

FELMONT 1, AC 1015: Ten Millionth Kilogram Mined from Malabar.

Location: Gold mines to northeast of Malabar. SC

Description: Today the ten millionth kilogram of gold is mined from the mines near Malabar.

What This Means: The event does not quite get the interest it deserves owing to the fixation with the possible platinum reserves in The Pride of Gobar. Despite this, this milestone in mining is significant in that it draws more interest from the people in the surrounding area.

FELMONT 1, AC 1015: Brishnapur Honored.

Location: Mahasabad, Nagpuri, Sind. OW

Description: In a ceremony attended by most of the city, Anand Brishnapur and many other heroes of the resistance are put to rest today. The Followers of Gareth are all in attendance, and Sitara Rohini's eulogy moves everyone to tears. (See Kl. 10, Kl. 11; Fe. 8.)

What This Means: The underground has retreated once more to Nagpuri, to lay the dead to rest and regroup. The word of Anand's death has begun to spread, and rally more Sindhi to the cause of the resistance.

FELMONT 1, AC 1015: Expedition Commissioned.

Location: Darokin City, Darokin. OW

Description: In response to a growing series of attacks by creatures from the Malpheggi Swamps, the Council of Darokin today ratifies a decision to offer 10,000 daros to any adventurer or group of adventurers that can track down the source of the sudden attacks, and hopefully put a stop to them. Adventurers from all over the Old World flock to take advantage of this offer. (See Th. 8; Fe. 13.)

What This Means: Ever since the river serpent attack on Elstrich, there have been increasing attacks by monsters from the Swamp - river serpents, undead, lizard men, there have even been unconfirmed reports of a dragon turtle plaguing trade in the Malpheggi Bay. The Council of Darokin is worried, and wants to put a stop to this.

What The PCs Can Do: This is a grand quest for adventurous PCs tracking down the problem of the attacks, fighting off vicious swamp creatures... perhaps even tracing the source all the way back to the Weir of Aengmor, right in the heart of shadow elf territory!

FELMONT 1, AC 1015: Siege of Geron.

Location: Geron, Denagoth. NW

Description: The Elven Crusaders reach the village of Geron, built on the southernmost Denagothian border: here they meet the Shadow Army for the first time. The enemy army is composed of humans only and is ready for the battle. The siege of Geron starts. (See Kl. 2, Kl. 10; Fe. 5, Fe. 8.)

What This Means: The Shadow Army was ready for the elves because the Shadowlord has already arranged and planned for this war to be fought. He knows that Geron cannot stand against the elves, but he wants to inflict as much harm as possible to the elves and so has ordered his men to fight to death. In their blind fanaticism, they don't understand he has sentenced the whole village to death.

What The PCs Can Do: If they are with the Crusaders, there will be many things to do: sneak into the village, capture the officers, steal the defense plans and even arrange for a secret raid of the town.

FELMONT 2, AC 1015: A New Oberherr.

Location: Freiburg, Heldannic Territories. OW

Description: In a lavish ceremony within the Star Chamber, Sir Andreas von Gr ber is declared the new Oberherr of the Heldannic Territories. Wulf von Klagendorf is declared a traitor to the ways of Vanya, having left his post during this time of crisis. (See Kl. 5, Kl. 10; Am. 25, Sv. 20.)

What This Means: The Heldannic Knights have been trying to reach Wulf von Klagendorf for days, and they soon came to realize he wasn't in Hattias visiting his family. Sir Andreas von Gr ber, the Knight in charge of Vanya's Inquisition, declared such actions as heresy and treachery. He was quick to pull in "favors" (some are outright

blackmail) from other high ranking Knights to have himself declared the new Oberherr. Grj̃ber is an ambitious and power-hungry man seeking nothing but domination of the world in his name.

A few years ago, he put forth the idea of the Inquisition as means of eliminating rivals. When others discovered his plot, they quickly followed suit, and the “good” motives of the Inquisition were quickly corrupted.

Now, with the political and religious power he has gathered, he has finally managed to place himself in charge of an entire nation.

FELMONT 3, AC 1015: Villa Franca Chartered to Afflicted.

Location: Boa Mans̃o, Texeiras. SC

Description: The ruins of Villa Franca obtain an official charter to become an Afflicted community. (See Kl. 18, Kl. 22; Fe. 13.)

What This Means: Bar̃o Bartolomeu granted this charter for two reasons: one was to give the refugee Afflicted entering the Barony a place to go, and the other was to try and reduce their own tension with the Afflicted in the barony.

What The PCs Can Do: Perhaps they are the ones who beseeched the Bar o to grant a charter to the Afflicted. If so, they are given the rulership of the land and are held responsible for bringing the ruins of Villa Franca into a thriving Afflicted community.

FELMONT 3, AC 1015: Glantri Sails the Air.

Location: Glantri City, Glantri. OW

Description: The Great School of Magic has finally finished building two skyships for Glantri. In a quick ceremony, Jaggar names them the Pegasus and the Griffon. The ships then immediately depart to help fight the Ethengarians. (See Kl. 11, Kl. 19; Fe. 6, Fe. 8.)

FELMONT 3, AC 1015: Darokin Lodges Protest.

Location: Minrothad City, Minrothad. OW

Description: High ranking officials of the Darokinian Diplomatic Corps meet with Ruling Guildmaster Oran Meditor to lodge formal complaints against Minrothad for recent pirate attacks. Meditor says he sympathizes, but he claims he does not know what they're talking about. He commiserates, saying Minrothad is also having a difficult year. It might be that rogue elements, down on their luck, have resorted to disturbing methods to feed their family. But he claims Minrothad's government is not to blame for this. The DDC negotiators find this hard to believe, and insist that Meditor do something about it. Meditor says he'll increase patrols and try to discourage the unfortunate backlash against Darokinians. He asks that the Darokinians stop seeking preferential trading terms with their allies, suggesting that a return to a level playing field would reduce the chance of conflict. The DDC officials say they'll take the matter before Darokin's council. (See Ya. 1, Kl. 21; Fe. 25, Fy. 11.)

