

EVENT OF THE YEAR

This chapter is dedicated to the event of the year. In it, the reader will find all the information that he needs concerning the event that has captured the most attention or wonderment of the people of Mystara.

This year, two events ran neck and neck, and it finally took a coin toss to determine which to talk about. The first was the creation of the NACE and the return to glory of the Alphantian Empire. The other incredible feat was the return of the Karameikan Polar Expedition as proof that the Hollow World existed.

And the coin toss chose the return of the Alphantian Empire. Now known as the NACE, the fact that the scattered remains of an Empire that sank beneath the sea can unite to form a new Empire that is still a military and economic power is remarkable indeed. This chapter will therefore concentrate on the nation of Alphantia.

HISTORY OF ALPHATIA

The following historical synopsis is given in the traditional Alphantian Calendar of AY (Alphantian Year) counted from the Alphantian Landfall on Mystara. The earlier dates are only approximations to the roundest number.

To find the equivalent Thyatian Year, simply subtract 1000 years, with a negative number indicating BC and a positive number giving a year in AC. Therefore, the current year, AC 1014, is the year AY 2014 in the Alphantian calendar. Also because the Alphantian year and the Thyatian year do not use the same month as start of their respective years, the difference is in fact 1000 years minus two months.

[The interesting thing about this research, however, is the fact that we have learned that the Alphantians seem to have come from another world. If they are indeed “space invaders,” does that not mean there could not be others? Have we not therefore answered our own question as to whether or not there is life off of Mystara asked in Joshuan’s Almanac? I always find it amusing to note that the answers to present and future questions can often be found by researching the past. B.F.]

AY -3000: On the homeworld of the Alphantians, the Alphantians defeat the Cypris civilization and begin to be assimilated by it.

AY -2500: The Alphantian/Cypris civilization uses its magical knowledge to begin colonization and conquest of the nearby planets and exploration of the elemental planes.

AY -2000: Alphantian aggression has gradually been supplanted by Cypric self-absorption; other planetary conquests and colonies are left to fend for themselves as Alphantian study of magic turns inward.

AY -500: The Alphantian civilization has achieved total mastery of its environment; the great universities are at the peak of their powers and are just beginning to indulge in serious scholastic competitions and squabbles.

AY -90: The Followers of Flame begin their serious rivalry with the Followers of Air.

AY -27: Sporadic violence breaks out between the Followers of Flame and the Followers of Air.

AY -10: A temporary peace results from one academian’s proposal of the Flame vs. Air essay debate.

AY -9: Emperor Alphaks I arbitrarily declares the Flames to have won the debate. Outrage, protest, rebellion and revolt result. The Followers of Flame war with the Followers of Air.

AY 0: The war between the Followers of Flame and the Followers of Air reaches its zenith. Emperor Alphaks I is banished. The homeworld of the Alphantians is destroyed. The Followers of Air settle on what was formerly the Alphantian Continent on the world of Mystara. They begin to conquer and assimilate the various primitive tribes in the area.

AY 20: The Alphantians establish a peaceful contact with the Thothians and adopt their calendar for Mystara as their own after changing the name of the months.

AY 250: Disgruntled non-mage Alphantians colonize the island known as Ochalea where they intend to build a place where non-mages will not be looked down upon.

AY 300: The Alphetians displace various other conquered cultures which do not adapt well to their society to Ochalea, including a culture that enjoys honor and slanted-roof architecture. This culture begins to dominate over all the others in Ochalea.

AY 808: The Alphetians decide to bring Thyatis into the Empire.

AY 810: The Alphetians finally finish subduing the Thyatian barbarians.

AY 998: Governor Lucinius Trenzantenbium of Kerendas assassinates Alphetian wizards and declares himself King of Thyatis. The first Great War between Thyatis and Alphetia begins.

AY 1000: The First Thyatian/Alphetian War is at a standstill. The economies of both nations are wrecked. King Lucinius and Emperor Alphas VI conclude a peace treaty in the neutral city of Edairo on the Isle of Dawn. Also liberated are the nations of Ochalea and the Pearl Islands, which then join into the new Empire of Thyatis.

AY 1012: The Thyatians violate the Treaty of Edairo and build a trading station called Cape Alpha in the lands of Norwold.

AY 1015: Cape Alpha is destroyed by reavers from the Northern Reaches (speculated to have been paid by the Alphetians).

