

# Forgotten Realms Chronicle

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# Forgotten Realms Chronicle

Volume 1, issue 1  
1 CP

Flamerule 1370 DR  
Year of the Tankard

## In Today's Issue:

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## CLASSIFIEDS

### COME SEE THE WONDERS OF THE AVIARY OF EXTAMINOS!

- Located in Hlondeth.
- Admission 10 gp for all attractions.
- Kenku and foreign nobles half price!
- Open Daily From Sunrise to Moonrise, every day except Midsummer, and Moonfeast.

### WANTED: Diagramist for mapmaking

Apply to Thorembor at Thorembor's Traveling Maps and Mail, now making rounds from Waterdeep to Eversult. 15 silver per day, including

## OUTBREAK OF PLAGUE

### *Damara: City of Hadera*

In the city of Hadera in southern Damara, a group of adventurers returning from an abandoned temple of Malar brought back tales of tentacled panthers and packs full of bloodstone tradebars. Shortly afterward, several people at the inn in which these adventurers rested were struck dead apparently from a rash that spread over their bodies within a few hours. The adventurers, in spite of losing one of their own to the plague, were blamed and forced out of the town. One resident is quoted as saying, "I've always said, no good can come from those blasted bloodstones. Them carry a curse, them do."

## "GALE WIND BLOWING" STOLEN

### *Moonsea: Melvaunt*

A top secret sailing caravel dubbed the Gale Wind Blowing has been stolen from the military docks at Melvaunt in the Moonsea Reaches. It is reportedly a new experimental "Speedstar" class of ship that has the ability to fill its sails with magical wind for a top speed of triple a normal caravel. The admiral's second in command is quoted as saying that he believes the theft was done by minions of Zhentil Keep, but others are not so sure; High Artificer of Gond, Hlessen Muragh, who had helped develop the super-ship, said, "The circumstances of the ship's disappearance, and rumors of its whereabouts suggest that possibly independent slavers or spice-runners have taken the ship." Some residents of Elmwood near the River Lis have reported seeing a slim ship traveling at high speeds toward the entrance of the river on its way towards the Inner Sea.

## AVIARY COMPLETED

### *Vilhon Reach: Hlondeth*

The magnificent Aviary of Extaminos has finally been completed! After 10 years and a cost of 337,000 gold pieces, the culminating wonder of the City of Serpents has been opened to the paying public since Tarsakh (April). The Hlondeth ruler, Dediana Extaminos, invites all to see her

board and keep. Knowledge of inks and papers/parchments a plus.

### **WANTED: Trail guards for the Eastern Sea Delivery Coster**

Needed 20 strong men or women to guard caravans and merchant ships from Procampur and Turlagol in the Vast, through Impiltur to Telflamm and Thesk. Possible travel to Thay or Chessenta on Diplomatic contexts. Apply in person to Wabi the Wolf (ESDC Training Captain) at the Newcomer's Inn on Dark Wyvern Lane in the city of Ilmwatch in Impiltur.

### **THOREMBOR'S TRAVELING MAPS AND MAIL**

Thorembor's is a TREASURE CHEST of INFORMATION. Come see the MAPS and other assorted stationary selections we stock. We supply the finest ADVENTURERS with MAPS of long-lost TREASURES, GOLD, and MAGIC ITEMS! Leave MAIL to be delivered or pick up MAIL left by others. MAPS -- 65 gp and up, MAIL -- 15 gp and up.

*DISCLAIMER: All maps must be bought sight unseen, no promises as to usability or functionality. Any damages brought about by these maps are not the fault of Thorembor or his company.*

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definitive collection of birds and avian creatures, including a Roc, winged snakes from Zakhara, and macaws from Maztica. Some shows available include a bloodhawk hunt (where bloodhawks are set upon some hapless convict or slave), a fortune-telling owl, and flightless-bird races. The City of Hlondeth also boasts an intriguing style of architecture devoted to serpent and snake designs. Marboa Sisslar, the owner of The Fanged Whip, invites all to stay at her Tavern-Inn on the corner of High Street and Newbark's Alley. She has a full selection of beverages from around the Realms, and a home-brew of Viper wine (rated 4 mugs by a well-known traveler...). "half price to all Kenku in the month of Flamerule (July)"

## **BARON FOESMASHER INDECISIVE**

*Vilhon Reach: Sespech*

Baron Thuragar Foesmasher of the Barony of Sespech has recently been accused by a coalition of town leaders throughout the Barony of abandoning their protection to continue his fight for independence from Chondath. Recently, caravans from Ormpettar have been attacked and none of the Baron's men assigned to protect the caravans have been of any help. "Most of the guards are lazy, and too drunk to fight off mosquitoes, let alone a band of savage raiders," says Alvund of Ormpettar, a partner of the Seven Suns Trading Coster. Luckily, it seems the raiders are only interested in a blue stone, Azurite, which is mined in the Firesteap Mountains near Innarlith. This stone is nearly worthless when uncut, and not worth much more when shaped. The reason the raiders are interested in this stone is unknown, but in one attack, a load of bloodstone was left behind.

The Baron says he is trying his best, but that the War of Independence, and intrigue between his daughter, Glisena, and the Hlondethan ambassador is using up his best men, as well as his attention. The town leaders are talking about setting up a new government.

## **GONDEGAL SEEN?**

*Impiltur: City of Ilmwatch*

A traveling group of Cormyreans say that a local resident, Wabi the Wolf, is none other than Gondegal the rebel of Arabel, Cormyr! Wabi, the local weapons instructor for the guards of the Eastern Sea Delivery Coster, had no comments other than, "What in Tymora is wrong with those Outlanders!" The group represents trading companies from Arabel seeking to establish relations between themselves and various Impilturian trading companies (including the ESDC). One Cormyrean, Nakilsen of the trading house Hiloar said, "I was only 12 when Gondegal declared himself overlord, but I still remember what he looks like, and that Wabi is Gondegal!" Gondegal, also called the Lost King, was last seen in the year

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1352 DR near Arabel. He is rumored to be a very good swordsman and very intelligent. Nakilsen has said that King Azoun IV of Cormyr still has a reward of 9,000 gold pieces for the capture and return of the rebel, Gondegal.

## A NEW TETHYRIAN HEIR

*Amn: City of Eshpurta*

A Tethyrian immigrant, Kirov Sverdlovsk, claims to be the closest living relative to the now extinct ruling family of Tethyr. While chatting with friends at the Inn of Changing Money on River Street, Kirov gave an interview to a Chronicle reporter:

*Q: Are you *\*truly\** a descendent of the Tethyrian royal family?*

**A:** Not directly, my mother's mother was the sister of Queen Taknita, the mother of the late Alemander IV. So I'm really sort of a nephew of the royal family.

*Q: Have any of the noble families supported your claim?*

**A:** I am a member of the Sverdlovsk House. My family controls a large portion of eastern Tethyr, north of the Forest of Mir, west of Saradush. Although my family has not openly supported our claim, we will when agreements are reached with a few other families.

*Q: I have heard that other claimants to the throne have been attacked and even killed. Are you at all afraid of assassination attempts?*

**A:** I have several bodyguards given me by my family. Zoomer here is from Rashemen (pointing to a short, muscular, unsmiling man beside him), and has already protected me from several attempts by the House Orekhovo-Zuyevo to assassinate me. In fact,...

(At this point a fight broke out between two drunks at the bar and Zoomer signaled an end to the interview as he and another rushed Kirov up the stairs.) So whether Kirov Sverdlovsk will be the next ruler of Tethyr will have to be seen.

## WOMAN FOUND

*The Vast: Tsurlagol*

A young woman was found wandering along the Stormcrest Trail near Tsurlagol in southern Vast. She was discovered naked and hungry with no knowledge of who she was, nor even the ability to speak Common. The adventuring party who helped her named her Marlene, but could not find out who she was. Marlene is 5'2" with red hair and green eyes, and very

comely. She is staying with the innkeeper's family at the Grouse-On-The-Water Inn. Anyone with information should contact the innkeeper's wife for a possible 50-gp reward.

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2001-feb-21

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**WANTED: Brave adventurers** to protect and investigate the goings-on at the azurite mines of the Miner Equality League of Firesteap Mount. Good pay plus housing and life insurance provided by employer. Apply to Requid, the League's security contractor, in Innarlith [Vilhon Reach].

**FOR SALE: Two room wattle and daub farmhouse on 3 acres of corn and potato fields.** Has own well and "outdoor facilities." Just inside the King's Forest near Hilp. 650 gp OBO [Cormyr].

## Maaling's Arms and Mail

## FREAK STORM WRECKS ESDC CARAVEL, CREW LOST

*Impiltur: City of Dilpur*

The Eastern Sea Delivery Coster, which serves the Inner Sea region lost a merchant vessel last week in an unseasonable storm two days out of Dilpur on its way to Alaghon in Turmish. An ESDC official privately put the blame on rival merchant company, Iron Throne, but others have suggested that the ESDC has been less than polite to priests of Umberlee recently. An Impilturian war vessel had said it spotted evidence of a sahuagin war band in the area several days prior to the sinking.

The Coster has expressed interest in conducting a salvage operation to recover the undisclosed merchandise, and is currently seeking to hire a suitable group.