What This Means: Meditor isn't being forthright, and the Darokinians know it. They also know that the source of the dispute might be the favorable trade terms Darokin has arranged with Karamaikos and other countries, but they don't think it excuses piratical behavior.

FELMONT 4, AC 1015: Scare in Vestland.

Location: Norrvik, Vestland. OW

Description: There is a fright among the citizens of Vestland today when King Harald Gudmundson collapses from a heart attack during a public appearance. He is rushed back to the palace, and placed into the care of the royal clerics. King Gudmundson recovers quickly, though he will be bedridden for a few days. (See Am. 11.)

What This Means: The stresses of recent years and his old age are catching up with King Gudmundson. There is much he still wishes to do in Vestland, but he realizes it is time to consider passing on the throne.

FELMONT 5, AC 1015: Geron Falls.

Location: Geron, Kingdom of Denagoth. NW

Description: The elves' superiority is overwhelming and, after only 5 days of siege, Geron surrenders. The Crusaders storm the city and kill any surviving enemy, then raze the temple of Idris and burn it to ashes together with its priests. After replenishing their supplies, the Crusaders head north leaving a small contingent of 30 elves to garrison a dead village and to inform Wendar of their success. (See Kl. 10, Fe. 1; Fe. 8, Fe. 9.)

What This Means: Geron was nothing more than a field test on the Shadowlord's part to assess the strength of the Crusaders. He will wait for them to be in the Great Forest of Geffron before unleashing the power of his army upon them. On the other hand, the elves are now excited by this sudden victory, but Generals Gilfronden and Durifern know that there must be something worse awaiting them on the plateau, and try to keep the younger soldiers focused and always alert.

Unfortunately, the elves are also a bit overzealous, hence their burning of the priests inside the temple of Idris. The hardships of wars also helps desensitize them towards such brutalities.

What The PCs Can Do: If they are Crusaders, they can try to avoid the brutalities some elves inflict on the humans of Geron, but they won't become much popular among the elves this way.

FELMONT 5, AC 1015: Monster of the Low NACE.

Location: Bellissarian Sea and Sea of Dawn. AS

Description: A Minaean pirate, who calls himself the Monster, attacks Alpathian ships and raids coastal settlements in the southern part of the Alpathian Empire. He slaughters every last man, woman and child, steals treasures, and then sets fire to what is left, and leaves. No Alpathian ship get close to catch him, however. He is soon referred to by locals as the Monster of the Low NACE. The rare survivors from his attacks report the sight of a large, fast-moving ship of Minaean design, with a giant sea serpent carved at her prow, going by the name Nacy.

What This Means: The Monster of the Low NACE manages to escape any pursuing vessel by using a plundered magical item he calls the "Pouch of Winds." When opened, this magical pouch releases a gust of wind which dramatically increases the speed of his ship. He's also used it during combat on occasion, sending his opponents sprawling in the magical gust of wind. The powerful pouch of winds can apparently be used as often as desired. It is the first known Alpathian Artifact recovered from the sea.

FELMONT 6, AC 1015: Skullhorn Pass Camp Victorious.

Location: Skullhorn Pass Camp, Glantri. OW

Description: The Pegasus arrives at Skullhorn Pass Camp and starts bombarding the Ethengarians below. Soon enough, the horse warriors are routed and flee back to their land. The skyship stays at the camp in case the Ethengarians decide to come back this way. (See Kl. 19, Fe. 3; Fe. 8, Fe. 10.)

FELMONT 7, AC 1015: Papalotl's Fame Grows.

Location: Throughout Azca. HW

Description: Papalotl's reputation grows as he travels the Azcan lands helping those in need of guidance and preaching the principles of Atruatzin to the common folk. He is said to having aided a peasant in getting a wagon unstuck, sharing a meal with a fellow traveler, repairing a farmer's plow, or aiding an injured peasant. His face is known throughout Azca, but each area, and each person who has seen him, reports a different face. Stories telling of his actions say he uses magic, both clerical and otherwise, but that he moves as quietly and skillfully as the great jaguar, and fights like the greatest of the dinosaurs. (See Ya. 10, Kl. 4; Fe. 16, Fe. 21.)

FELMONT 8, AC 1015: March on the Plateau Begins.

Location: Denagoth Plateau, Denagoth. NW

Description: The elves have reached the dreaded Denagoth Plateau and are now at the fringes of the enemy kingdom. The Generals decide to head immediately for the Forest of Geffron, in order to conquer it before winter comes. They don't leave any rear garrison behind to secure the communications with Wendar because they are sure they can safely survive in the enemy territory as long as they fight inside a forest (and that's what they're about to do). The Crusaders head west and enter the Great Forest of Geffron. (See Fe. 1, Fe. 5; Fe. 9, Fe. 13.)

What This Means: The Generals want the business finished before the end of the year. They know they have good chances of surviving inside Geffron even during the long icy northern winter, but they also know that their enemy is

probably as well equipped and as used to surviving in the forest as they are, so they are not willing to take any risk. Drax Tallen and the Forest of Geffron must be taken in less than six months or they will be in serious troubles.

FELMONT 8, AC 1015: The Griffon Goes Down in Klantyre.