AY 1500: Alphetian and Thyatian colonies in Alasiyan coastal areas begin to clash. This starts the famous Three Hundred Year War (actually skirmishes, but called a war by historians to make it sound more grand and important).

AY 1728: Alphetian colonies get the upper hand and destroy several Thyatian colonies entirely.

AY 1786: An Alphetian lord named Halzunthram arrives in Flaemish lands and defeats the Flaems, effectively assuming control of the area.

AY 1788: Halzunthram takes control of the region's ruling council and declares the area a protectorate of Alphetia. The natives unite and rebel against Halzunthram.

AY 1828: Forces of Suleiman Al-Kalim drive the Alphetians out of Alasiya.

AY 1830: Lord Alexander Glantri captures Halzunthram, confirms the region's independence, and disperses Alphetian presence there. Braejr is renamed Glantri City in his honor.

AY 1959: Angered by another Thyatian broken treaty, the Alphetian Emperor commits his military to a sudden assault on Thyatis. Alphetia completely conquers the Isle of Dawn.

AY 1960: The Alphetian assault reaches Thyatis City and Emperor Gabrionus V is killed. The Gladiator Thincol the Brave rescues the dead Emperor's daughter, drives the Alphetians out, and becomes the new Emperor of Thyatis.

AY 1962: Princess Eriadna becomes the next Empress of Alphetia as her father, Emperor Tylon IV, retires.

AY 1985: Empress Eriadna decides to colonize in the west and has a new fortress city built atop the ruins of the station at Cape Alpha destroyed nine and a half centuries before.

AY 1992: Empress Eriadna accedes to her son Ericall's demands for a kingdom of his own. She gives him the city of Alpha in Norwold, the empty title of king of that nation, and a great degree of autonomy.

AY 2005: Alphetia declares war on Glantri. Thyatis and the Heldannic Territories ally with Glantri.

AY 2009: Alphetian armies reach Thyatis city and Emperor Thincol sues for peace. Days latter, the first week without magic destroys Sundsvall and kills Empress Eriadna. The Alphetians press their attack on Glantri, and moments later the Alphetian Continent sinks beneath the waves, destroyed by the wrath of the Immortals.

AY 2010: The Alphetian continent appears in the Hollow World. From there, they begin to drive the Heldannic Knights out of the Hollow World. The Heldannic Knights invade the territories of Norwold. Thyatis invades the Isle of Dawn and the Alatian Islands. A mad Emperor Zandor tries to reunite the nations of Alphetia to form a new Empire, but none of the Kings or Queens accept his rulership. Zandor begins conquering the rebellious/traitorous nations.

AY 2012: Thyatis is pressed back by Thothia on the Isle of Dawn and forced to relinquish its conquests back to Alphetia. The Alphetian Kings and Queens dispose of Zandor with the help of Prince Haldemar of Haaken, who informs them that Alphetia has survived in the Hollow World. The Kings and Queens form a new council, calling themselves the New Alphetian Empire. Commander Broderick is named Commander in Chief.

AY 2013: The New Alphetian Empire reconquers the troublesome Esterhold Peninsula Kingdoms. Thothia and most of the other liberate kingdoms that were occupied by Thyatis willfully join the New Alphetian Empire.

AY 2014: The New Alphatian Empire becomes known as the New Alphatian Confederate Empire (NACE) and reveals the existence of the Empire of Alphatia still intact in the Hollow World, as well that Empress Eriadna is still alive.

NEW ALPHATIAN CONFEDERATE EMPIRE (NACE)

This document is a vulgarization of the constitution of the Confederation (the original version contains many juridical terms), to be used mainly at schools to teach Alphatian students the organization of the country they live in. Readers interested in the original document of AY 2012 and its addendum of AY 2014 can consult them at the library of the Parliament on Ionace (with a special permission) or try to search for a copy at their local library.

Political Structure

The Confederation is composed of semi-autonomous states.

The Confederation is governed by a Council in the name of Empress Eriadna of Alphatia or her heir.

Composition of the Council: Each member state has one vote, regardless of size, population level, etc. The voting person is normally the king or queen (or the person holding power) of the country, or his/her representative if he/she cannot attend. Every member state must thus keep a permanent staff of representatives.

