See Th 12, Ya 18; Kl 7, Fy 12.)

What This Means: Although technically both sides are responsible for the damage to the Hojahite ship, Hojah has always been on relatively good terms with Zvornik. Also, their greatest trade rival has always been Slagovich. Add the fact that Dredren Zvornik has promised not to attack Hojah, Margrave Hojah decided to concentrate his forces on Slagovich.

YARTHMONT 25, AC 1014: Capture

Location: Manacapuru tribal lands, Davania. KW

Description: The Karameikan Polar Expedition is attacked, and eventually captured by the Manacapuru tribesmen. The surviving prisoners are brought back to their village/town (Manacapuru).

Taxla manages to avoid capture and hides in the dense foliage of the jungle. He follows them back to their village. (See Fl 28, Ya 3; Ya 27, Kl 1.)

What This Means: The Karameikan Polar Expedition is having trouble getting home.

YARTHMONT 27, AC 1014: Sacrifice

Location: Manacapuru, Davania. KW

Description: The Manacapuru bring the Karameikan Polar Expedition members to their temple, where they are sacrificed to their snake-Immortals. The Manacapuru throw them into the snake pit at the end of the large ceremony.

Taxla watches the event from far, then moves in to see if there is anything he can do to help.

The Karameikans discover, to their surprise, that there is no giant snake in the pit to devour them, but rather several snake-men, who take them prisoner. (See Ya 3, Ya 25; Kl 1, Kl 20.)

What This Means: The snake-men are Yuan-ti who have managed to convince the primitive Manacapuru that they are Immortals and deserve worship. The Yuan-ti manage to maintain this facade by having as little contact with the Manacapuru as possible, thereby preventing the possibility of them learning that the Yuan-ti are mortal and fallible like anyone else.

The Yuan-ti use those who are thrown into the sacrificial pit as guinea pigs to be transformed into histachii or for reproduction. That is the fate intended for the Karameikans.

YARTHMONT 28, AC 1014: Cavern Entrance Overtaken

Location: Falun Caverns, Hardanger Mountains. KW

Description: After a few weeks of fighting, the men of Soderfjord finally manage to break into the Falun Caverns and claim the entrance. Psa'gh's kobolds fall back into the deeper caverns. Ragnar's men are unable to get much farther as the kobolds have riddled their cavern with pitfalls, traps, and ambushes. (See Ya 12, Ya 16; Kl 23, Kl 25.)

What This Means: Psa'gh has the situation well in hand. Since the humans already know where the Falun Caverns are, there is no point in trying to lead them astray in the mountains. Psa'gh has let them enter the cavern, where the humans must now split up into small groups to get anywhere. And these small groups don't stand a chance in the maze of traps that the kobolds have prepared. Although Ragnar believes to be making headway into the kobolds' lair, he is only advancing onto more and more traps left by the kobolds.

KLARMONT 1, AC 1014: Escape From Manacapuru

Location: Manacapuru, Davania. KW

Description: Thanks to the thieving abilities of Taxla, the Karamaikan Polar Expedition escapes from the Yuan-ti temple. The group flees into the jungle. There, they continue to try and get to the Thyatian Hinterlands before being recaptured.

Because he saved their lives, the group decides to accept Taxla within their ranks. (See Ya 25, Ya 27; Kl 20, Kl 23.)

KLARMONT 2, AC 1014: On the Run Again

Location: Chandbali, Sind. KW

Description: While still in Chandbali, Hool's forces are attacked by armies of the Mumlyket of Nagpuri. They are driven back into the mountains, though they suffer few losses. (See Fl 24, Ya 8; Kl 22, Fe 17.)

What This Means: As expected, the Rajah of Nagpuri has retaliated against the goblinoids. Hool would have moved sooner, but for reports that a few tribes of goblinoids from the Gunjab region were marching to join the migration. His scouts warned him of the coming of the Nagpurians a few days ago, though, so he sent most of his forces into the surrounding mountains. The addition of the Gunjab goblinoids brings his army near to 5,000, but he now has to deal with how to get around the Rajah's Mumlyket.