Location: Klantyre, Glantri. OW

Description: The Griffon arrives over the Principality of Klantyre. It sets about bombarding the Ethengarians. Unfortunately, the horse warriors are too scattered and too fast to be pinned down effectively. After just a few hours, the Griffon actually loses power and crashes down upon the horde below, inflicting more casualties in this way than it ever did bombarding them. (See Fe. 3, Fe. 6; Fe. 10, Fe. 23.)

What This Means: When the Ethengarians were pinned in the mountain passes, they were sitting ducks for the skyship. Out here on the open highlands of Klantyre, it's the complete opposite: they have so much room to maneuver, they're extremely hard to hit.

The Griffon crashed because of a combination of several factors, including inexperienced crew and faulty magical enchantments. Mages enchanting the skyship are not as experienced as the Alphasians, and several of their castings were faulty. The fact that they did a rush job to satisfy the demanding Prince Jaggar only made things worse. Some fear that the Pegasus will suffer the same fate soon enough.

FELMONT 8, AC 1015: Peshmir Speaks Out.

Location: Karakandar, Peshmir, Sind. OW

Description: In a surprising act today, the ruler of Peshmir, Maharajah Hara Rudraksha, speaks out against the Hulean forces still occupying Sind. He decries their presence as unwanted and oppressive, sparking a minor revolt in the city of Karakandar against Hulean troops.

The revolt is quickly put down, and the Maharajah's palace placed under lockdown by the Master's troops. (See Kl. 11, Fe. 1.)

What this means: This move is testimony to the growing influence of the resistance and the Followers of Gareth. Maharajah Rudraksha came to power during the invasion of AC 1005, when he was installed on the throne of Peshmir by his father, the rajah of Kadesh. He was long thought to be firmly under the Master's rule, but his feelings towards the resistance have grown ever since his daughter was resurrected by Sitara Rohini in AC 1012. The death of Anand Brishnapur has greatly affected his sympathies. This is just more trouble for the Master in the north of Sind.

FELMONT 9, AC 1015: Breaking Free.

Location: Louvines, Renardy. SC

Description: A riot breaks out in the prison of Louvines, the capital of Renardy. By the end of the day, 20 lupin prisoners flee into the city streets and have escaped the local constabulary.

What This Means: These prisoners have all been detained because of their worship of the Immortal Pflarr, whom they believe is the true patron of the lupin race. The clergy of the Lupin Saimpts [Immortals. Ed.] has declared them heretics and the local rulers have agreed with the declaration, if only to ease the religious pressures being exerted upon them.

Worshippers of Pflarr have been gathered over the past years and shipped out to a Renardy colony in the swamps of the Bayou. There, the exiles have slowly been forming their own "Cajun" culture.

These particular worshippers of Pflarr are not content to be shipped out of their homes and have decided to rebel against the exile.

FELMONT 9, AC 1015: Love Affair in Slagovich.

Location: Slagovich, City-State of Slagovich. SC

Description: Zuberi, the swetanga from Yavdlom, falls in love with Tatyana Vissarionova, distant cousin of Margrave Miosz II. Unfortunately Tatyana's father does not approve her relationship with the ebony-skinned man. (See Th. 26; Ka. 24)

What This Means: After defeating the pirates and recovering part of the cinnabryl, Zuberi has become quite famous in Slagovich. Unfortunately Tatyana's father is somewhat racist and doesn't want his daughter to marry a mere Yavdlom "sailor."

FELMONT 9, AC 1015: A Shadow Smiles.

Location: Great Forest of Geffron, Denagoth. NW

Description: The Shadowlord has heard of the approaching of the Elven Crusaders and he begins to prepare a "welcoming committee" for the elves' invasion force. Meanwhile, he has also devised a plan to obtain the Black Staff without risking too much: he will use some petty mortals as pawns in his grand scheme. (See Fe. 5, Fe. 8; Fe. 13, Fy. 1.)

What This Means: The Shadowlord is really happy this time: he has the opportunity to kill thousands of elves and to obtain the Black Staff at the same time and without making the High Priest of Idris suspect anything about his scheme. He will use some of the elves to retrieve the other keys and then dispose of them at the end of their work. However, he will have to wait for the elves to come to him first.

FELMONT 9, AC 1015: Hard Times Ahead.

Location: Scrublands between the Meghales Amosses Desert and the Aryptian Savannah (due south of the eastern Yasuko Tribal Lands), Davania. JC

Description: The Knights have been riding for a month over the gently-sloping Aryptian Savannah, and have come across no one since the assault by the Meghaddara. Food supplies are getting low, and many scouts have been sent out to hunt and forage. Over the past few days, the grasses have been getting sparser and shorter, and the climate more arid. This morning, one of the scouts rides into camp, and reports to Herr Wulf that a great desert lies just a few miles to the west. Wulf decides that this desert must be avoided, and he orders that the army head north, in search of better passage. (See Kl. 9, Kl. 15; Fe. 13, Fy. 13.)

What This Means: Herr Wulf's army has ridden to the easternmost fringes of the Meghales Amosses Desert. He knows that the jungles and grasslands of the Jungle Coast lie to the north, though he does not know how far away they are. He is hoping that his Knights can find better lands where they can restock their supplies, though they are not in danger yet.

What The PCs Can Do: Players may help the Knights by using their skills to locate water and edible plants, as well as hunt desert animals. Clerics of other Immortals who have the create food spell will find their services in demand.

FELMONT 10, AC 1015: Jaggar Needs More Skyships.

Location: Glantri City, Glantri. OW

Description: Prince Jaggar demands that the Council agree to give him more funding so he can produce the skyships at a quicker pace. He needs to hire more air-magic enchanters.

The Council votes against the motion. The disastrous results with the Griffon prove that they would never be able to build a competent skyship in time to be of any use against the Ethengarians. (See Fe. 6, Fe. 8; Fe. 23, Fe. 26.)