Anyone present during a council meeting may ask that the Council discusses on any matter, and then call for a vote. A council meeting is held at the demand of a member state. Votes pass if the majority of the representatives vote for it. In case of a deadlock, the Commander in Chief decides whether the measure passes or not. Any measure that would change the Confederation's Constitution must be accepted with unanimous approval.

A state wanting to become member of the NACE has to state to the Council it is candidate for membership. A council meeting is organized to discuss and vote on this matter. The state is accepted as a new member if all current members vote for it. A state wanting to leave the NACE has to convoke a council meeting for this purpose. The state can part from the Confederation if all members vote for it. If a state declares independence from the Confederation without obtaining the right to do so, it becomes a renegade state, and the Confederation may decide to intervene to restore its claim on it, be it military, politically, or otherwise.

Seat of Government

The commonly called Monster Island, formerly part of Alphatia, was claimed by nobody until the creation of the NACE. It thereby becomes the center of the confederate government, and is renamed the Isle of the NACE, or Ionace.

The Council holds meeting in a dedicated building on Ionace, called the Parliament. Each member state is granted a patch of land adjacent to the Parliament where they can build their own Representation. Staff of representatives live and work in their Representation and meet in the Parliament. Countries that keep diplomatic ties with the NACE will also be granted land on Ionace, where they can build an Embassy. Representations and Embassies are paid by the countries to which they belong. The Imperial Army is based on Ionace, where it owns buildings, including the Military Headquarters where the Commander in Chief has his office.

Until the buildings are completed in Ionace, the government, military and other institutions of the NACE will be assigned currently unoccupied buildings in the abandoned city of Denwarf-Hurgon.

Military Structure

All armies of the member states are under control of the Confederation. The Confederation can also raise its own army (i.e. independent from any state), called the Imperial Army, and use the service of mercenary troops.

The Commander in Chief, appointed by the Council, is in command of the military.

Member states must spend at least 10% of their national tax income to the upkeep of their army, in the name of the Confederation. Exemption may be granted on a case by case basis, with the approval of the Council and the Commander in Chief.

Economics

Member states must hand over 10% of their collected taxes to the Imperial Treasury. This tax is collected quarterly, on the 1st of the months of Alphamir (Thaumont), Vertmir (Klarmont), Cyprimir (Ambyrmont), and Burymir (Kaldmont), for the preceding period.

A new state must pay upon entrance into the Confederation what would be due for the current period (even though it corresponds to a previous period, when it was not yet member) as a sign of good will, then its taxes are collected following the normal cycle.

A state leaving the Confederation must first immediately pay the tax corresponding to the current period before it is allowed to leave; this tax is equal to that it paid for the previous period.

The Council decides the way the money in the Imperial Treasury is spent. Common uses include (but are not limited to) : upkeep of Imperial Army, hiring of mercenary troops, maintenance of governmental buildings, funding of research programs (magic, scientific, medical, etc.), aid to member states (loans, gifts, etc.).

Laws and Justice and Festivals

Each member state can decide on its national laws, as long as they do not go against the Imperial Laws. Imperial Laws must be enforced in member states. Justice is held by each member state as it sees fit.

All schools and colleges within the Confederation must follow the old Alpathian calendar, i.e. opening on Alphamir (Thaumont) 15 and closing on Burymir (Kaldmont) 15. A Hard-Ball tournament is organized by the Confederation each year. Each member state is invited to participate in the tournament; other countries may be invited as guests, as a sign of friendship between that country and the Confederation.

The following festivals and holidays are common to all members of the Confederation; each member state can add its national festivals and holidays.

- Alphamir (Thaumont) 1: New Year Day.
- Alphamir (Thaumont) 7: Landfall Day.
- Alphamir (Thaumont) 15: Opening Day (of academic year).
- Sulamir (Flaurmont) 13: Empress Eriadna's Birthday (give a coin to a beggar in her name).
- Sulamir (Flaurmont) 28: Super-Hard-Ball (Hard-Ball final).
- Sudmir (Yarthmont) 15: Howling Day.
- Islamir (Felmont) 15: Doggerel Days.
- Cyprimir (Ambyrmont) 1: Ancestor's Day.
- Hastmir (Sviftmont) 8-15: Wine Festivals.
- Burymir (Kaldmont) 15: Closing Day (of academic year).
- Amphimir (Vatermont) 1: Hard-Ball Season Opening.