## HORSE RACE SCHEDULED FOR HIGHHARVESTIDE

*Cormyr and Sembia: Arabel*

An Arabel to Ordulin endurance race has been arranged for the day after Highharvestide by the noble Marliirs of Arabel and the wealthy Yarmmasters of Ordulin. Many ranches and horsebreeders--including Roaringhorn of Amphail, and Kromlor Ranch in Longsaddle-- are expected to enter the 6-7 day race to try and win the coveted Trans-Heartland Trophy and the 2100 gp purse.

The entry fee is 300 gp and consists of a single rider and up to three horses. The rider may ride long-ride style (riding one and leading the other two while switching at regular intervals). Contestants are advised to also provide their own protection in the form of mounted guards so as to avoid the kind of treachery that injured last year's second place team. Waystations will be situated at selected points along the East Way, from which the rider must receive a token of passage. In addition, this year there will two additional waystations in unknown locations. The race will begin on sunrise the day after Highharvestide.

[DM's note: Riding "long-ride," allows the three mounts to move at 2 1/2 times the unencumbered move rate of the slowest mount, as in a "forced march," rather than being considered "mounts."]

Come enter our 4th annual dart-throwing championship and win a gold-plated dagger engraved with your name! To be held on twelfth of Eleint (September) at Maaling's shop on Iron-working Street near the Battering Wave temple. Entry fee is 1 gold piece, and practice starts at opening (two hours after breakfast) [Tsurlagol, The Vast].

**WANTED: Undersea recovery team for the Eastern Sea Delivery Coster.**

Needed team of 15-20 men or women to recover shipment lost at sea outside of Dilpur in Impiltur. The ESDC will provide equipment and 25 gold per day per person. Apply in person to Wabi the Wolf (ESDC Training Captain) at the Newcomer's Inn on Dark Wyvern Lane in the city of Ilmwatch in Impiltur.

**Popups: Ulgarth recipe using mingari.**

Take meat and remove bones. Chop fine, and add mustard, sugar, mingari, and mextil (another Ulgarth spice). Mix well. Make fine pastry dough, and place a spoonful of meat paste inside a ball of dough. Bake until done, and enjoy [Ulgarth].

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**TROUBLE AT MINES**

*Vilhon Reach: Firesteap Mountains*

There have been a rash of unexplained and unusual accidents at the mines owned by the Miner Equality League in the Firesteap mountains south of Innarlith along the Golden Road. Two months ago, there was a cave-in in a well-traveled portion of one of the mine shafts, and more recently, there has been a fire in the azurite processing plant. In addition, two miners were found dead from unknown causes. No reasons or explanations have been given as to why these things are occurring.

The M.E.L. is a cooperative effort among various miners to provide temporary employment mining azurite when veins of more profitable gemstones are not available.

**EXPLOSION AT ASSASSIN TRAINING FACILITIES**

*Amn: Athkatla*

Early last week in the hours just before dawn there was an explosion just out of the city Athkatla near the compound where the nefarious group known as the Shadow Thieves regularly trains. No injuries have been reported, but Watch personnel have not been allowed into the compound to verify this. Eyewitnesses to the blast report that the sky became as light as midday, and that a "...horrible cloud of gas rose up into the sky, and it smelled bad," according to a local shepherd on duty that night. No groups have come forth to claim responsibility, but it is known that the Harpers have tried to prevent the activities of the Shadow Thieves before.

**RED KNIGHT GAINS NEW FOLLOWERS**

*Waterdeep: Trades Ward*

A group of warriors has started a new organization devoted to the Red Knight, an underling of the Power, Tempus. This organization called simply Warriors of the Red Knight, is seeking new converts and intends to construct new shrines throughout the Realms. Several clerics of Helm have already defected, but none of the priestly Warriors have yet been granted spells from the Red knight. Spokesperson, Moruna of the Map, says it is only a matter of time: "The Red Knight will surely honor our pleas if we only have faith. She must be sure of our commitment before she will allow her name to be worshipped separately from that of Tempus."

Religious experts note that the Red Knight is extremely lawful, but just as war-like as the Lord Of Battles, Tempus. Should she gain followers, it

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will likely be from the "warhawkish" element of Helm's worshippers or the more regimented followers of Tempus.

## INTERVIEW WITH BOARESTIN, CHAMPION OF THE RED ARROW

### *The Vast: Calaunt*

I, Veranil Dolor, a humble servitress of the Highpriestess Shaleen Oomreen of Loviatar, had the opportunity to interview Boarestin: Champion of the Red Arrow, Traveler across dimensions, Worshipper of Hextor. (Hextor being an unknown Power from a far off world called Oerth.) He was a most agreeable personage, and was pleased to tell his story to myself and FNN.

*Q: Would milord be willing to tell this servitress how he came to Toril?*

A: It was many years back, when you would have been a glimmer in the eyes of your parents. I was traveling across Oerth in search of a rumored artifact. I had made many enemies in my long years of servitude as a paladin to Hextor, and they conspired to bring me down. A huge storm arose around my and my warhorse, Minzjar. In spite of my personal power, the storm almost ended my existence. Hextor sent me here to serve his purposes more usefully.

*Q: What relationship does milord have with the Mistress of Pain, of whom I serve?*

A: As a condition of my bondage with Hextor, I am unable to hire the services of any except loyal followers of Hextor. But I have come across none here. In the past, I was able to employ followers of Bane, but none now exist. Loviatar shares my beliefs, and so I am able to employ her followers as well. I discovered that followers of Cyric are NOT suitable, and so must be killed after the contract has been fulfilled. This has not endeared me to Cyric.

*Q: Perhaps milord would be willing to tell of the magnificent exploits and adventures?*

A: I suppose everyone must be dying to find out... I won this plate armor from a group of crazed Elves. It protects me from even fiery dragon's breath or fireballs. While in the Vilhon Reach area, I came across some horrible creatures known in my land as Githyanki. After killing their leader, I took from her this superbly engraved and decorated sword. After properly consecrating it to the work of Hextor, it has served me well. It was on a quest to kill Salimin the Dreaded, a cruel and vicious fire giant, that I gained this magical shield: After defeating him in single combat, I discovered the shield in his armory. It blocks most arrows, and gives me an offensive beam of force to use. I have many other wonderful items, each with its own story.

*Q: If I may be so bold as to question your physical prowess, is it true that you fathered many of the children of the priestesses of Loviatar, the Inflictor of Exalted Pain?*

*A: Yes, I have had several encounters with mistresses of Loviatar. I do not know what became of any offspring: it is none of my concern. But I am as good as they must say that I am. Are you offering yourself to me?*

*Q: I, Veranil Dolor, am willing to obey milord in all things. Perhaps the interview should be continued later...*

*[DM's notes: Boarestin is an 16th level, LE, anti-paladin of Hextor as described by Peter (gourlay@slais.ubc.ca) in a posting to the ADND-L list. He is currently residing in a small keep near Calaunt with several hirelings (of Loviatar) and [this week] Veranil Dolor, a 2nd level priestess. His major magic items include armor of fire resistance, an unholy githyanki sword +3, and a shield of force. His clerical spheres are combat, malady, protection, and war. His special ability is double damage, once per day, for 1 round per level. He is allowed to keep an unlimited number of magical items. Other abilities are more or less diametrically opposite of the paladin class.]*

## **SHIPMENTS OF COFFEE AND MINGARI ARRIVE**

*Cormyr: Marsember*

Yesterday a ship of the Trueshield Trading Priakos, the One-Eyed Saloon, docked in the ports of Marsember with a shipment of coffee and mingari from far off countries in the Shining South. Coffee is a spice which is made into a drink similar to tea by soaking the ground seeds in hot water. Mingari is a little known spice which (it is rumored) is made into a paste for the basting of sweetmeats. Both are being sold on the docks: coffee for 3 gp per pound, and mingari for 65 gp per pound.

Additionally, a group of warriors from the exotic realm of Ulgarth arrived on the ship with some of the finest warhorses to be seen this side of Waterdeep. They are dressed oddly for knights in not wearing metal armor, and their hair is styled short and near the tops of their heads. They are staying at the Roaring Griffon across from the King's Tower, and have told amazing stories of their journey to get here.

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**NEEDED. Willing and able-bodied persons** to help the town of Tavilar in preventing bloodshed by a minor infestation of bullywugs. Wages are from 2 gold per week and up (more for experience). Inquire with Anargil Do'Elsinor in Tavilar. [The Vast]

### The Rescuers

We specialize in finding lost loved ones, and returning victims of kidnapping unharmed. I am Sieur Jacques Regnier, with 13 years experience in the business of protecting the innocent and the weak, and am willing to discuss terms and conditions with anyone needing my help. Aided both by might of arms

## CURSE OF MALAR: ZOMBIE BEASTMEN!

### *Damara: City of Hadera*

Late last week, three citizens of Hadera in southern Damara were found dead in the early morning. Each had large wounds in the chest region, and forensic experts have said that they endured a short, violent death. The town watch and adventurers traced the evil deeds to four undead zombie "beastmen" and dispatched them. A local recognized the zombies as the plague victims of last month, which was brought to Hadera by adventurers who discovered a hidden temple to Malar. These zombies were a new sort, with huge claws and patches of black hair covering their bodies.