What This Means: Jaggar must find another way to create his skyships; one that is quicker and/or cheaper.

FELMONT 11, AC 1015: Great Migration Diverted?

Location: A few miles north of Pramayama, on the Shajarkand border, Sind. OW

Description: The Great Migration, which has been running amok since losing its leadership, is met today by a large force of goblinoids under the banner of the Master of Hule. Nizam prepares his hordes to destroy the smaller army, only to be surprised when an envoy sends word that the Supreme Hool would like to parlay!

Indeed, the smaller force have the Supreme Hool in its midst, and they reunite him with his goblinoid hordes. What is more, they bring word that they know how to help the Great Migration find their long sought after goal - the Blue Knife! The two hordes set off to the northwest together. (See Kl. 6, Kl. 26.)

What This Means: After some interrogation by Hulean agents, it was revealed that the Great Migration sought the Blue Knife. This artifact has deep religious connotations to goblinoids across the face of Mystara, and those of Hule in particular - for they are direct descendants of those goblinoids from Wogar's horde that remained in Hule after Hosadus revealed the location of the Blue Knife to them.

After much debate about what to do with the influx of goblinoids, the Master has finally decided to send a contingent of his goblinoids to escort them out of Sind - the situation there is already chaotic enough without the rampaging hordes to add to the mess. And the Master is a resourceful man; he may yet find some use for the goblinoids himself.

FELMONT 13, AC 1015: Las Guajacas Attacked.

Location: Las Guajacas, Torre n. SC

Description: A band of mercenaries from Torre n attempt to attack Las Guajacas and eradicate the Afflicted present. The Afflicted manage to defeat the attackers, but only barely. The rampaging group of mercenaries remains in the area until the Baronesa sends armed patrols around Las Guajacas to keep the peace. (See Kl. 22, Fe. 3.)

What This Means: This group of mercenaries wanted to become local heroes by wiping out the Afflicted in Las Guajacas which no one dared attack. Needless to say, this group lost their charter to be a band of mercenaries after this incident. The Baronesa does not want any harm to come to the Afflicted; she is just trying to keep them separate from the “normal” peasants to prevent any further incidents like this one. Since Afflicted make up over 50% of the population of Torre n, she can’t afford to get rid of them, even if she did want to.

The Afflicted were able to defeat the better armed and trained mercenaries thanks to their legacies. Most of the attackers, being unable to afford cinnabryl, keep the Red Curse at bay with the clerical spell Maintain. With this spell, they cannot use their Legacy or it breaks the protection given by the priestly magic. Also, the deformities of the Afflicted causes dread in many of the attackers, which weakened their morale considerably.

FELMONT 13, AC 1015: A Verdant Paradise.

Location: Southern fringes of the jungles of the Jungle Coast, Davania. JC

Description: Herr Wulf’s Knights have ridden hard the past few days, and have lost some horses in the process. Their efforts have paid off, as they reach the much more amenable lands of the southern jungles and grasslands of the Jungle Coast region, where it meets the western edge of the Aryptian Savannah. The Knights rest for the first time in days, watering their horses, relaxing, gathering fruits, and hunting game. That night, they are attacked by a small group of kara-kara, though they are easily repulsed. (See Kl. 15, Fe. 9; Fy. 13, Fy. 25.)

What This Means: Wulf has managed to ride far enough north that he has not only reached better lands in which to travel; he also has managed to circumvent the Meghales Amosses Desert itself, leaving only the Meghala Kimata Plains to the west.

What The PCs Can Do: The players can help fend off the kara-kara assault, otherwise they are more than welcome to help hunt for game, or to use other resources to bolster the army’s supplies.

FELMONT 13, AC 1015: Sea Reavers Found.

Location: Malpheggi Swamp, Darokin. OW

Description: Adventurers taking up the Darokin Council’s offer return today with a discovery. They have found the remnants of the Sea Reavers - Hulean pirates that plagued the Dread Sea trade a few years back. The ships are broken and what remains of the bodies indicates monster attacks - apparently the Sea Reavers fell victim to whatever is causing the rise in swamp creature attacks. (See Th. 8, Fe. 1.)

What This Means: The Sea Reavers mysteriously stopped their attacks on trade in the Dread Sea a few years back. Speculation was that they might be behind the recent attacks, but that wouldn’t appear to be the case any longer. The Council breathes a sigh of relief, at any rate - that’s one less threat they have to worry about.

What The PCs Can Do: If the PCs are adventuring in the Malpheggi Swamps, they can find the remains of the Sea Reavers - perhaps even a few scared and hostile pirates to attack. The Council will certainly offer a reward for any information about these dread pirates.

FELMONT 13, AC 1015: First Clash in the Forest.

Location: Great Forest of Geffron, Denagoth. NW

Description: The Shadow Army finally attacks the Crusaders after some minor raids during the previous days. More than 1,000 human soldiers fight against an overwhelming number of elves, but the fierceness and ability of the enemy

makes life hard for the elves. After three days of battle the Shadow Army retreats, leaving many dead soldiers behind. It's a victory for the Crusaders, who go on chasing their attackers. (See Fe. 8, Fe. 9; Fy. 1, Fy. 10.)

What This Means: The Shadow Army has showed its real strength or so the elves think. The Elf Generals are satisfied with the outcome of the battle and with their soldiers, but Gilfronden is sincerely worried. He didn't expect to lose so many people (more than 200 elves and 400 enemies have perished) in what should be considered their favorite battleground and he's truly amazed at the toughness and resistance of the enemy. However he agrees with Beasthunter that the elves can count on a superior training and above all on their magic, so the final victory can still be achieved.