Original Members of the NACE (Founders of the New Alpathian Empire)

- The Sea-Kingdom of Aquas (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Dawnrim (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Horken (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Lagrius (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Meriander (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Notrion (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Surshield (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).

Current Members of the NACE

- The Sea-Kingdom of Aquas (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Dawnrim (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Horken (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Lagrius (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Meriander (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Notrion (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Surshield (Burymir (Kaldmont) 12, AY 2012 (AC 1012)).
- The Kingdom of Blackrock (Amphimir (Vatermont) 28, AY 2013 (AC 1013)).
- The Kingdom of Floating Ar (Amphimir (Vatermont) 28, AY 2013 (AC 1013)).

- The Kingdom of Alpha (Sulamir (Flaurmont) 22, AY 2013 (AC 1013)).
- The Kingdom of Thothia (Sudmir (Yarthmont) 10, AY 2013 (AC 1013)).
- The Kingdom of East Portage (Sudmir (Yarthmont) 10, AY 2013 (AC 1013)).
- The City-State of Ekto (Sudmir (Yarthmont) 10, AY 2013 (AC 1013)).
- The City-State of Trikelios (Sudmir (Yarthmont) 10, AY 2013 (AC 1013)).
- The Kingdom of Aeria (Sudmir (Yarthmont) 10, AY 2013 (AC 1013)).
- The Kingdom of Qeodhar (Nyxmir (Nuwmont) 13, AY 2013 (AC 1014)).

INTERVIEW WITH COMMANDER IN CHIEF BRODERICK OF THE NEW ALPHATIAN CONFEDERATE EMPIRE

by: Dorrik Stonecleaver and Belzamith Fingertackles.

Belzamith : Commander Broderick, thank you very much for receiving us in your new headquarters here on the fantastic island that is Ionace. I guess no one can enter in this sensible building without a good reason.

Broderick : And you're right. This building, as well as the Parliament a few blocks away, is well protected. Not only by mundane means, such as guards, but also with powerful magical means. All magical knowledge was not lost when Alphatia sank beneath the waves a few years ago, and this building has been enchanted with wide-area, permanent spells that protect it against such things like magical spying or unwanted teleportation, in the manner that was done with the Imperial Palace.

Belzamith : I see, but do you have plans to make it look, well, better? I mean, it is so spartan... Maybe some paintings on the walls would...

Dorrik : It just looks like a military building, stupid gnome. Practical and effective. In one word, dwarvish. In fact, I would even say it goes along quite well with the city of Denwarf-Hurgon. Why did you choose to establish the center of the government here, Commander?

Broderick : Well, many reasons converged to this place being chosen. One of them was that we needed many buildings that could host our government officials immediately until we could construct new ones, and the abandoned buildings of Denwarf-Hurgon, that had resisted the sinking and earthquakes...

Dorrik : ... they had been built by dwarves...

Broderick : ... were a good solution.

Dorrik : But there are other free buildings elsewhere, including the ones on Aquas, where former Emperor Zandor had his quarters. Certainly not as sturdy as good old dwarves' works, but...

Broderick : Definitely. But the seat of the confederated government is a very symbolic place to the people of Alphatia. Ionace is doubly symbolic : It is not situated on any of the member state, making it a sort of neutral ground, and it was once part of mainland Alphatia, helping giving to the peoples that form the NACE a sentiment of unity and loyalty to the old ways of Alphatia and Empress Eriadna.

Dorrik : Is Eriadna still alive in the Hollow World, as the rumor goes, or was that only a plot to make the various kingdoms unite together?

Broderick : Indeed she is. The Hollow World exists, as has proven the return of the now famous Karameikan Polar Expedition. And Alphatia exists down there. The Council does rule in Empress Eriadna's name.

Belzamith : Then, why did you keep the information for yourself all that time, until you had to unveil the secret because of the return of the polar expedition? What other grand secrets are you hiding? Do you intend to take the Hollow World for yourself?

Broderick : There is nothing hidden here. The existence of the Hollow World was public, even though nobody really believed in it until recently. We didn't reveal the survival of Alphatia within the Hollow World because at the time the NACE wasn't united and stable, and this event could have caused trouble in the population of the Confederation, or even an aggression from an outside power. Now that the country is more stable and strong, we don't have such concerns any more.

Belzamith : But the initial revelation of the existence of the Hollow World wasn't the fact of the Alphetians either, but Claransa's famous book. Isn't there someone out there trying to hide the Hollow World? Are you trying to keep it for you alone?