[DM's note: treat as normal zombies with two attacks of 2d4/2d4 damage]

## MONSTERS SIGHTED

### *The Vast: The Grey Forest*

A band of Pilgrims on their way through the Grey Forest to Lyrabar claim to have seen 20 foot tall, humanoid "crab people" lumber past them. The three crab people were dark gray, with huge claws approximately 5 feet long and 3 feet across. The Pilgrims tried to defend themselves with rocks, but the crab people took no notice of them and finally flew off north over the pilgrims. They also claim that bright lights came out of the crab people's feet and "propelled" them into the sky. Town Watch members of Lyrabar, who first came into contact with the pilgrims noted the smell of alcohol of the breath of the pilgrims, but the pilgrims say that the alcohol had no effect on their observations. One adventuring band stated that they would like to take a look in the forest, "just to make sure it was nothing."

## RED KNIGHT SHRINE, PALADIN CONSECRATED

### *Neverwinter*

A shrine devoted to the Red Knight, vassal of Tempus, was opened in Neverwinter last week. Built in the shape of 12 foot chess piece of red marble and steel, the ceremony was attended by 34 followers of the Red Knight of the organization known as Warriors of the Red Knight. Included

and magick, as well as my assistant Roderic Du'Joire, I have successfully rescued 3 women and 2 men in a far off land called AErth. I am willing to use my skills here for the benefit of the needy. [Raven's Bluff, The Vast]

### **Desperately Seeking Suzail...**

Single Elven male seeks single Elven female with taste for adventure to share travel, excitement, and the Great Outdoors. Interested parties may leave word with innkeeper Selavar at Selavar's Inn on Dockyard Way one block south of the Promenade in Suzail [Cormyr].

### **RED KNIGHT SEEKS FOLLOWERS**

The Warriors of the Red Knight seeks brave, willing persons of either sex who wish to explore the world righting wrongs and rescuing victims of evil. The Warriors is an organization devoted to the worship of the Red Knight, the Mentor of Strategy, Diviner of Tactics. The Organization will provide maps, and worthy quests for qualified applicants who revoke their old faiths to follow the Red Knight. We especially invite worshippers of Tempus who feel that he is too unpredictable, and worshippers of Helm who feel that his time for action has passed him by. Of course women are especially welcome, as the Red Knight is an equal opportunity deity [Neverwinter].

### **SUBMISSIONS**

was the initiation of a beginning paladin, Maudlin Stardottir of Tantras by a reformed Helm priest, Granf of Silverymoon. This is the first such shrine to the Red Knight, a lawful and war-like goddess, and followers say there will be many more.

### **LOCAL BOY CRIES WOLF ONE TOO MANY TIMES**

*Moonsea Reaches: Hillsfar*

Local shepherd boy, Wonty "the Skunk," was found dead by a group of sheep ranchers just outside of Hillsfar this morning. "The lad had a mean streak that finally caught up with him," said one witness to the incident referring to the numerous times that he falsely sounded a trump to signal a predator among the sheep. "He was always calling on that blasted horn, and each time we came out to help him, we found nothing wrong. After a while, we just stopped coming and let him blow." He blew his last horn just before his fourteenth birthday. Funeral services are to be held this afternoon after ranchers kill the creature which ate Wonty and 7 sheep.

### **DECREASE IN RATE OF PIRATE ATTACKS**

*Dragon Coast: Westgate*

Merchant guilds report that in the last month, attacks on merchant ships, by pirates from the Pirate Isles has decreased almost 50%. Two merchant ships were attacked but got away without loss of merchandise. The captain of one of these ships, the Clearwater Blue, reports that the pirates he sees are grouped in twos or threes rather than single ships and are more cautious in approaching. Informants among the pirates themselves have rumored that someone is hunting down and destroying pirate ships that leave the major island of Earthspur. In one case, a merchant ship was rescued by a slender ship that fired upon the pirates and led them away from the shipping lanes.

### **SKIRMISH BETWEEN RIVALS TO THE TETHYRIAN THRONE**

*Amn: City of Riatavin*

Last week an armed battle between forces allied to Noble house Sverdlovsk and forces allied to noble house Zuyevo erupted last week in the Silversmith District. Included among warriors were two mages on the side of Sverdlovsk. When the battle was over, 23 men on the side of Sverdlovsk were dead including both mages, and all 37 retainers from Zuyevo were killed. The Sverdlovsk faction is proclaiming victory over the Zuyevo family after signing a treaty with another family, Orekhovo-Zuyevo, three days ago.

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## TREATY SIGNED BETWEEN BARON FOESMASHER AND HLONDETH

*Vilhon Reach: Sespech*

Heralds of Baron Foesmasher have declared a "non-aggression" treaty between Sespech and Hlondeth across the Vilhon Reach. In recent months, tensions between these two countries have run to an all time high as Baron Foesmasher continues to fight a war of independence against Chondath and his daughter, Glisena, is being courted by an ambassador from Hlondeth. Baron Foesmasher wishes to reassure his people that this does not effect his desire to protect Sespech, and that his shipbuilding program continues unabated.

## BULLYWUG UPRISING THREATENS TAVILAR FESTIVAL

*The Vast: The Flooded Forest*

A bullywug from the Flooded Forest has joined the various bands of barbaric bullywugs into a horde of rampaging amphibians. Various adventuring groups from Raven's Bluff and elsewhere have been called in by the town leader, Anargil Do'Elsinor, to help contain them to the swamp. Early next month, a traveling circus, The Padded Buffoons, is due to come to Tavilar to kick off the annual Mushroom and Fungus Festival which brings in tourists --and tourist coins -- from around the realms. Miss Do'Elsinor offers a reward of 7 bushels of the locally prized Amaldot mushrooms to the group which brings in the head of the bullywug leader, Glib the Noxious.

## WELCOME, SIEUR REGNIER!

*The Vast: Raven's Bluff*

Local wonder, Sieur Jacques Regnier, has recently started a new business, "the Rescuers," to help find lost or kidnapped loved ones. He has decided to take on the case of Marlene, the lovely amnesiac currently living in Turlagol. She was recently found with no memory of her past, and no belongings which could help lead investigators. Sieur Regnier has his own "lost" past to speak of: he was a native of another dimension, AErth. Sieur Regnier arrived in the Forgotten Realms near Raven's Bluff along with his squire, Roderic Du J'oire. He was trying to rescue the mistress of a well-known Bishop from bandits when a vision of greater glory and a future of brave deeds recounted came to him. It said, "depart from this land and seek the Forgotten Realm." After several days, he arrived outside Raven's

Bluff. Surprised by the variety of Powers, he was smitten by tales of Sune, in particular tales of silent beauties held in bondage by evil giants. He is intrigued with the woman, Marlene, who was found in Tsurlagol (but was never reported missing), and wishes to meet her.

*[DM's note: Sieur Regnier was the Instant NPC (by Mike Phillips) from The Adventurer's Journal v2 n8]*

2001-feb-21

<http://www.geocities.com/quetl/chron>

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# Forgotten Realms Chronicle

Volume 1, issue 4  
1 CP

Marpenoth 1370 DR  
Year of the Tankard

## In Today's Issue:

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- [Classifieds](#)
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The Chronicle is a monthly news collection of all the happenings in this great land we call *The Forgotten Realms*. It is produced out of Waterdeep and delivered by caravan and bard to all the Realm.

## CLASSIFIEDS

### BOWELS OF THE EARTH

Wanted: full time security guard and bouncer to work nights. Easy work, good pay. Starting at 1 gold Dragon per month plus room and board.  
[Waterdeep]

### REWARD

600 gold pieces for the capture of the six humanoids responsible for the attack on the Solemn Sword which left twelve families in mourning. Town officials have given permission to bring the outlaws in either DEAD OR ALIVE. For purposes of the reward, only the heads of the murderers are necessary. [Surkh, Vilhon Reach]

## BULLYWUG LEADER TRULY MONSTROUS

### *The Vast: Tavilar*

The bullywug hordes have attacked the outlying farms and harassed the multitudes of visiting festival-goers and adventurers that have come to the Mushroom and Fungus Festival. Town leaders are still hopeful that the uprising can be contained without interfering with the festival. The rebel leader of the bullywug horde, Glib the Noxious, has been seen in the outskirts of the town Tavilar in the northern Vast. He is reported to be between 9 and 11 feet tall and hugely muscular. "He is too massive to be any kind of bullywug. He is more of a giant amphibian than anything else. I saw him grab another bullywug who had gotten too close; Glib killed the other by pulling off its arms!" Says witness, Xigtsib the Unusual, a fairly well-known mage of no little power, "After I saw what Glib did, I left as quietly as possible. No sense causing trouble."

A militia called by the town, fought the horde in several battles, and reports that the bullywugs are lead by captains rather than Glib himself.

## PILGRIM'S MONSTER ENCOUNTERED

### *The Vast: The Grey Forest*

Six adventurers who entered the Grey Forest seeking for giant "crab-people" spotted by pilgrims three weeks ago did indeed encounter one of them. Their experienced eyes noted that the single creature was between 18 and 23 feet tall with huge claws and a hunched over posture. It had a single eye positioned in its midportion and had no head or neck. It appeared to have two large "barrel-like" organs perched upon either shoulder that were flexible and shot lightning or fire. With one swipe of its claw, it ripped a huge tear through one warrior's chainmail. A surviving member who had been hit by the lightning described it as "an intense burning that made me want to die." The leader of the band, Stannik Adir, noted that the creature did not bother them until they attacked first. After maiming most of the group, the creature lumbered off into the forest, and did not fly as had been previously noted by the pilgrims. A hunting party is being organized in Lyrabar with the expressed purpose of ridding the forest of the monsters.