What The PCs Can Do: They can obviously participate in the battle trying not to be killed and maybe protecting the most important elves from being assassinated too.

FELMONT 15, AC 1015: Shireton Crowded.

Location: Shireton, Five Shires. OW

Description: With only one month left before the Games, Shireton has almost doubled in population. Many of the nearby villages are also expanding - much to the chagrin of the local populace. (See Kl. 8, Kl. 22; Fy. 1, Fy. 15.)

What This Means: People traveling to the Five Shires will probably have a hard time finding a place to stay.

FELMONT 15, AC 1015: Empires at War.

Location: Thyatis City, Thyatis. OW

Description: A group of adventurers arrive back from the Sea of Dread today. With them, they bring Favonius Viator, who has been missing since his expedition to the Thyatian Hinterlands last year.

Favonius was apparently captured by mermen last year and held prisoner in their underwater city for the past several months. He reports that the merrow have a huge undersea Empire and have declared a war against all land dwellers. It seems that the Twaelar, as the merrow call themselves, are annoyed by the constant passing of ships over their waters in the past few years (due mainly to Thyatis' forced colonization of the Thyatian Hinterlands), and have decided to simply sink all of them until there are none left.

The Thyatian Senate begin discussing this problem and how best to solve it. (See Ya. 6, Kl. 14; Fe. 19, Fe. 24.)

What This Means: Thyatis has considered itself the major power of the sea ever since Alpathia sank. True, both Ierendi and Minrothad have better ships, but neither nation has as many troops or resources as the Empire. Thyatis believed that it could freely go where it pleased and colonize any area.

But now, they are no longer so secure. The entire Twaelar Empire has set itself against the Thyatian ships, and worst of all, this enemy has no boats for the legions to sink. Still, with the Old World nations firmly set in place, Davania remains the only land to colonize and to expand their territory. The senate must therefore devise a mean at stopping the mermen.

Senator Viator rewards the adventurers who rescued his second son. They receive a hefty sum of 25,000 lucins (gp), as promised last year.

What The PCs Can Do: If they were sent to discover the situation with the mermen, they could be the ones who rescued Favonius. The mermen have an entire army to help defend, so the best method PCs could use would be stealth or subterfuge. In any case, the mermen are not interested in talking with land dwellers, and will attack them on sight.

FELMONT 16, AC 1015: A Dagger Disappears.

Location: Chitlacan, Azca. HW

Description: A sacrificial ceremony at the temple of Atzanteotl has to be stopped as the sacrificial dagger proves to be missing. Rumors persist that Papalotl entered the temple and stole the knife. (See Kl. 4, Fe. 7; Fe. 21, Fe. 22.)

FELMONT 17, AC 1015: Pride of Gombar Mapped.

Location: Mountainous region to the northeast of Odom, Suma'a. SC

Description: Geologists believe that they have mapped out sixty percent of the aerial extent of the reef. Most decide to finish the job at this time as there is an increasing demand for geologists in the mines which are still opening up, and enough of the reef has been mapped out to keep activity going for quite some time. (See Fl. 9, Fl. 25.)

FELMONT 18, AC 1015: Peace Proposal in Wendar... for Alfheim.

Location: Wendar City, Wendar. OW

Description: A shadow elf ambassador arrives in Wendar with a peace proposal from Princess Tanadaleyo. He tells Doriath that the Radiant Princess wants to save Canolbarth before it's too late and she's offering him the opportunity to rebuild it together, as the first step for a new era of peace between their two races. After some arguing with his advisors, Doriath decides to accept the Princess's offer and fly to Darokin, where the peace meeting will be held, with Brendian Erendyl, Mealidan Mealidil, Shurengyla and a few bodyguards. (See Th. 9, Ya. 27; Fy. 3, Fy. 8.)

What This Means: The offer of the Princess is her last attempt at saving the dying trees of Canolbarth. After the Alfheimers' exile, the shadow elves have not been able to stop the decaying of the trees that they themselves had started, and Tanadaleyo has reasoned that it's better to share Canolbarth alive than to hold a dead forest. Her intentions are well motivated and there is no malice in her offer. On his part, Doriath has remained in Wendar and waited for eight years just for this day, and he will not let this opportunity go for any reasons.

This peace meeting also has the blessing of the Immortal patrons of both races. In fact earlier this year Rafiel met Ilsundal in Pandius, looking for help in saving the forest because He realized that only Ilsundal could stop the corruption of the once luxuriant forest. Rafiel told His former enemy that He went too far and that the spell has become uncontrollable; He also blamed Atzanteotl both for the destruction of the forest and the civil war. Ilsundal forgave Rafiel and agreed on helping Him, because He hates Atzanteotl even more than Rafiel and mainly because He wants His followers to go back to live in Canolbarth and sees this as a chance to do that peacefully. In the months following this Immortal meeting both Treekeepers and Shamans encouraged elves of both races to cooperate with the former enemy and to put aside any enmity.

However, it is possible that some Alfheim Avengers as well as some devious shadow elves followers of Atzanteotl will take steps to avoid that peace be signed, probably assassinating some VIPs during the peace conference.

What The PCs Can Do: They can act as bodyguards for Doriath during the peace conference both if they are elves or if they are humans: it is indeed likely that the DDC (which is in charge of conducting the meetings) will provide both sides with their own personal bodyguards.

FELMONT 19, AC 1015: Thyatis Declares War.

Location: Thyatis City, Thyatis. OW

Description: Emperor Eusebius announces that the Empire is going to war against the evil mermen of the Sea of Dread. Since the mermen did not bother trying to contact the Empire before attacking their ships, neither will Thyatis give them any warning.