Broderick : Not at all. The Hollow World is not ours, and the NACE has no plans to conquer it. As the Council declared, all friendly nations like Karameikos are welcomed to use the North Pole route and establish permanent contact or trade with the Hollow World nations, including Alphetia.

Dorrik : Commander, you say the NACE has no intentions to conquer the Hollow World. But you have conducted more than one successful wars lately, in Esterhold and elsewhere, and you seem quite aggressive, militarily speaking. Does this mean you intend to launch wars in some areas of the outer world?

Broderick : Not at all. The NACE is a peaceful nation. The wars you are speaking of were not wars, but internal interventions to overthrow dictators and help reestablish order. I don't think anyone will regret the fall of the kings of Esterhold. We have signed treaties with various nations, and we've ratified the Isle of Dawn Treaty with Thyatis.

Belzamith : Now, does that have to do with political or economic reasons? Who is trying to gain power here?

Dorrik : <groans> Hmmmff. Who cares? Most people only want to know if there will be a war, not why. They don't care why their house will be burned, just if it will.

Belzamith : Well, I think all people have the right to know precisely what is going on in our marvelous world, from the actual effects to what is going on behind the scenes. After all, there must be some mastermind behind everything...

Dorrik : <rolls eyes> By Kagyar!

Broderick : Well, if you must know, it's both. Our money is going into rebuilding the Esterhold Peninsula and the Isle of Dawn, and no one wants to conquer anything else either. No, there is no mastermind trying to make peace. It's just what everyone wants right now. The last war with Glantri was enough for Alphetia.

Belzamith : So you claim...

Dorrik : Oh, give it up... most people can figure out what is happening on their own.

Belzamith : It's the principal of the thing that you have to ask all the question.

Broderick : <sits by watching the two argue> Please, gentlemen, you seem more warlike than the NACE will ever be...

Dorrik : Oh, sorry. It's just that Belzamith's questions are so stupid.

Belzamith : What?

Dorrik : So, not war but market ventures?

Broderick : Yes. Within the Confederation, since we have a vast market and different regional products, and goods are no longer taxed when traveling all around the Confederation. As for other nations, the Council has signed trade agreements with Aeria and with Karameikos, and hopes to sign other such agreements with the Western Defense League or other countries soon. We also hope to find a way to establish reliable means of communication and travel with the Hollow World and Alphetia.

Belzamith : So, dear Commander, if the NACE has no military plans, you'll have some spare time. You see, I believe that everyone has someone with whom he is destined to have a great love story. Maybe you'll have time to find that woman now?

Dorrik : Bel, you bother him with your questions.

Broderick : The army is my family and Alphetia is my love. I serve Empress Eriadna and answer to the Council.

Dorrik : What is this Council of the NACE exactly, Commander?

Broderick : The Council is the ruling body of the Confederation. It is the existence of that very body that turned the New Alphetian Empire into a Confederation, because it is composed of the rulers of every nation that composes the NACE. It decides policies that concern more than one country, like foreign policy, treaties, trade agreements, and such. Votes are held at the majority, except for very special matters, with the Commander in Chief having a vote in case of a tie. The Council rules in the name of Empress Eriadna of mighty Alphetia, who lives and rules in the Hollow World. Note that the Esterhold Peninsula has only one siege at the Parliament, held by the President of the Republic.

Dorrik : Concerning the Republic of Esterhold, what will it be like now? A republic like that of Darokin? I also heard a rumor of a true democracy, similar to what the Hin have in the Five Shires or Leeha.

Broderick : Frankly, I don't know. I know Favian Vern quite well, since we have fought together in Blackrock and then in Verdan. I deeply respect him and his ideas, and I know of his profound belief in the virtues of democracy. But I don't know how he will do this on such a scale. I mean, the population is not much more numerous than that of the Five Shires, at least if we don't count the wild Jennites that live scattered throughout the Peninsula, but the country is 100 times bigger. And most of the population, especially the Jennites, is illiterate. But I'm sure Favian doesn't want to restrict voting to the rich, as is the case in Darokin. I don't believe there will be any election for some time, I would say at least not for another year.

Belzamith : So, who is your favorite candidate for those elections?

Dorrik : He just told you there would be no elections in the near future, so how could he have a favorite, uh?