**The Eastern Sea Delivery Coster** is looking for independent traders with experience in the Cormyr-Sembia-Western Heartlands region to staff a new department of the ESDC and assist in developing a sales strategy and line of merchandise specifically tailored for the West. Nearly unlimited advancement with opportunities for travel, wealth, and excitement! Benefits include a retirement plan, and health care. For more details speak to Myrois the head of procurement for the ESDC in the town of Selgaunt. [Sembia]

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## NEW PLAY OPENS AT THE CADABLANA

*Turmish: Alaghon*

The traveling performing band, the "Troop of Many Loves," will perform an inspired tragedy called Makbett all this week at the Cadablana club. Named after a mystical noble of Tethyr, Makbett, who followed the advice of witches and overthrew the rulers of Tethyr, and was then brought low by one who he called friend. Bring your hand-cloths, this is a real tearjerker! It includes original songs by master bard, Sindleton the Polite, and special effects including a walking forest! Not recommended for children under the age of thirteen, nor for followers of Azuth (He gets a bad rap in this show).

## VAMPIRE SEES LIGHT OF DAY IN TRADES WARD

*Waterdeep*

The remains of a vampire was discovered near the Bowels of the Earth tavern on Snail street. Locals recognize the remains as belonging to a noble, lord Montreause Highfield, who often spent his nights in the Bowels passing stories with locals and strangers alike. Many were surprised to learn that lord Highfield was undead: "He was always polite to everyone, and drank his ale with the best of us," said Masina the Rock, who says she was proud to call him friend. He was last seen in the early morning two nights ago at the Bowels. He left shortly after receiving a note from a messenger, and hadn't been seen since. Watchmen, who checked lord Highfield's rooms on Mhalsymer's Way, report that the rooms have been cleared of everything, perhaps by the unknown assailant who finally put lord Montreause Highfield to eternal rest.

## DAYTIME RAID ON INN, 12 DEAD, 23 WOUNDED!

*The Vilhon Reach: City of Surkh*

In the city of Surkh at the Deepwater lake, a lightning-fast raid took place on the Solemn Sword Inn near the main gates. Six humanoids in outlandishly decorated clothing entered the inn shortly before noon and within minutes an astonishing 12 people were killed, including the innkeeper and her family. Twenty-three other people were wounded in the fight between the six and a party of esteemed adventurers which were staying at the inn. Surviving eye-witnesses agree that the humanoids were after a hooded stranger who checked into the inn the night before. The stranger has not been located or accounted for. None of the humanoids were apprehended, and their skill in coordinating the raid has lead some to

conclude that they may have been Githyanki, a warlike species that has not often been encountered in this area of the realms.

Funeral services for the four murdered adventurers will be held tomorrow, pending resurrection attempts, and the remaining three vow revenge against the aliens.

## **SPECIAL BULLETIN...DRAGONSBANE DEPARTS FOR NETHER REGIONS**

### *Northern Damara: Dragonsbane Gate*

Since the end of the Vaasa-Damara War, Gareth Dragonsbane has been the ruler of Northern Damara, a small third of the original Damara. He consolidated the regions overrun by Vaasan forces into a strong monarchy, while the southern two thirds congregated around independent city-states which ultimately united into a federation: the League of Southern Damara. Relations between the two states have been less than cordial due to the presence of Dragonsbane, who is unpopular in the South.

Recently in the last two weeks, severe storms have settled over the Northern Damaran capital of Dragonsbane Gate, a citadel built after the War along with its sibling, Bloodfeathers Gate. Sages attributed the storms to evil influences coming from the Vaasan side of the East Galena Mountains. At one point, lightening from the storms wrecked a tower of the Temple of Tyr. The next day, Dragonsbane appeared with his band of lieutenants and in his speech to the people of Dragonsbane Gate, told them of a mysterious force which will wreak destruction over the entire land unless he tries to ward it off. He departed for places unknown, leaving the nephew of the Last King Viridin Bloodfeathers in command of Northern Damara.

There has been no statement from the Southern Damaran government, but it is hoped that the disappearance of Gareth Dragonsbane will enable the reconciliation of two countries broken by War and Troubles.

## **NEW TOWN: FREE TILLAGE AND TOWN LOTS**

### *The Vast: Town of Lankao*

A new town in eastern Vast has just been created by renowned warrior, Lankao. The town lies next to Lankao's keep and includes a sanitation system, plenty of wells, good defensive walls, and best of all: 10 free acres to every farmer or a free 100' x 100' lot in town! Lankao says, "The town is fairly new (the walls are only half up), but has a sewer system, a temple, a shopping square, and no taxes for 5 years! My courageous band of men will see to it that everyone will be treated fairly and protected against any bandits or monsters that may come. The soil is good for farming or ranching, and the town itself is on a small ridge for ease of defense with good bedrock for foundations. I will organize a militia system for guarding

the town, and a council to oversee law and order. All master craftsmen (or craftwomen) are invited to start a guild of your own. Come, it is only two weeks journey on foot east from Dead Tree Hollow. I have retainers there to direct you. Come, and start a new life for yourself and your family!"

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# Forgotten Realms Chronicle

Volume 1, issue 5  
1 CP

Uktar 1370 DR  
Year of the Tankard

## In Today's Issue:

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- [Oddly Enough](#)
- [Classifieds](#)
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## CLASSIFIEDS

### SMALL FRY RESTAURANT

Welcome to the Small Fry Restaurant, a restaurant just for the smaller sect: Halflings, Gnomes, and Dwarves! We offer the finest in Halfling cuisine, Dwarven drinks, and Gnomish entertainment. You'll feel right at home in our "Small Room" with two fireplaces, while our halfling chef and his team prepare specialties from Luiren and exotic meals from the Great Rift. Afterwards come join our Gnome musicians in the lounge overlooking the lights of the city while they soothe the cares of the world from you. Pretty maids serve any of 25 Dwarven, Halfling, and Gnomish

## 37 KILLED, 18 WOUNDED IN MIDNIGHT INVASION

### *The Vast: Tavilar*

An army of bullywugs lead by a grotesque 11-foot tall Glib the Noxious has invaded the northern portion of Tavilar, causing widespread havoc and destruction. Adventuring bands have engaged in door-to-door battles with the amphibians and have even turned back some of the horde except where Glib has shown up in person. He evokes fear in both invader and defender alike by eating alive those that he captures--often while they are attacking him! He doesn't appear to take an active role in directing the battle, leaving that up to a group known as the Lieutenants lead by a small bullywug that the others call Bulev the Slippery.

The defense of Tavilar is made more difficult by the multitude of visitors to last month's Mushroom and Fungus Festival who were left stranded in the town by the bullywug uprising. Mayor Do'Elsinor is considering asking for assistance from the High Blade of Mulmaster if the free adventuring groups cannot drive out the invaders.

## UNDEAD KILLED IN HIGH DISTRICT

### *Western Heartlands: Elturel*

Late last night, the cleaning service at the Ruby Staterooms inn on Carpenter Way discovered the decapitated body of a female guest, Mrs. Vemuren. A detachment of Hell Riders was called in to investigate only to discover, by the light of day, that the victim was in fact a vampire. Along with the body--which showed signs of cutting wounds--were several vials that appeared to once have contained holy water consecrated to Lathander. The guards are looking through papers found in the room for leads, although this is no longer being considered a crime. "Whoever did this deserves a medal: From preliminary evidence, we think the vampire may have been involved in a plot to bring in more of its kind from the eastern realms."

This secluded inn in the high district is known for the privacy given to its guests. Innkeeper Mursheeb the Softspoken told the guards that Mrs. Vemuren checked in only last week, and left instructions not to be disturbed by day. Some are suggesting this killing may have been linked to

beverages, and they can usually suggest just what you would like best. We also offer take-out for the industrious who can't seem to find the time to come in. Conveniently located near the Great Hall of the Council, there is no reason not to stop by! [Ordulin, Sembia]

### **The TEMPLE OF LATHANDER in Beregost**

would like to remind everyone that it provides low-cost healing lotions and salves for all good-aligned beings, and that any interested individuals may talk to High Priest Kelddath Ormlyr about becoming an acolyte of Lathander. "Isn't it time to start a new day with Lathander?" [Western Heartlands]

### **THE RED TANKARD**

This is the Red Tankard, the far-famed meeting place of wizards and swordswingers from around the world! Rub shoulders with important personages as you drink in the famous ales and beers that you have heard so much about. Relax in the splendid baths of warm scented waters as you swap tales with the bravest men and women of the last 50 years (and in some cases, even longer!). Sit in princely comfort in the smoking room and read tales of long ago exploits in wondrous lands to the East and South. All this, at such low prices as to make you believe it all to be a dream! This is no dream, it's the RED TANKARD in Innarlith! See you soon. [Vilhon Reach]

another vampire "killing" in Waterdeep last month.