A new training program is to begin for the Legionnaires. They are to learn to fight and survive underwater. (See Kl. 14, Fe. 15; Fe. 24)

What This Means: Eusebius will not let anything get in the way of the expansion of Thyatis on Davania. He intends to wipe out this merrow "empire," believing that Favonius' reports exaggerate their numbers and abilities.

The Imperial Naval Academy immediately begins working on underwater tactics. They invite renowned professors from their rival, the Naval Academy of Ierendi, to help them with their planning. This invitation stems mostly from the fact that the Ierendians are very closely allied with the merrow living around their islands, and who better to ask about underwater combat than other merrow?

FELMONT 20, AC 1015: A Stalemate.

Location: Southwest of Inun, Nithia. HW

Description: After several weeks of hard campaigning, Senkha's forces manage to push the mysterious invaders back towards the shores of Lake Menkor. Only the villages of Inun and Absu, and the territory in between, are controlled by the strange invaders. Despite the best efforts of the numerically superior Nithians, they cannot dislodge the enemy. Some commanders begin to suspect that the invaders may be receiving support from the locals, as the entire coastal region has long been known as a strong supporter of Ramose, and any force who threatens Senkha might receive their aid. (See Kl. 3, Kl. 10; Am. 19, Ka. 15.)

What This Means: Although Senkha's forces have managed to turn back the invasion, they remain unable to destroy this last stronghold of the invaders. The fact that the locals are now suspected of colluding with the invaders will go badly against the commoners in the region.

FELMONT 21, AC 1015: Another Sacrifice Disruption.

Location: Chitlacan, Azca. HW

Description: Another sacrifice is disrupted as the victim is being brought to the altar: the slab tumbles over. Reports of someone filling one of the many descriptions of Papalotl are noted as being in the crowd. (See Fe. 7, Fe. 16; Fe. 22, Fe. 27.)

FELMONT 22, AC 1015: Azcans Chase Papalotl.

Location: Throughout Azca. HW

Description: Azcan authorities begin attempts to capture the heretic Papalotl and any followers of the New Way. The priests of Atzanteotl do not yet fully realize the seriousness of the situation however and their first attempt fails. Some followers of the New Way are arrested and sacrificed, though many innocent Azcans are sacrificed as well. (See Fe. 16, Fe. 21; Fe. 27, Fy. 2.)

What This Means: The priesthood are upset by Papalotl's bold actions in their main temple, and by the popular support he is gaining. They vowed to eradicate this growing threat to their power and that of their patron.

FELMONT 22, AC 1015: The Immortals Intervene.

Location: Andaire, Jafilia, Alphatia. HW

Description: While Empress Eriadna is having her daily lunch with the Kubitts, a servant interrupts her. She is informed that several clerics have arrived and wish to speak with her. Eriadna tells the servant to inform the clerics that she will meet with them after she finishes her meal. The servant leaves, but quickly returns, stating that the clerics insist that the matter is of extreme importance and concerns Zandor. Eriadna sends the servant to bring them to her.

The clerics arrive and with a suspicious look at the Kubitts, enact the customary formalities. Eriadna introduces them to the Kubitts, telling the clerics that they are an example of the people from the world below and that they have their origins with Alphatia. She adds that they are well aware of Zandor from their own investigations in Haldemar.

The clerics accept this explanation and proceed. They tell the empress that clerics of Alphatia and Koryis have both received visions from their respective Immortals. The visions revealed to them that Zandor is out of Neatharum and is terrorizing a group of elves. They tell of the pacifist nature of the elves and that they will not defend themselves. The clerics add that their Immortals act as patrons of these elves and desire that they continue unmolested.

Eriadna asks what the clerics want her to do. They tell her that they need a means to travel down to the ground below. There, they will organize a party of loyal Alphasians to seek Zandor out and bring him to justice. She approves the clerics' request for transportation. Eriadna suggests that these elves and the Alphasians should also develop relations: since they are defenseless, why not have Alphasia act as their protectors. She points out the symbolism in Alphasians aiding peoples with an Alphasian Immortal. She adds that "The Empire takes care of its own." (See Kl. 2, Kl. 24; Fy. 14, Am. 8.)

What This Means: Since his arrival in the lands of the Gentle Folk, Zandor has slain several elves. These deaths have been noticed by the Gentle Folk's patron Immortals, Alphasia and Koryis. Fearful that an extended stay by Zandor could cause great harm to the Gentle Folk, even though he could never completely destroy them thanks to the Spell of Preservation, they have contacted their clerics and tasked them with removing the threat. That Zandor is a criminal of the Empire aids them as it garners Imperial support for the venture, as Eriadna is of course very open to the idea of taking Zandor into custody. Since the Kubitts are aware of him she allowed them to remain. That decision paid off when the Gentle Folk were brought up: by offering to act as protectors for them, she has planted a similar idea in the minds of the Kubitts.

FELMONT 23, AC 1015: Montgolfière?

Location: Les Hiboux, Glantri. OW

Description: Prince Jaggar and several experts on skyships arrive in Les Hiboux to watch a Jean-Louis Montgolfière float through the air in a basket under a large balloon. While searching for a method on making better skyships, they had heard rumors about this flying magical item from students at the Great School of Magic who came from the area.

After a while, the group gets tired of waiting for Jean-Louis to land, so they all fly up to meet him in his balloon. Jaggar asks him what type of magic he used to create this object, and is shocked to learn that absolutely no magic is involved. In fact, Jean-Louis isn't even a mage. He states that hot air is lighter than cold air, and by heating the air inside the balloon, it will rise up and float away with the wind. This is apparently something an ancestor of his discovered back on Laterre (the d'Ambrevilles' home world). All that is needed is fuel for the fire, and a good wind.