Broderick : Yes you're right, it's too soon to tell. Moreover, I wouldn't tell you. Whatever, I can't see any other candidate for the moment; I think Favian Vern is the only person capable of holding this position.

Dorrik : With this new system being set up in Esterhold, and the fact that the Council, as you described it, seems also to be run in a democratic way, will the whole NACE promote this new system at the level of the Confederation? Will the countries of the NACE all become democracies, and the NACE the biggest democracy of Mystara?

Broderick : I don't think so. At least, I'm not in favor of it. Democracy is appealing, at least in theory, but I strongly believe in a strong, firm rule. Democracy may be dangerous. Remember that the NACE remains an empire, ruled by Empress Eriadna. It is true that the Council functions as a democracy at its level, but this is a democracy of kings, not a democracy of the people like it will probably be in Esterhold. And it is not the role of the Council to dictate the kind of government each member state must have; each nation retains most of its prerogatives, including the right to edict its laws, taxes, and of course form of government.

Belzamith : Commander, don't you think that illusions are neat spells, capable of making a bunch of bright lights and fancy noises? How often do you cast them? Are they effective on the battlefield?

Dorrik : <slaps him behind the head> Commander Broderick isn't a stupid illusionist gnome. He isn't even one of those haughty wizards, he's a soldier, like a sturdy dwarf. He can't cast your little tricky spells.

Belzamith : Oh, right, but he has many wizards at his service, doesn't he? They can cast illusions...

Dorrik : Oh Kagyar! Commander, please excuse my friend and his *stupid* <slaps him behind the head again> questions, and thank you for your time and your truthful answers.

Broderick : I thank you for your interest in the NACE.

Belzamith: Thank you very much, Sir.

TIMELINE FOR THE NEW ALPHATIAN EMPIRE, AC 1013

Here is a recap of major events that took place in the year AC 1013 which were only given a brief mention in last year's Almanac.

NUWMONT 2, AC 1013: Assault on Blackrock

Location: Skyfyr, Blackrock, Esterhold Peninsula. KW

Description: The combined forces of Seashield and Bellissaria, under the direction of Commander in Chief Broderick, invade Blackrock on the Esterhold Peninsula. Numerous troops disembark from submersible galleys in Skyfyr's harbor, while ships disgorge more troops at the outer limits of the city and in other strategic places all around the kingdom. At the same time, the rebels, warned of the incoming assault by Favian Vern, again leave their underground hideouts and participate in the attack with arms supplied by Commander Broderick.

What This Means: With the full military and magical support of all member kingdoms of the New Alphatian Empire, Commander Broderick should swiftly put an end to King Xanthus's oppressive rule in the city of Skyfyr.

NUWMONT 7, AC 1013: Pegataurs Recognized

Location: Floating Ar. KW

Description: King Qissling finally accepts to recognize the pegataurs - winged half-elven centaurs - as full citizens of Floating Ar.

What This Means: After many strikes that have prevented most transportation between the floating isles or with the other nations - skyships and magic do not suffice - the government has been forced to accede to the pegataurs' request. The life of most pegataurs will not change much, however, since most of them will continue to serve as transports for hire. Those that are wizards are now nobles, and some adventurous fighters enlist in the so far nearly-nonexistent army of the isles.

NUWMONT 10, AC 1013: Combat in Blackrock

Location: Skyfyr, Blackrock, Esterhold Peninsula. KW

Description: Fighting continues in the streets of Skyfyr.

Despite the ongoing onslaught of the more numerous troops of the New Alphatian Empire, King Xanthus's loyal troops stand firm - they were prepared for the invasion.

Though it is not completely repaired, Xanthus's flying man-o-war participates in the defense of the city and the palace. Part of the city is no more under his control, however, as is most of the country outside of Skyfyr.

NUWMONT 14, AC 1013: Xanthus Asks for Help

Location: Faraway, Verdan, Esterhold Peninsula. KW

Description: King Xanthus's top advisor, Bargle, meets King Nicodemus of Verdan. He asks him to commit troops to the defense of Blackrock, for, he says, if Blackrock falls, so will Verdan. King Nicodemus answers he has no troops to spare, since he himself has problems with rebellious Jennites. Moreover, Broderick's troops block all routes between the two countries: Verdan navy is no match for the Alphatian ships and submersibles, and the inland roads are under Broderick's control.