## **GITHYANKI STRONGHOLD SIGHTED**

### *The Vilhon Reach: Surkh*

A team of adventurers lead by a skilled ranger discovered the stronghold of the reputed githyanki raiders that attacked the Solemn Sword Inn in Surkh last month, killing twelve. It is 13 days journey to the north of the city, beyond the local mountain range known as The Guardians. The team of 9 spotted the monolithic structure in a mountain valley, but felt it unwise to approach closer to determine the strength of the alien force. These githyanki are extremely war-like and are skilled in the tactics of small unit combat. City Elders are looking for a way to remove the threat without risking an all out war. Interested adventurers with the power and experience to deal with this kind of danger are invited to come to Surkh to work out suitable monetary arrangements.

## **CONVENTION OF GNOMES PACKS TEMPLE OF GOND**

### *Sembia: Ordulin*

For the last two weeks strange gnomes from lands far away have descended on the city of Ordulin and congregated at the temple of Gond, The Steady Hand. Although a small temple run by only 4 priests, the temple has been packed every day from morning to dusk with at least 200 chanting gnomes speaking a heavily accented form of Common. They ask for a "sign of perfect knowledge," but have refused to elaborate further. The local inns and shops are full of gnomes by nightfall, and merchants are unwilling to interfere "so long as the coins keep rolling in, and they don't start any trouble," said a local guildmaster. Most of the gnomes are masters at some form of craft or art and continuously converse with one another at high speeds, seemingly without end. Local gnomes just shrug their shoulders when asked about their knowledge of what is happening. "I can think of worse kinds of invasions," said gnome Wullimer Bildhanks, a local butcher.

## **DEAD BANDIT SIGHTED**

### *Dragon Coast: Teziir*

The bandit leader, "Sir" Blackheart, who was killed last Spring during an ambush on a wagon train, has been seen by at least two different groups along a stretch of the Trader's Road known as the Bandit's Tollbooth. The first reported sighting occurred at night by a group of town militia as they

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headed back to the city from a watchtower 15 miles from the city gates. They reported a masked figure resembling Blackheart, who told them they "would surely die for despoiling the eternal rest of an innocent man." The Watch commanders assumed the report to be a fabrication by watch members as an excuse for their tardiness. More recently, a band of adventurers known as Spingalion, reported a man, "floating 12 feet in the air, wearing a mask, and shouting curses upon 'grave defilers, and other opportunists'." They shot several arrows into the man, but appeared not to have injured him in any way. The apparition did not otherwise interfere with the travelers. It has been assumed that Sir Blackheart left treasure behind that he would rather not be found, or that some unfinished business has compelled him to return to his place of death. Blackheart's body was recovered after the raid, and burned in an attempt to prevent just such a thing from occurring.

## AMBASSADORS TO BE EXCHANGED BETWEEN CALIMSHAM AND TETHYRIAN HEIR

*Calimsham: Calimport*

Our gracious Pasha has decreed that the Tethyrian heir apparent to the rulership of Tethyr, Kirov Sverdlovsk, is to be considered the new Ruler of Tethyr. In accordance with this ruling, an ambassador, Sabdul Moramin, and a retinue of officials have been sent to the Sverdlovsk lands in eastern Tethyr. Sverdlovsk has agreed to reciprocate with an ambassador in the near future. It is to be noted that the rulership of Tethyr is still contested by rival, Petya Zuyevo. House Zuyevo is a major family on the western coast, and currently rules from the ancient city of Myratma. A battle between forces of Sverdlovsk and Zuyevo last month ended with a victory by the House Sverdlovsk, but the war continues.

## NEWS OF THE RED TANKARD

*Vilhon Reach: Innarlith*

I am Esmera Valdukin, the owner of the Red Tankard Tavern on Candle Street, and this is my Gossip and Rumors bulletin. Recently, the Mayor's daughter gave birth to a lovely 8-pound baby girl, named Meershaw. Two adventurers from different groups got into a tussle while at my pub, and are cooling their heels in the Town Cellars (they must have drunk too much of my premium brand ale: the Quencher!) And a new stranger came into town from away South. I offered him a free ale (the inexpensive Copper brand), if he would tell of some of his adventures. First off, he wasn't riding a horse, but rather a large bird! I reckon it was 10' tall and had a sharp beak. He said he was a ranger and had just come from across the Shaar from beyond the Great Rift! I almost didn't believe him until he ordered my strong Bitternip Whiskey--no one can drink that whiskey and

still tell a lie! He insisted that he was conducting a treaty between various herding peoples and the Dwarves of the Rift for trade of wool and cheeses (speaking of cheeses, I just got a shipment of strong Dratleberry Cheese to go with my Spicy Liqueurs). He was quite tired--he claimed to have ridden directly from Eastern Shaar to Shaarmid--so I settled him into the Bath rooms for a hot, soapy bath with a glass of my Easy Whispers wine for a good nap. If any wish to hear more, they can come on in to the Red Tankard; this week's special is a FREE mug of spiced tea with a purchase of a tankard of Mintall Stout.

*[DM's note: the bird is a larger, heavier relative of the flightless bird (4HD, 1ATK @ 1d10 damage, MV=21') which lives in the Eastern Shaar preying on herds of small indigenous sheep, goats, and antelopes. They can carry as much as a riding horse.]*

2001-feb-21

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# Forgotten Realms Chronicle

Volume 1, issue 6  
1 CP

Nightal 1370 DR  
Year of the Tankard

## In Today's Issue:

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## CLASSIFIEDS

### TRANSLATION SERVICES:

Noted sage, Perclonus Many-Tongues, is now available to translate foreign items and scripts. Currently on tour in the Vast, he provides translation and transcription services for those in need. Prices start at 12 sp per word, icon, or glyph. See him at the Bubbling Brook Inn and Festhall in Tsurlagol.

### WANTED: Hunters and Mercenaries

To hunt down and kill the abominable creature which murdered 8 men and women of the Fifteen Hands adventuring group. Apply this week behind the Burning Centaur

## VAMPIRE KILLER STRIKES AGAIN!

### *Western Heartlands: Baldur's Gate*

Townwatch, alerted by Hell Riders from Elturel to a possible vampire "invasion," conducted a raid on a warehouse owned by Narlap Sixtawian but were hours too late. They discovered the remains of two vampires, recognized by locals as Narlap and his daughter, Ramena Sixtawian. Both were found chained to a marble support column near an exposed window. A makeshift fire pit containing papers was still smoldering, and fresh drops of blood lead to an alley outside where a Disc of Lathander was discovered. Watch leader, Mylthiz, has tried to reconstruct the past events: "I think whoever did this entered the building last night, overpowered both vampires while suffering some injury, chained them to the column and just waited until the morning sun finished 'em off." He speculates that the killers are probably more than one person and must include at least one priest of Lathander.

Investigators working with Riders from Elturel are just beginning to unravel a nefarious plot by a Vampire Lord from somewhere near Chessenta to infiltrate the Western Heartlands region in preparation for his own coming. They admit that their investigations are hampered by a lack of material since the killers seem to remove or destroy most of the papers found with the vampires. Why the killers haven't revealed themselves or why they are removing all evidence is still a mystery, since no one can even consider the "murders" to be illegal.

## ELVEN EXPEDITIONARY FORCE ARRIVES SEEKING TROLLS

### *Western Heartlands: Soubar*

A large mounted group of Elves, claiming to have come from Evereska, arrived in Soubar. They are staying in a camp just outside of town and intend to continue into Trollbark Forest next week. Included among the elves are expert sages in the fields of Zoology, Languages, Sociology, Cartography, and Myconolgy. It is not known exactly why they wish to go to Trollbark Forest, but some Elves have hinted that they wish to find out more about the trolls that live there. A local ranger thinks it may have something to do with strange lights that he has seen in the sky over the forest in the past several weeks. If they truly wish to learn about trolls,

Tavern on Haversack Way in Melvaunt. 8 gp per day with sword, 4 gp per day without sword. Funeral insurance included if necessary and if body recovered.

**WANTED: Independent Carters for the Eastern Sea Delivery Coster**  
Needed independent traders with own wagons and knowledge of Cormyrean and Sembian trade routes. The Eastern Sea Delivery Coster is looking to expand in the Western Heartlands region and is seeking knowledgeable men or women to join in caravans and trade from Procampur and Tsurlagol in the Vast, through Impiltur to Telflamm and Thesk. Compensation to include percentage of profits. Apply in person to Siflon the Droll (ESDC Caravan Coordinator) at the Roaring Griffon across from the King's Tower in the city of Marsember in Cormyr.

## **DELWIN'S LOANS AND SECURITIES**

DELWIN'S, now with three convenient locations, is more than ever your BEST FRIEND. You're not poor, but you NEED MONEY NOW. We can help. We provide LOANS for those in need. TRADE in your useless items for HARD CURRENCY. We provide INSURANCE to those in dangerous situations. Need CHEAP ARMOR, barely used? STOP BY DELWIN'S now in Raven's Bluff, Procampur, and Tsurlagol.

## **SUBMISSIONS**

they don't need to go so far; let them ask the fair number of Soubar residents that have come into contact with the horrid beasts. That just proves the saying, "an Elf's wisdom is only useful to an Elf."