Jaggar and the skyship enchanters teleport back to Glantri City and immediately begin experimenting with the concept. (See Fe. 6, Fe. 10; Fe. 26, Fy. 1.)

FELMONT 23, AC 1015: Pit Tunnel Collapses.

Location: Pittston, Aegos, Alatian Islands. AS

Description: A whole section of a tunnel used to try and reopen the pit of Aegos collapses, killing two of the dwarf workers. Since there was no earthquake, and the tunnel was dwarves' work, the dwarves suspect yet a Thyatian treachery. They send word back to Fortress Island asking for more dwarves and their axes to protect the work teams.

After an investigation, three Minrothad guards are found dead, having been killed by intruders. (See Th. 4, Ya. 8; Ei. 10.)

What This Means: In fact, the Thyatians are not responsible this time. Spies sent by Baron Norlan of Qeodhar sabotaged the tunnel. Their goal was to slow the work (because Norlan doesn't want a so direct method of communication and traveling to Alphatia) and to let the Thyatians be suspected (so as to increase tension between the dwarves and the Thyatians and hence slow the process even more, and not let anyone suspect there is a third faction involved). Except for the three guards that spotted them, and who were subsequently taken care of, they were totally successful.

FELMONT 24, AC 1015: Magical Experts Sought.

Location: Krakatos, Karameikos. OW

Description: Description: Grand Master Terari announces that King Stefan has granted him permission to offer the resources of the School of Magecraft to help the Thyatians create underwater breathing and movement equipment. Any expert in water magic who applies will be given a position at the facility. The Kingdom of Karameikos is to fund all research into water-related magic. (See Fe. 15, Fe. 19.)

What This Means: What This Means: Though the Thyatians are fully capable of plotting and discovering underwater tactics and maneuvers, they need to solve the problem of how to get their troops underwater. They need magic for that.

For underwater magic, everyone knows the experts would be at Zyndryl University in Aquas. Unfortunately, Eusebius still cannot trust the NACE, especially since they have been fighting the past few years on the Isle of Dawn. His next choice is Thyatis's Collegium Arcanum, where he has set Thyatian mages to working on a solution.

Terari now offers the aid of Karameikan School of Magecraft. The Glantrian Great School of Magic has many specialties - one for each school of magic - while the School of Magecraft is still only teaching basic magic. Recently, their joint effort with Aeria has given them better knowledge of air magic and skyship enchantments. Terari believes this next project will create a new specialization in water magic. This is part of his program to insure that the School of Magecraft will continue to grow and prosper.

FELMONT 25, AC 1015: Darokin Reacts Sternly.

Location: Darokin City, Darokin. OW

Description: After a short council session to discuss the piracy crisis and Minrothad's request that Darokin rescind their beneficial trade agreements, Chancellor Mauntea announces Darokin's policy. Though he never mentions Minrothad by name, he says that corsairs will not cow Darokin. Patrols will be increased and Darokin and its allies will sweep the seas clean of pirates, just as they did in the past. Then he surprises everyone, announcing that the ports of the Western Defense League will be closed to any nation known to support, condone, or fail to take action against "unlawful elements on the high seas." Throughout the capitals of the Western Defense League statements are released in all the capitals of league member nations supporting Mauntea's proclamation. (See Kl. 21, Fe. 3; Fy. 11.)

What This Means: Faced with hostile action, but backed up by its allies, Darokin resolved to confront Minrothad strongly and not compromise. This is a change in their usual practice of seeking a negotiated resolution of problems. Darokin's uncharacteristically unyielding response is a result of two factors. The first is that Darokinian merchants have become attached to the favorable treatment they receive trading with their neighbors. They don't want to give up the advantages that recent trade agreements give them. Any negotiated settlement of this dispute would probably result in the elimination, or at least the reduction, of the preferential treatment they have become used to. The second is that Darokin, now supported by numerous strong allies, feels they can throw their weight around more. Darokin is beginning to think of itself as the next great power in the region, or at least the center of a powerful alliance. They feel less need to compromise, especially where their trade interests are concerned.

Despite the fine sounding words of Darokin's announcement, neither Darokin nor any of the Western Defense League nations do anything about piracy in general (especially hin pirates) in the Sea of Dread. They simply use the "Mauntea Doctrine" as a means to cow Minrothad.

FELMONT 26, AC 1015: Jennites Receive Arms.

Location: Forests of Verdan, Esterhold Peninsula. AS

Description: The Jennite rebels receive supplies, including many steel weapons, and even some magical ones, which they pay with the treasure they took with them while fleeing the residence of the governor. (See Ya. 5, Ya. 9; Fy. 3, Fy. 9.)

What This Means: The Jennites had plundered the palace for that very purpose. Weapons come from unscrupulous merchants and smugglers from the rest of the Esterhold Peninsula, from Minaea, and from Qeodhar. Qeodharian spies have been actively seeking weapons to smuggle to the Jennite rebellion because Baron Norlan would like the state of anarchy to last or even worsen to a civil war, as it would only prove the unworthiness of democracy and diminish the power and prestige of Favian Vern and of the Council. Some spies go as far as training the rebels with their new weapons and teaching them guerrilla warfare.

FELMONT 26, AC 1015: Glenmoorloch Plundered.

Location: Glenmoorloch, Klantyre, Glantri. OW

Description: Moglai Khan finally succeeds at breaching the defenses of the city of Glenmoorloch. His horse warriors rampage throughout the town, killing all men of young adult age or older. Any gold they can find is also plundered. (See Fe. 10, Fe. 23; Fy. 1, Fy. 4.)

What This Means: The Ethengarians are on their way to Glantri City.