NUWMONT 23, AC 1013: Location for New Capital Chosen

Location: Aquas. KW

Description: The New Alphatian Council decides that they should have a new capital which is easier to reach for commoners than Aquas, yet still be a hard place to invade.

After much deliberation, Monster Island is chosen as a likely spot. The island is inhabited by monsters and rugged terrain, which makes it hard to invade. As well, the abandoned dwarven city of Denwarf-Hurgon makes the perfect defensive position. The location is also agreed upon as it belongs to none of the kingdoms of the New Alphatian Empire, making it the ideal neutral grounds.

Work forces are ordered to start rebuilding the ruined city and immediately set out for Sanctuary, the miner-town currently located on Monster Island.

What This Means: The Alphatians are about to put a more stable force unto the still officially unclaimed island.

NUWMONT 23, AC 1013: Skyship Produced in Aeria

Location: Aeria, Alatian Islands. KW

Description: The first skyship is launched in the skies of Aeria since it was freed from Thyatian rule. It is a military skyship, something that will be very useful to Commander Broderick in his incoming military campaign in Esterhold.

What This Means: The skyship prototypes constructed by the magical college for the Thyatians these last years had been systematically sabotaged by Alphatian loyalists. Now that Aeria has been granted independence, they have stopped their sabotages, and thanks to the research done under Thyatian's control, the first Aerial skyship can go on her maiden flight today. The New Alphatian Empire will now be able to make herself a new skyship fleet.

NUWMONT 25, AC 1013: Xanthus's Troops Retreat to Palace

Location: Skyfyr, Blackrock, Esterhold Peninsula. KW

Description: The remaining troops loyal to King Xanthus, hardpressed by Broderick's, retreat to the royal palace in Skyfyr, the last place they control. The rest of the city is now under Broderick's military control.

VATERMONT 1, AC 1013: Hard-Ball Season Canceled

Location: Aquas. KW

Description: The Council of the New Alpathian Empire announces there will be no Hard-Ball season this year because few teams have had time to train, and the Super-Hard-Ball stadium is not ready in Sanctuary. All member states of the New Alpathian Empire are invited to form teams for the next year.

VATERMONT 2, AC 1013: Floating Ar Joins New Alpathian Empire

Location: Floating Ar. KW

Description: King Qissling of Floating Ar reportedly agrees to join the New Alpathian Empire.

What This Means: Floating Ar becomes the 8th country of the New Alpathian Council.

VATERMONT 9, AC 1013: Floating Ar Asks Permission to Move

Location: Aquas. KW

Description: King Qissling of Floating Ar asks the Council for permission to move the floating islands some 350 miles northeastward, right above the unclaimed Yannivey Islands, and use them to grow crops in the forthcoming years. The Council agrees.

What This Means: Since the disappearance of Alpathia, Floating Ar has been almost totally dependent on not-so-nearby states to get supplies - especially food. Realizing the situation could not last forever - and fearing food shortage if a problem were to happen -, the king opted for that solution. The Yanniveys are a lawless land, sparsely inhabited by monsters and brigands.

VATERMONT 16, AC 1013: Blackrock Falls

Location: Skyfyr, Blackrock, Esterhold Peninsula. KW

Description: The last of King Xanthus's troops in Skyfyr surrender to Commander Broderick. Xanthus himself escapes to sanctuary in Verdan, where King Nicodemus prepares his own troops for the expected invasion by the New Alpathian forces. Commander Broderick designates Favian Vern as governor of the country for all non-military aspects, until the Alpathian Council elects a new king.

VATERMONT 19, AC 1013: A New King for Blackrock

Location: Skyfyr, Blackrock, Esterhold Peninsula. KW

Description: The Alpathian Council names Favian Vern King of Blackrock. As his first official act, King Favian declares all Jennite natives of Esterhold free - no longer are they to be slaves or denied Alpathian citizenship. There is much rejoicing in the streets of Skyfyr. Chaos soon follows as the various strata of Blackrock society adjust to the new order - but King Favian and his appointed government prove themselves equal to each new challenge.

What This Means: King Favian receives financial, as well as military and political, support from the Council.

FLAURMONT 22, AC 1013: Alpha Joins New Alpathian Empire

Location: Alpha, Norwold. KW

Description: King Ericall declares Alpha is the 10th member of the Alpathian Council.

What This Means: Ericall thinks this is the best defense against the Heldannic progression. He asks for troops in exchange.