KLARMONT 3, AC 1014: Goblinoid Hunt Organized

Location: Othmar, Kingdom of Eusdria. SC

Description: King Sigismund III asks for a couple of dozen brave warriors and adventurers who would be willing to risk their lives and enter the goblin territories to find and kill the Huptai shamans. Several volunteer for a chance at the glory, but the King only selects the best (either through their reputation or various competitions amongst the contenders) as the number of antidotes he has is limited. (See Fl 28, Ya 7; Fe 9.)

What This Means: The clerics of Eusdria were unable to reproduce the antidote to the amber lotuses. They did discover that the antidote lasts for about a month, giving special units enough time to accomplish any mission they are sent on.

The King and his advisors decided that the best solution would be to eliminate any goblinoid shaman who knows how to keep the plants alive out of their natural climate (the Field of Dreams). Once they are gone, they should eventually die out and Eusdria will be free of them.

KLARMONT 5, AC 1014: War in Orclands

Location: Orclands, Darokin. KW

Description: In the mountains of the Orclands, a force of yellow orcs from Dast clash with a group of hobgoblins and orcs from Gruk. The fighting is bloody, and there are many casualties. (See Fl 11, Ya 1; Fy 2, Fy 5.)

What This Means: Moghul-Khan and Hutaï-Khan have long been adversaries over religious issues revolving around their patron, Yagrai. Though few of Hutaï-Khan's tribe of Hobgobland remain, most of Moghul-Khan's yellow orcs are direct transplants from the Broken Lands. This confrontation shows that old rivalries are not soon to be forgotten, and serves as a reminder of just how tenuous the goblinoid alliance is in Orclands.

KLARMONT 5, AC 1014: Caravan Raided

Location: 20 miles east of Gola Keep, Sind. KW

Description: A caravan heading for Sayr Ulan from Hule is ambushed soon after it passes Gola Keep (on the western border of Sind). The contents of the caravan, gold for the Hulean armies, never reach their destination. (See Fl 14, Fl 21; Fe 6, Ei 7.)

What This Means: The Freedom Warriors have made their first meaningful strike against the Huleans. Sitara and Anand, who have been with them for over a month now, have been preaching to the rebels, telling them that the time for waiting is over and that they should act now. Anand has been teaching many of the Freedom Warriors the arts of the Shehid Mystics, slowly turning them into a fighting force rather than simple farmers who are revolting. During this time, many have also come to hear and appreciate the words of Gareth, which is the main reason Sitara and Anand joined them; they wanted to show the people of Sind that they can have a revolt without the help of the Rishiyas or traditional Sindhi Immortals.

Following the traditions of the Shehid Mystics, the gold is mostly given back to the poor of the region who have suffered under the Hulean rulers. Enough is kept to continue to supply the Freedom Warriors, however. Only the excess is given away. Still, it is still enough gold to raise the public opinion of the Freedom Warriors.

KLARMONT 7, AC 1014: Slagovich and Zvornik Declare War

Location: Gulf of Hule. SC

Description: Slagovich officially declares war on Zvornik and sends its troops out to defeat the Zvornikians. The grounds between the two City-States become a huge battle ground. Many free towns, such as Budvǝ, are destroyed by the warring factions.(See Ya 18, Ya 24; Fy 12.)

What This Means: All sides in this battle loose many men, but the true victims are the unallied towns crushed in the middle. Also, any ship from any nation becomes a “legitimate” target during the fighting, making the City-States area a very dangerous place to visit.

KLARMONT 10, AC 1014: Birth in Imperial Family

Location: Thyatis City, Empire of Thyatis. KW

Description: There is celebration in Thyatis City as Emperor Eusebius I’s daughter is born. Eusebius names her Valentia after the famous Empress of Thyatis that ruled the Empire of Thyatis in the year AC 20 and held it together after Zendrolion’s death. (See Dawn of the Emperors boxed set for Thyatis’ history)

What This Means: There is no hidden meaning in this event.

Of special note, Valentia seems very magically inclined and could one day become a powerful wizardess if trained correctly. Unfortunately, at such a young age, there are still no signs of her potential power.

KLARMONT 15, AC 1014: Land Cleared for World Games

Location: City of Ylaruam, Emirates of Ylaruam. KW

Description: Sultan Mohammed Al-Kalim declares that a large piece of land just outside Ylaruam City is now considered to be a foreign quarter. It is there that the World Games will be held in just two more months. (See Kl 26, Fe 15.)