## **REGNIER AND MARLENE TO WED**

### *The Vast: Tsurlagol*

On a happy note, local amnesiac, Marlene, known as The Comely, has decided to wed Raven's Bluff resident, Sieur Jacques Regnier, a private investigator and business owner. We have all enjoyed how Marlene has captivated us with her wit and humor and will sorely miss her when she leaves us. She came to us some months ago without so much as even the clothes on her back, and she couldn't speak a word of any known language. But now she has a good grasp of the language, and her adopted family, the Svorls, innkeepers of the Grouse-on-the-Water, have made sure she will be dressed in the finest gown. All are invited to their wedding the evening of Nightal (December) 11, as the full moon rises.

## **GLIB DEAD, INVADERS ROUTED**

### *The Vast: Tavilar*

Three days ago, the bullywug commander, Glib the noxious was killed due to the ingenuity of a group of warriors called, Slender Margin, which tricked Glib the Noxious into eating a dummy filled with daggers. While being engaged in battle with the group, he thought he was grabbing an unconscious warrior. Glib died shortly thereafter from massive internal trauma. This disheartened his minions and encouraged the defenders of Tavilar to finally drive out the bullywug horde.

Slender Margin leader, Wix Tempets said he came up with the idea after seeing Glib eat one of his companions--chainmail, shield and all. "I thought, 'I am going to make him regret his terrible eating habits,' and then while eating a chicken pie, I bit into a bone. Then, the idea came to me like a sign from Oghma."

An examination of Glib's body uncovered a cursed arm band that apparently caused his sudden growth, and sages say because it was too small for his now gargantuan body, caused him immense pain and turned him insane. The item is being carefully studied to determine its origin.

## **BARBARIAN TRIBES OFFER AID**

### *Vilhon Reach: Surkh*

The barbarian tribes of Latinaedi have offered their support in battling the evil Githyanki invaders which have barricaded themselves in a fortress

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beyond the Guardian Mountain range. The barbarian supreme-commander Breetaigh, has offered the services of 65 of his best men to form the nucleus of a 90 man expedition which will head out next week towards the menacing fortress which was spotted by a team of rangers last month. Heavy casualties are expected, but Breetaigh has downplayed the danger: "My men have trained their whole lives for just such an occasion. I have no doubts that we will eventually succeed. Each of my men will bring back the heads of two Githyanki, and the booty of ten!"

The barbarians are a collection of tribes which inhabit the region between the Cloven Mountains and the Thornwood. They are known for their acts of bravery and immense fortitude. A Chronicle reporter, Quel the Stout, has volunteered to accompany the expedition to report on the happenings. Good luck Quel!

## GROUP ESCAPES FROM MONSTROUS ORDEAL!

### *Moonsea Reaches: Melvaunt*

The four remaining survivors of an adventuring group numbering twelve stumbled into the Burning Centaur tavern late last night with tales of being stalked by some unknown monster in the lands of Thar. They report that the group, called Fifteen Hands, originally set out from Thentia northward to the Galena mountains to provide protection for miners. Everything was fine until 9 days out. On that day, a storm arose, and when it had passed, one of the party had disappeared. Over the next three days, five more members disappeared in mysterious circumstances, usually without leaving a trace. Then they were attacked by a "horrible monster that came up out of the ground and grabbed poor Jomnex, and ate him, even as he was screaming for help," reported a surviving member, Salawig Tiywr. The predation stopped shortly before the survivors reached a trail leading back to Melvaunt. The group hopes to gain new members to return to Thar and hunt down the horror which so cruelly struck down eight men and women in their prime.

## ESDC MERGER WITH ARABEL MERCHANT HOUSES

### *Impiltur: City of Lyrabar*

The Eastern Sea Delivery Coster, which serves the eastern Inner Sea region of Impiltur, Aglarond, and Vilhon Reach, just completed talks with Arabel merchant families Baerlear, Hiloar, and Thond to extend mutual assistance to each other in regards to prime merchandise. They will combine caravans headed between Cormyr and Sembia and the eastern Inner Sea region. This also allows the merchant houses use of ESDC ships and caravans headed into the Shining South. In return, the ESDC will gain an existing customer base in the eastern Heartlands region. For the

common consumer, this means a greater selection of exotic wonders at cut-rate prices.

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2001-apr-09

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# Forgotten Realms Chronicle

Volume 1, issue 7  
1 CP

Hammer 1371 DR  
Year of the Unstrung Harp

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The Chronicle is a monthly news collection of all the happenings in this great land we call *The Forgotten Realms*. It is produced out of Waterdeep and delivered by caravan and bard to all the Realm.

## CLASSIFIEDS

### Beast Versus Man

All next week, the Hillsfar gladiatorial arena will be holding special events for your viewing pleasure. Come see Man versus Man, or Man versus Beast as convicted criminals fight to the death to try and win their freedom. Entrance fee is 2 sp per person for matinee performances, 1 gp for afternoon performances, and 2 gp for the special event: GLORTHO the famed seven-headed Hydra against seven convicts in a wild free-for-all.  
[Hillsfar, Moonsea]

### Geographic Society Meeting

The Adventurer's Geographic Society

## EXPEDITIONARY FORCE EXTERMINATED!

*Vilhon Reach: Surkh*

Quel the Stout, a FNN reporter was one of only 7 men to return to Surkh early today from the ill-fated expedition to combat the Githyanki menace last month. Here is his exclusive report:

"We neared the Githyanki fortress and discovered that we weren't the only ones who wished to destroy the aliens. There was smoke rising from beyond the walls and the front gates were standing open. As we entered we saw dead Githyanki strewn all over the place. Most were displayed in gruesome poses with various parts of their bodies cut off and placed elsewhere. We found several of the swords, but most of their weapons and supplies were gone. We spent the day counting the bodies, and 8 of our men were killed in a boobytrap in a building that appeared to be their command headquarters. We suspect that it was left behind by whoever finished off the Githyanki. The Latinaedi barbarian leader, Harkin organized a defense because he felt it probable that the booby trap was left for returning Githyanki. He was right. Two nights later, our only warning was when the outer perimeter guards turned up dead. Within minutes, Githyanki invaders fought our soldiers within the compound. Harkin ordered ten of us to escape and bring word back to Surkh and his lord, Bretaigh of the Latinaedi. As we left, the barbarians were making a last stand from within the command center. I doubt that any survived the horrible onslaught."

With the loss of so many brave adventurers, there will be many heart-broken women here in Surkh today.

## RAID ON MERCHANT SHIPMENT, TWO BODIES FOUND

*The Western Heartlands: Iriaebor*

On the Traders Road from Easting just out of Iriaebor, the remains of a coach and team was found in a copse of trees near a branch of the River Chionthar. At the river's edge, the remains of two bodies were found: one a human male, the other a vampire female! The bodies were discovered by a rancher leading his cattle to market in Iriaebor. "I knew something was

will convene its second annual meeting after Deadwinter Day. Visitors and new members are welcome. This meeting focuses on the features of the Turmish area. We have noted speaker, Durman Cleric of Deneir, to tell of his travels through the Osraun Mountains and Gulthmere Forest. Other speakers will enlighten us on the flora, fauna, natural hazards, and dragon species to be found in this untamed area. [Teziir, Dragon Coast]

## PERSONALS

Two seeking adventure. One strong back and one sharp sword seeking to join adventuring group--any adventuring group--out of Iriaebor. Wanting to see the world, but are willing to go underground if necessary. Can provide own equipment. Contact at Mating Peacocks Inn on Street of Sand. [Iriaebor, Western Heartlands]

## CRYPTIC MESSAGE

Brawnmaster leaves a message for Obedius. In 12 days your request will be ready. Final payment must be received before the mission is completed. If payment is not received in time, the price will be tripled. If you try to break the contract, your collateral 'property' is forfeited and will be sold. [location unknown]

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amiss when my cows wouldn't cross the water. They just kept looking toward the trees. I went over to look, and that's when I saw them two dead, laying half in the water." The bodies were found naked and tied to a wooden pole stuck out into the water. The woman's body was withered as if by powerful magic or extreme age, but the man appeared to have died from more mundane reasons. "His head was busted, like as if from a heavy rock or sumthin'." The coach was found burned along with four dead black horses.

Witnesses from Easting report a similar black coach travelling through their town on the High Road from Proskur three days ago early one evening. A witness reports the label "Luthcheq Arms" on a large trunk on the back of the coach, but no one seems to know what it may signify, nor was the trunk found at the murder site. Although there is no evidence to link this killing with the other vampire killings--in Waterdeep, Elturel, and last month in Baldur's Gate--investigators from both Elturel and Baldur's Gate are interested as this may be the first non-vampire killed by the Vampire Killers. The investigators ask for interested clerics of Lathander to contact them to help solve this mystery.

## MULMASTERIAN SPIES CAUGHT, SENTENCING NEXT WEEK

### *Moonsea: Hillsfar*

A unit of the Red Plumes assigned to investigate internal espionage discovered a spy ring run by handlers from Mulmaster. The spy ring was supposed to have compromised a secret mission that the First Lord Maalthiir planned involving Red Plume companies. To date, 11 people have been caught and charged with treason against the First Lord of Hillsfar; among them a high-ranking official in the Merchant Council. The representative from Mulmaster denies all of this and says that he believes it to be a hoax designed to hurt relations between the two cities. The sentencing will commence in 4 days with the expected punishment for all involved to be death by decapitation or in the Hillsfar Arena.