What The PCs Can Do: Perhaps they are the ones who came up with the plan on how to enter the city for the Golden Khan. On the other hand, if Glantrians, they can be the ones who turn back the invasion and actually stop the Ethengarians from conquering the principality. Either way, Moglai will believe that now is the time to move on toward Glantri City.

FELMONT 27, AC 1015: Papalotl in Fairyland.

Location: Jungle near Xotitlan, Azca. HW

Description: After a meeting in the town of Xotitlan, in which he denounces the sacrifices conducted by the priests of Atzanteotl, Papalotl, nearing capture by the Azcan priests and military, finds refuge in fairyland, where he meets Xochiquetzal. The fairy queen recognizes Papalotl for who he really is, and invites him to stay with her for as long as he wishes. The two become lovers. (See Fe. 21, Fe. 22; Fy. 2, Fy. 6.)

TOPIC OF THE MONTH:

THE TWAELAR MERROW EMPIRE

This is an account of Favonius Viator's imprisonment by the Twaelar during the past nine months. Although it gives us very little description of their lands, culture, and such, it does give an accurate account of their motivations for the war against air-breathers (as they call us).

Many a citizen has asked me to describe what I have experienced as a prisoner to the Twaelar. After repeating my story to several nobles, military leaders, and even the Emperor himself, I grow weary of such constant questioning. Perhaps by writing it down people can read it on their own and leave me alone.

It of course started last year when I was on a ship heading toward the Hinterlands to explore possible new merchant venues. The first thing we heard was that there was a leak below the decks, but no one knew how it had occurred. Soon enough, many more holes appeared, and this time, the tip of weapons were spotted retreating from several of them. That's when the captain gave the order to man the battle stations. It didn't help; our assailants never broke the water surface, and none of the men could go and fight underwater. To make a long story short, the ship sank.

While swimming for my life, I recall seeing a few heads appear before me. They were human heads, although their skin was blue and green. They raised strange-looking crossbows my way, and the next thing I remember was being covered with a net. I speculate that the net was fired by these crossbows, but I must admit I really did not notice where it came from. Two merrow then placed themselves beneath me to keep me afloat and safe from drowning.

Approximately 12 of us were taken prisoner. The rest were either slain mercilessly or left to drown in the middle of the Sea of Dread. Our group was all huddled together and placed in one large net. A female merrow, whom I had not noticed before, approached our sorry bunch and began casting a spell. Once done, the merrow pulled us beneath the waves as we cried out, not wanting to drown. Surprisingly, we were able to breathe the water. They tied our net to the back of a giant winged fish (a sage told me was called a manta ray after I described it to him), which dragged us down to the bottom of the sea.

That's when we saw the enormous city on the ocean floor. Buildings several dozen stories tall were the norm, and many were much, much bigger. It must have been the size of Thyatis City, for it stretched further than I could see in these murky depths. Strange glowing sea-shells provided light in the city «streets» (for lack of a better word). Hundreds of merrow would be swimming up and down between the numerous floors of their buildings, much as we walk down the streets in the city. And they were all lean, fit, and well muscled on their upper human bodies; I guess the constant swimming forces them to always be in shape. None wore any clothing - not even the females - indicating a lack of modesty in their people. Had I not been so afraid for my life at the moment, I might have stopped to enjoy it; like I said, they were all in good shape [Favionus had other comments we deemed inappropriate for publishing at this point. Ed].

We were dragged to a huge palace in the center of the city. This building was seemingly made from corals. The roof and several of the upper floors of the building had been completely destroyed, and they were busy repairing it, a feat which would take a few years judging by the size of the building. My story was discredited by the Legion at this point because sages claim that corals cannot possibly be found this deep beneath the sea. Because of this, they think that this Twaelar threat is merely a joke or some insane ramblings on my part. But I know what I saw; it was corals, and it was immense.

That is also when I noticed the legions of merrow soldiers; the threat our Empire does not believe in. Easily thousands of them, training hard for battle. They each carried those special crossbows, nets, and spears. They had a cavalry riding these strange fish that looked almost like horses [we assume he means giant horsefish. Ed.]. They even had siege weapons, mainly ballistae, again modified in some fashion. This here was an army that could easily rival the Legion, although no one believes me.

The palace was extremely beautiful, what with those strange greenish lights coming from the sea-shells hanging everywhere. It was also very fragile; I easily removed some of the corals from the wall with my bare hands. They had made it delicate on purpose for the advantage of beauty. Soon enough, we were brought to the rulers of the nation.

The Emperor (I did not get his actual title or name) and Empress talked to us, using magic. They informed us about how disrespectful our people were, crossing with impunity over their waters and polluting their ocean. That is when I

learned that the colonist ship The Laurana which sank back in Yarthmont AC 1012 [on the 12 according to PWA3. Ed.] had landed on their palace and caused the damages we saw upon arriving. I tried to explain it was an accident, but they seem to have been tired of hearing about accidents which have been occurring regularly over the past couple of years (what accidents, I did not manage to learn). The Twaelar Emperor informed me that he has declared war against the air-breathers and will sink any ship they see in their waters.

We were then brought to their dungeons (dug into the rocks below so we could not break free). They would interrogate us often, asking about our forces, strengths, and underwater capabilities. They also wanted to learn all they could about our culture. When we weren't cooperative, their methods of torture convinced us to be more helpful. Their most successful method was to let their water breathing spells run out and watch us drown if we didn't talk. [Several other descriptions of their methods have also been deleted for the reader's benefit. Ed.]. Three of us lost our lives to this. And there we stayed until a band of adventurers rescued us from this infernal watery cell.

I would love to tell you about the harrowing escape, but the adventurers made us promise not to reveal anything; they want to get a professional bard to tell their story.

Favonius Viator