What This Means: There are several laws in Ylaruam that outsiders have trouble obeying, such as the law that all mages must wear brightly colored robes which indicate that they are mages (see GAZ 2: Emirates of Ylaruam). Because of this, Ylaruam has foreign quarters, in which the foreigners rule, make their own laws, and punish themselves accordingly. Within these quarters, the laws of Ylaruam do not apply. Since the World Games are bound to bring hundreds, if not thousands of foreigners and infidels, the Sultan has merely assured that they will have a place to stay and that in the games, there will be no hassels of law or such.

The Sultan has placed the ambassador of Darokin in charge of the new foreign quarters reserved for the World Games.

KLARMONT 20, AC 1014: Clash With the Natives

Location: Leopard-Land, Davania. KW

Description: The Karameikan Polar Expedition is ambushed by barbarians while within the jungle. The group’s magical abilities (mages and priests) manage to defeat the attackers and cause them to flee back into the jungle.

What This Means: The Leopard Clan attacked the Karameikans, having believed that they were an armed Thyatian party trying to capture their women and children and corrupt them with their “civilization.” (See Ya 27, Kl 1; Kl 23, Fe 2.)

KLARMONT 22, AC 1014: Raid on Raneshwar

Location: Raneshwar, Mumlyket of Gunjab, Sind. KW

Description: Hool’s forces stage a raid on Raneshwar, destroying most of the town, before taking off into the mountains again. Maharajah Sarojun Sur is greatly distressed, and appeals to Rajadhiraja Chandra Ul-Nervi for help. (See Ya 8, Kl 2; Fe 17, Am 1.)

What This Means: On top of troubles with the Followers of Gareth, now Sind must deal with Hool's Great Migration. Chandra Ul Nervi will place this matter on the shoulders of the Hulean occupying force, stretching their forces even thinner. The Master is quickly coming to realize how much of a hassle it is to continue occupying Sind.

KLARMONT 23, AC 1014: Fiends Invited to Play

Location: Falun Caverns, Hardanger Mountains. KW

Description: The defenses of the Hardanger kobolds in the Falun Caverns suddenly collapse as kobolds seem to be fighting kobolds. Ragnar and his men push their way into the deep caverns. They soon discover the reason that the kobolds have now started to flee the area; a pack of fiends are on the loose within the caverns. The humans of the northern reach halt their advance and fortify in the caverns they have managed to take from the kobolds, preparing themselves for the onslaught from the fiends. (See Ya 16, 28; Kl 25, Kl 28.)

What This Means: Thra'gh, the head shaman of the Hardanger kobolds (see GAZ 7: The Northern Reaches), and trusted advisor and friend of Psa'gh, was getting tired of the endless number of humans at the entrance to the Falun Caverns. He has wasted several decades of his life watching Psa'gh (who no longer ages thanks to his artifact armor) simply wait for the humans to do stupid things when he believes they could have just invaded the humans and crush them with the power of the "Suit of Silver." Although Psa'gh continuously insists that the humans at the cavern entrance were under control and would simply be killed one at a time. Thra'gh thinks that Psa'gh has finally failed.

Thra'gh therefore used an ancient ritual to summon a greater fiend to his service to help him reclaim the artifact from Psa'gh so he can himself lead the kobolds to victory. With his spell, he summons a marilith (tanar'ri, true), which in terms summons lesser fiends to help it (tanar'ri hezrou). The fiends attack Psa'gh. Unlike the original legends of the Shining Armor (GAZ 7, p.46), Psa'gh survives and escapes the fiends. Instead, Thra'gh is killed by the greater fiend who breaks free of his control. The fiends then decide to go on a rampage and just kill everything within the Falun Caverns.

KLARMONT 23, AC 1014: The Thyatian Legion

Location: Leopard-Land, Davania. KW

Description: The Karameikan Polar Expedition encounters a group of Thyatian Legionnaires in the lands of the Leopard tribe. The Legionnaires are trying to capture and "educate" more of the barbaric Leopard clan who refuse to adapt to the proper Thyatian way.