## ORCISH WAGONS FROM THE DESERT WASTES

### *Anauroch Desert*

Covered wagons have been seen coming from over the Desertsouth mountains into Voonlar from Anauroch. A patrol from Shadowdale engaged one of the trains and captured the wagon. Under a black cloth was a large metallic humanoid hand, measuring several feet across the palm! What it is, or what else the orcs may be transporting is not known, but this is suspected to be a plot controlled by Zhentil Keep. The guards are keeping the hand, and carefully watching the pass through the Desertsouth mountains.

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## RIVER ASHABA BARREN. LOCAL FAMILIES IN RUIN

### *Dalelands: Shadowdale*

Local fisher families have suffered from a freak act of nature; the normally bountiful River Ashaba has seemingly been cleaned of fish. Normal plout and brown-darbies are nowhere to be seen. Tests of the water have showed that the river water is normal, and no one seems to know what happened to all the fish.

The Warrenfilps, a local family that has fished the waters of the Ashaba for over 3 generations is having a hard time making ends meet. "I have lived by the river through good times and bad times alike, but this is the worst I have ever seen. Even when it's been bad, we could always count on selling minnows for soups. I haven't even seen a minnow in over a month now," says the senior Warrenfilp.

## MARRIAGE ENSURES CONSOLIDATION OF RULERSHIP

### *Tethyr*

In the surprise match of the year, Kirov Sverdlovsk of the House Sverdlovsk has agreed to marry Petya Zuyevov of the rival House Zuyevov. Together the two families control almost three quarters of the land of Tethyr. Other families are quickly submitting to the control of either House to prevent the loss of their hereditary lands.

Under the agreement, the two houses will share control of the country, and their eldest son will become the next Ruler of a united Tethyr. The new capital will be the city of Myratma, in the lands now controlled by House Zuyevov.

Neighboring country Calimsham has been quick to recognize the new government, while Amn has said little.

## HIGH BLADE TROUBLED BY DREAMS

### *Moonsea: Mulmaster*

Lately High Blade Selfaril Uoumdolphin has been troubled by horrible dreams involving a large reptilian monster. His personal physician has reported that he has not slept well in almost two weeks since his brother, Rassendyll, arrived from Thay for his annual vacation. The High Blade would like to reassure all of his loyal subjects that his problem will have no effect on the normal activities of the government since the day-to-day running of the government has been left in the capable hands of his local

officials.

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## CLASSIFIEDS

### MINI-MAN MECHANICAL ASSISTANTS

Do you need an assistant but can't afford one? Is your assistant lazy or a thief? We have just the solution for you. The mini-man. These wooden animated assistants are willing and able to work day and night and will not lie, cheat, or steal. And the best part is they work for free! Take one home today with a down payment of just 360 gp. Contact Perim the Merchant at the Eastern Meet tavern in Saelmur. [Lake of Steam]

### THE RED TANKARD

This is the Red Tankard, the far-famed meeting place of wizards and

## "I KNOW WHO THE VAMPIRE KILLER IS..."

*Cormyr: Marsember*

Early this morning the confession of an aged Lathander priest sent garrison troops charging through the thick fog to the run-down Seafoam Rooms near the loading docks. The 15 man squad surrounded the aging wooden inn and after 20 minutes burst into the room that Lathander priest, Woldon Brikset, said was being rented by the Vampire Killer. They discovered the body of a vampire dressed in rich though outlandish clothing who had been "killed" by an oaken stake driven through his chest and into the floor boards! The only other items of interest in the room were several bottles of Crimson Feast wine--noted as being the beverage of choice in Lathander burial rites--one of which had been opened and poured into two glasses sitting on a table.

Woldon said he had confessed to helping the Vampire Killer destroy several vampires by supplying him with holy water and Disks of Lathander, but that the Killer had not otherwise informed him of his purposes in trying to single-handedly rid the realms of vampires. The Vampire Killer is said to be Karil Morningstrength "the Oathbreaker," who once was a paladin of Lathander until he was expelled for failing in his duties eleven years ago. He became a drunkard and disappeared soon after and was presumed dead until this startling revelation.

The landlord said the room had been rented only two days ago by the vampire using the name, Technan of Luthcheq, who said he would need the room until his ship, The Hated Cult, was ready to return back to Chessenta. Troops under the command of Warden of the Port said the ship left late last night under cover of fog. A group of investigators from Elturel believe that Morningstrength may be on that ship and vowed to journey there to track him down and uncover the truth about the rumored "vampire invasion."

## GOLD FOUND IN GULTHMERE FOREST

*Vilhon Reach: Starmantle*

A band of adventurers returned from travels into the Gulthmere forest carrying bags of gold dust they claimed to have mined from a forest

swordswingers from around the world! Rub shoulders with important personages as you drink in the famous ales and beers that you have heard so much about. Relax in the splendid baths of warm scented waters as you swap tales with the bravest men and women of the last 50 years (and in some cases, even longer!). Sit in princely comfort in the smoking room and read tales of long ago exploits in wondrous lands to the East and South. All this, at such low prices as to make you believe it all to be a dream! This is no dream, it's the RED TANKARD in Innarlith! See you soon. [Vilhon Reach]

### **TURMISH PEARL MARKET FESTIVAL**

The annual Alaghon Pearl Market is this week! Merchants from across Faerun have come to sell and trade beautiful pearls and other undersea treasures. You will find the largest assortment of yellow "suns", blue "eggs", and green "moons", as well as gigantic "giant-eyes" and rare black "devil-hearts". Visit the exotic festival booths and have your fortune read in a 4-pound pearl! Or try your wrestling abilities with a four-armed sahuagin.

Festival entry price is 1 cp, Market tax is 2% of purchase price.

### **LOCKS AND CLOCKS**

*Fine Gnomish Mechanical Devices.*  
Pelego Versar and son create the finest locks, clocks, and other mechanical devices. We have large clocks with chimes, or smaller ones that fit in a pocket. We have locks with keys and locks that open by a combination of finger-presses. We

stream, and started a gold rush! Since they arrived in town over a month ago, hordes of miners and opportunists have traveled here by ship and overland from Westgate to try their hand at harvesting some gold. The town population has swelled to almost 5000 people, and prices for everything has soared! Retired adventurer, Baert Long-Legs, had this to say from his bench outside the Silvermantle Dry Goods Store, "I remember when this town was quieter, and a man would take time to pass along a bit o' talk with us ol' timers. Now everybody's in a hurry to get to that gold that's been asittin' there since the Dawn O' Time."

Along with the soaring population and prices has been a soaring death rate. In the last month, seven people have been killed in fights over equipment and mules. It hasn't helped that two new taverns have opened recently to serve the drinking multitudes. The prison facilities of Starmantle were designed with the town's original 2500 population in mind, and the additional goldseekers have taxed the Town Patrol to its limit.

## **NEWS OF THE RED TANKARD**

*Vilhon Reach: Innarlith*

I am Esmera Valdukin, the owner of the Red Tankard Tavern on Candle Street, and this is my Gossip and Rumors bulletin. A couple of days ago a local resident, Red-haired Mnenom the farmer, came into town with the largest ever recorded potato. It was three foot across and had over 75 eyes! Tomorrow, the Red Tankard is hosting the first annual Winter Tulip Festival (to spread the word about my new tulip-flavored cordial, the Wintershine.) And I saw the most bizarre caravan to ever come through town. I met with the one-eyed proprietor of a traveling circus from the western Heartlands, Patch Mageev. He said he was just returning from a safari into the Desert Raurin, and claimed to have captured a young brown dragon. I said, "A young Brown! I would give a bottle of my hundred year batch of Hickory Tree (laid down by my grandfather when he was a lad) to see such a sight!" He took me up on my hasty offer and showed me a 50' flat-bed wagon on which was tied an actual brown dragon. The poor creature was tied up with his tail curled up alongside. Still it nearly filled the wagon, and needed 18 mules to pull it.

I offered him a pound of the new Calimsham Jerky-Sausage (imported from across the Lake of Steam!) and a mug of Foamy Gold ale if he would tell me details about the dragon's capture, but the trickster finagled 3 pounds and even more ale before the tale was finished! I promise to repeat the tale in all of its glory to all patrons of the Red Tankard. This week's special is a FREE platter of my dipping breads and dip with a purchase of a tankard of Greenwell Tonic.

## **ORCS INVADE SHADOWDALE**

can add a lock to any door or chest. Don't entrust your valuables or time-keeping to anyone else. We deliver throughout The Vast and beyond. [Procampur, The Vast]

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### *Heartlands: Shadowdale*

Recently, the village of Shadowdale was overrun by hordes of Orcs stampeding through the streets by the hundreds. Following the Orcs in chase was a large group of Ettins. Upon its capture, one of the Orcs confessed to a planned raid in the nearby woods when their forces stumbled into the Ettin camp. This is the only information that could be ascertained before an adventuring Dwarf by the name of Agold Ironbeard reportedly killed the creature. Agold fought bravely alongside the Shadowdale guard and other townspeople and when asked what he thought of the raid he responded with, "Never seen anything like it, but as long as those things want to come to me, that's fine. Makes killing them much easier when you don't have to go hunting for them! Do you have any ale?"