THAUMONT 4, AC 1013: Floating Ar Flies North

Location: Floating Ar. KW

Description: Floating Ar begins its long trip north to the Yannivey Islands.

What This Means: This involves much magic, especially aerial magic. Wizards from all over the New Alphatian Empire participate, since it is a great occasion to improve their knowledge of aerial magic and the way mortal magic interacts with immortal magic (i.e. the Isles themselves). The magical college of Aeria also throws in its knowledge, despite the vast amount of resources plundered during Thyatian domination.

The trip will not be without a problem, however, since many powerful wizards of Ar continue their dangerous experiments while their estates are being moved.

YARTHMONT 10, AC 1013: Thothia Joins New Alphatian Empire

Location: Edairo, Thothia, Isle of Dawn. KW

Description: Pharaoh Ramenhotep XXIV of Thothia signs a treaty granting him a seat on the New Alphatian Council and adding Thothia to the New Alphatian Empire. The Pharaoh also declares that Aeria, East Portage, Ekto and Trikelios are now independent from Thothia, but they also join the Empire.

What This Means: The New Alphatian Council has five new members, and gains a firm presence on the Isle of Dawn. The three small kingdoms on the Isle of Dawn are granted financial aid by the Council to help in the rebuilding after the war.

YARTHMONT 27, AC 1013: Alpha Gets Extra Troops

Location: Alpha, Norwold. KW

Description: After joining the New Alphatian Empire, King Ericall asked for more troops to help him stand ground against further Heldannic incursions. Commander Broderick dispatches some available units in Alpha.

What This Means: Ericall does not intend to use these troops offensively - he already finds it difficult just defending the few territories that remain loyal to him. He hopes the Heldannic Knights will see this as a sign that the New Alphatian Empire will back him if they should invade.

KLARMONT 19, 1013: Capital Completed

Location: Sanctuary, Monster Island. KW

Description: The new Parliament building, that will from now on hold the Alphatian Council's meetings, is completed. Several blocks around the Parliament have also been rebuilt and are ready for habitation. It is located near the city of old Denwarf-Hurgon, and most of the Representations and Embassies are still temporarily assigned to buildings in the dwarven city.

The Council has yet to decide on a new name for the capital city.

What This Means: This location has been chosen because many of the buildings of Denwarf-Hurgon remained fully functional despite the sinking of Alphatia and the numerous earthquakes. Upper Denwarf-Hurgon has been freed of monsters, and its buildings may be used by the Council as it sees fit. The construction of the Parliament made heavy use of magic, both to speed up the process and to secure the building from magical scrying, uncontrolled teleportation, and such.

FYRMONT 12, AC 1013: Earthquake in the Alphatian Sea

Location: Alphatian Sea and surrounding countries.

Description: A more powerful than usual earthquake in the Alphatian Sea makes some damages in Sanctuary, and doesn't help in the redigging of the Pit on Aegos either.

What This Means: Minor earthquakes happen quite often since the sinking of Alphatia, but it has been some time since the last major one. Sages still work on discovering when this will end - or at least on predicting the major ones. As Sanctuary is near the epicenter, the earthquake causes important damage there: mnemonic mineral mines collapse, hastily-built buildings in the city of Sanctuary don't resist, but the dwarven-built Denwarf-Hurgon and the most recent official buildings and houses do resist.

What the PCs Can Do: Well-equipped rescue teams are needed and may well find themselves trapped by further collapses caused by minor earthquakes the following days.

AMBYRMONT 3, AC 1013: Floating Ar Drops Anchor

Location: New Floating Ar position, above the Yannivey Islands. KW

Description: Floating Ar has completed its relocation to the Yanniveys. Those who helped are rewarded as promised. King Qissling declares the Yannivey Islands are now part of Floating Ar; everyone can help in gaining effective control of the land. Those who seize control of land and register to the royal palace are automatically granted that land; if they are name-level spellcasters they also gain a title in the process. Territory seized by troops dispatched by the New Alphatian Empire, or by mercenaries hired by King Qissling, become property of the crown. Commander Broderick recalls some troops from Blackrock for the occasion.

What the PCs Can Do: This is a formidable opportunity for high-level PCs to gain dominions, and titles if they happen to be spellcasters. They will soon discover that they are not viewed as equals by wizards who own an estate on the floating islands. Even if the PCs are low-level, they can find employment as mercenaries.