After talking over with the unit's commander, the Karameikans manage to get accurate directions back to the town of Raven Scarp. (See Kl 1, Kl 20; Fe 2, Fe 4.)

KLARMONT 25, AC 1014: Fiends Vanquished

Location: Falun Caverns, Hardanger Mountains. KW

Description: The forces of Ragnar, with the help of several priests of Thor and Odin, manage to defeat the fiends within the Falun Caverns, banishing them back to the Abyss. Having taken advantage of the situation, the humans manage to storm most of the cavern and take control of the situation.

Psa'gh realizes that they are trapped, and supplies are running low. He gives the order for the kobolds to flee the Caverns, and they leave by other exits the humans have not yet discovered. Psa'gh's horde regroups on the other side of the mountain, away from the humans. (See Ya 28, Kl 23; Kl 28, Fe 12.)

KLARMONT 26, AC 1014: Tension Rises in Ylaruam

Location: City of Ylaruam, Emirates of Ylaruam. KW

Description: There are many loud complaints in Ylaruam about the terrain given over to foreigners for the World Games. Many believe that if foreigners come to Ylaruam, then they should at least be civilized and behave according to the laws of Ylaruam and Al-Kalim; there is no need to augment the size of the foreign quarters. The loudest of these protests come from the Kin faction, which are very xenophobic and hate foreigners.

The Sultan assures them that the land for the World Games will only be a foreign quarter for the duration of the games, and once it is over, will be returned to the people of Ylaruam. He also asks them to give the infidels a chance to prove themselves before speaking harshly about them when they have not yet even arrived in Ylaruam. (See Kl 15; Fe 15, Fy 15.)

What This Means: The Ylari have never been too happy about foreigners, but they have always allowed them in their nation. But this is the first time that they expect so many at once, and tensions can't help but run a little high.

The Kin faction, the rival faction of the Preceptors for the throne of Ylaruam (see GAZ 2: Emirates of Ylaruam), have never liked having foreigners on its holy land, and would love to close down the borders of Ylaruam. With tensions running as they are, the Kin are doing their best to spread their beliefs to the Ylari in hopes of gaining more political influence.

KLARMONT 28, AC 1014: Kobold Hunt

Location: Falun Caverns, Hardanger Mountains. KW

Description: Scouts report the kobolds fleeing the area, and Ragnar immediately has his men chase after them. This begins a long series of skirmishes and maneuvers to lose/surprise each other in the Hardanger Mountains. (See K1 23, K1 25; Fe 12, Fe 17.)

THE HARDANGER FIENDS

[A compilation from the journal of Astrid Ragnisdottir. ED.]

Entry 1

It is said that men and women who die bravely and valiantly will feast in the Great Hall with Odin All-Father. The All-Father must be welcoming them by the dozens, hearing their tales of great deeds and victory, as no less than two dozen wounded lie before me, chanting of battle as death slowly calls to them.

Let it be known that for the past month, the armies of Ragnar, as well as brave men and women from beyond Soderfjord, have fought bravely, strong in arms, and determined to destroy the little monsters, as all soldiers born. But the clever devils still continue to resist. They lay traps, as the mountains above fall on the warriors, granting them an inglorious demise, or as pitfalls suck the heavy-footed down into the pits of death. Surely as they are weak and vile, the little dogmen devils are clever, devious, and cunning, as if the spawn of Loki himself.

Yet the gods [It seems the northmen call the Immortals gods for some odd reason. ED.] eventually smiled upon Ragnar, called the Stout, as they praised his mighty axe-arm and courage. After besting many of the dog-headed monsters in personal combat, he who calls himself King Ragnar led his men, and his vassals' men, into the mouth of the Falun Cavern. There did they crush the last of the filthy beasts that guarded the entrance and sent so many a brave warrior to see the All-Father.

There is celebration, for this fortnight, the first step into a glorious victory has been reached. But the drinks are light, as woe be unto him who lets mead cloud his judgment while so close to such a clever enemy.

Entry 2

Let all who would be wise learn of the troubles that plague the men of Soderfjord. What fate had smiled upon us as an easy victory has become a death trap for the foolish who smile too soon.