Many buildings in town were damaged by the charging forces and one of the worst hit was the Old Skull Inn where one of the Ettins actually made its way inside of the building before being killed by three of the inn's customers. Calmert, Lia Amakira and Derek the Divine had this to say, "He came, we saw, we kicked its arse". A dark elf was also spotted leaving the Old Skull Inn with quickened footsteps but it is unclear as to which side he was on as he was unavailable for comment. Luckily for the town, Elminster the Sage was also available to lend a hand in the repairs and restore the buildings back to their previous state before the Orcs and Ettins crashed into and crumbled them, but he too, as usual was unavailable for comment.

Many lives were lost under the weight of the Orcs and Ettin's assault but Lord Mourngrym has announced that all trade will continue as life slowly but surely returns to normal with the town guard having gathered the dead of Orc, Ettin and villager alike and under Mourngrym's command, they have mobilized their forces and traveled deep into the surrounding woods to flush out any Orcs or Ettins that may yet remain nearby and pose a threat to the village.

--Submitted by [James Corley](#)

## BAD MOON RISING OVER EVENINGSTAR

### *Cormyr: Eveningstar*

Over the past month, a series of animal deaths plagued the town of Eveningstar, but within the last week, the killer moved on to attack the town villagers. The animal mutilations had been occurring for nearly a month before any human lives were taken. There was no apparent pattern in the killings other than the fact that each one appeared to be some form of wild animal attack that haphazardly dissected the victims. It was finally revealed that the town militia that worked to hunt down the culprits was in actuality harboring the guilty parties within its ranks.

The militia captain, Saermond, was one of two men found guilty of the crimes. The second militiaman, Amar, was believed to be the instigator having given Saermond a cursed crescent moon amulet as a gift that

imbedded itself and seared into the wearers skin. It is believed that the amulets are symbolic of a cult dedicating itself to the worship of Lycanthrope. Upon wearing the amulet, the cultists are given the ability to shape change into various forms of were-beasts when subjected to an, as of yet, unknown stimulus. With each transformation, the wearers gradually change and begin distancing themselves from human society. It is unknown how many such amulets exists but the amulets found in Eveningstar both resembled a crescent moon of gold with a clear sparkling gemstone set within it that seemed to glow from within.

Anyone finding a similar amulet is urged to turn it in to the proper authorities. During the attempted apprehension of Saermond and Amar, the majority of the remaining militia was destroyed leaving only two newcomers within its forces. One of the survivors is of Drow origin having some notable bowmanship skills and the other being a practitioner of magic also from Elven dissension. These remaining members were quickly promoted to the ranks of Captain and Lieutenant, respectfully, with their first command to be the recruitment of new soldiers to strengthen their numbers.

For anyone interested in possible employment, it is suggested that you speak with either Blix or Calmert for a possible position within the militia. Payment shall be based on the experiences and background of the individual. Our hearts and our prayers are with the families lost to these attacks and to the brave people that work to protect all lives precious to them.

--Submitted by [James Corley](#)

2002-sep-24

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## CLASSIFIEDS

### MATRIMONIAL CONTEST

Looking for a husband? Young single women of beauty, intelligence, and grace are invited to compete to be the wife of the Olander of Suldopher. Testing starts daily in the gardens at the Morningmist Hall. Meals will be provided. [Marsember, Cormyr]

### WANTED: Trail guards for the Greatchest Trading Company

Needed 12 strong men or women to guard caravans on new route from Waterdeep to Calimport. Possible ocean travel (to be provided). Apply in person at the Greatchest warehouse in Waterdeep.

## VAMPIRE INVESTIGATORS ATTACKED!

### *Chessenta: Luthcheq*

The twelve Hell Rider investigators from Elturel, who are in Chessenta looking for the Vampire Killer of the Western Heartlands, reported being attacked by undead assailants in the dark alleys of Luthcheq. While investigating leads on the whereabouts of Karil Morningstrength, the ex-paladin who has allegedly killed at least 6 vampires, Captain Riglii said the twelve were ambushed in the early evening along a deserted alley way by three vampires.

The vampires dressed in laborers uniforms, blocked both ends of the alley and would soon have killed the men except for the help of a hooded man with a brilliant sword who quickly killed one vampire and drove off the other two. He dropped what turned out to be consecrated rose petals onto the body and disappeared before the investigators could find out who he was. "We were busy trying to treat the wounds of our most seriously injured and get our torches relit. Besides, I think we all realize that the person could have been no other than Mr. Morningstrength."

By the time they were ready to move out, the vampire's body had been burned away by the rose petals leaving as the only clues, a coat of arms on the uniform and the word "Addertholt." When asked, local townspeople only said it was a village "out west near the swamp, where only a fool would go." Of course, that is precisely where Captain Riglii said they would investigate next.

## PALADIN ATTACKED, RED KNIGHT APPEARS!

### *Western Heartlands: Everlund*

Last week, merchants coming into Everlund along the trail from Yarter discovered the unconscious paladin of the Red Knight, Maudlin Stardottir, surrounded by trolls. Guards from the caravan chased off the trolls, and brought her to the Phantom Knight Inn where she was recuperating. She told a tale of a large sword-wielding troll which attacked her along the trail, killing her horse. In defending herself from the troll, she had grabbed the sword blade, cutting her palm badly.

Last night, while clerics of the Red Knight prayed for her healing, Maudlin was finally healed--by the Red Knight herself! The Red Knight appeared wearing crimson-tinged platemail and was reportedly helmetless

## AIRSPUR SLAVE SALE

There will be choice slaves from Chessenta, broken-in harvesters from Mulhorand and gladiators from Hillsfar. The auction starts at high-noon and the admission price of 5 sp covers a lottery. The grand prize is the former champion pit fighter, Roaldo Swordstriker (33 wins - 2 losses). [Chessenta]

## LOCKS AND CLOCKS

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with long flowing black hair and steely dark eyes. The Power removed her glove showing her palm to the onlookers. On her palm was a long scar like the wound on Maudlin's hand. The Red Knight healed Maudlin, but left the scar "as a mark of Loyalty and Bravery, and an Oath against all chaotic and evil beings." She claimed that the troll had been sent by the evil god, Vaprak Troll-god, who had similarly wounded the Red Knight before she cut off his hand with her own blade.

Sages disagree on exactly why the Red Knight chose to appear in person, but clerics of the Red Knight lost no time in pronouncing that henceforth, all ceremonial garb is to be in mail with a red patina, with a red sash or scarf around the forehead or neck, but no helm.

## BARON'S DAUGHTER KIDNAPPED, HLONDETH BLAMED

*Vilhon Reach: Sespech*

The Baron Thuragar Foesmasher's daughter, Glisena, was reported missing by the heralds two days ago. The Baron's men rounded up several suspects including Hlondethan ambassador Dmetiro Extaminos. The Baron has vowed death to anyone connected with the abduction, "even if that means war with hostile countries."

His military has been mobilized, including the 7 ships of his fleet. To do this the Baron instituted a special quartering tax on the homes of freemen within Sespech. While this has been grumbled about, the presence of the army has reduced the predations of bandits and ruffians to next to nothing. Rumors have it because the bandits have all been pressed into the army!

## ATTACKS ON SLAVE MARKETS

*Chessenta: Airspur*

Recent slave markets throughout Chessenta have been attacked by a band of masked adventurers calling themselves the Freedom Fighters. Last week the market at Soorenar lost almost two dozen choice slaves. One Fighter was caught, and sent to work the penal mines until she dies or discloses her companions. A reward is being offered for information leading to the capture of the rest of this band. The upcoming market in Airspur will be heavily guarded to prevent this group from wreaking further havoc.

Some slaves have since been recovered but apparently knew nothing of their benefactors plans. The market disruptions have caused a sharp increase in the price of slaves as dealers seek to recoup their losses.

## DOPPLEGANGER AMONG US

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### *Western Heartlands: Scornubel*

The remains of a merchant trader was discovered along the Trade Way between Triel and Scornubel. Investigation by the Red Shields of Scornubel uncovered a journal written by the victim, Tanibor Greatchest. It recounts a horrific tale of five merchants who met in Waterdeep and arranged to travel to Suzail together. First one, then another, of the merchants disappeared along the way. Tanibor suspected foul play, a doppelganger among them, and apparently revealed his suspicions to the wrong member of the remaining group. Investigators warn that the doppelganger may be in disguise as any one of the five, including Tanibor himself. Tanibor leaves behind a wife, three adult sons, and the Greatchest Trading Company of Waterdeep.

## LORD TO CHOOSE LADY

### *Cormyr: Marsember*

Stewards and matchmakers have arrived in Marsember on a special mission -- to select a new wife for the Olander of Suldophor in Calimsham. The Olander's former wife, originally from Marsember, died tragically in a hunting accident. Before she died, she made him promise that his next wife would be someone from her own city, rather than a local woman. The Olander, Maaril Hathlif, willingly agreed and sent a delegation of 25 matchmakers to Marsember to "find a new wife to equal his beloved".

All eligible single women who wish to marry a king are invited to meet with the matchmaking delegation. Within the next few weeks, 3 finalists will be chosen to travel to Suldophor and meet with the Olander himself. One will be chosen as his new wife. The others will be given compensatory rewards of gold and jewels.

2003-jun-24

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