The dog-men have lured Ragnar to their lair, where now they play with him as a tyrant jarl plays with his serfs. The caverns are as deadly as a berserker's axe, yet not nearly as visible or honorable. Pits filled with bones as sharp as any spear have claimed the lives of over a dozen brave souls. The cowardly beasts fire several arrows from the darkness of their passages, then flee into tunnels too large for the brave warrior to follow just as a rat scurries into its hole to avoid the cat.

The dog-beasts breed like the wild rabbit, and they are well aware of their greater numbers. A treacherous tactic of the devils is to bring sections of the dark cavern down upon a force of true warriors, forcing them to separate into smaller groups. Although they fight bravely and are easily worth one hundred of the monsters each, they are soon outnumbered and fall beneath the blades and arrows of the enemy. At least their souls will now be traveling to Asgard since their deaths were honorable and courageous.

In their lair, the traps are all made to maim and slay the human warrior, as blades spring from the wall at the height of one hand above the head of the little vermin, cleaving into the foolish pursuer who does not know the patience to wait for them to come to him.

Last is their dark magic, surely granted to them by Hel or Loki. Their dark priests call upon evil illusions to fool the eyes and ears of the noble warrior. Some call upon the unnatural darkness of night to cover the flames of the torches, preventing the soldiers from seeing their cowardly enemy.

Ragnar would be wise to call upon the guidance of father Odin, as his battle of victory will soon turn into a defeat, and woe unto him if he should return to his home in such shame.

Entry 3

To call the dog-men devils would no longer be an accurate description, for surely this day it is real devils that prey down upon us.

These frog beasts stand at least a head taller than the largest Northman warrior. The vile stench that follows these fiends is enough to make all but those with the strongest stomachs to wretch and fall helpless to the ground. And of

those, it takes the hardest and bravest warrior to still face these demons and look them in the eyes, for it is the eyes of pure evil that stare back at them.

Let it be known that even bravery and a strong will are still not enough to vanquish the frog-men, as only the most faithful and devoted who have weapons blessed by Thor or Odin can even pierce their strong skins. If such beings are not devils, then may the cold of winter take us all before a real devil ever shows its face in our lands. [Our research seems to indicate that these beasts are called Hezrou, from the type of fiends/devils known as Tanar'ri. Ed.]

Ragnar, although brave, is not a foolish young man. He has called back his warriors to regroup and make plans to defeat such unvanquishable foes. He intends for the skalds [Ed. Note: a mixture of priest and storyteller] to cast Odin's and Thor's blessing upon the warriors and their blades, so that even they can stand up to the demons in a fair and honorable combat, facing death on even grounds. The skalds are also to play a vital role in banishing these fiends back to Hel, as their holy prayers to the All-Father will force them to leave the physical world of mere mortals.

I must leave now, as the messenger says my divine-granted powers are needed to help Ragnar and his brave men ready to die for their King. Let it be known that once this is over, Ragnar the Stout will be the greatest of Kings of Mystara, or he shall be forever known as the foolish who has brought his nation into ruins and despair.

Entry 4

[Ed. Note: not in Astrid's handwriting!]

To whomever is reading this, I am sorry to inform you that Astrid was severely wounded during the last battle. She was sent, along with all the other priests, to a final confrontation with the fiends that have overrun the Falun Caverns. Unfortunately, she received grave injuries, and I am as of yet unsure whether or not she will survive.

From what I have read of this journal, it seems she has been keeping an accurate detail of the events of this siege for you, so I will endeavor to accomplish this for you as Astrid was a good friend of mine.

As mentioned, there was a great battle between the men of Soderfjord and the fiends, with the priests of Odin, Thor, and even Frey and Freya at the forefront. Their priestly magics were the key in banishing the fiends back to the Pits, but it also put them as the primary targets of their attack. Over half of them died in that final battle, as well as three-score soldiers who were protecting them.

Despite the great loss, the battle was won and Ragnar emerged victorious. Luckily for him, the fiends seemed to have taken care of the kobolds beforehand, as there was none left to oppose him. Had they been still waiting, Ragnar would not have had enough men left to survive.

The Falun Caverns have been cleared of the evil kobolds, and Soderfjord should now be free of them. This should allow more peaceful relations with the more civilized tribes throughout the region.

I hope this is what you expected...

Misha [Ed. Note: We believe this last section might have been written by Misha Mananov.]