

# The Sahûl Chronicle

Turn 3

1461–1465 SA

*When I was young, I was told that anybody could become emperor. Now I'm beginning to believe it.*  
(Grand Duke Sardhan III of Golmath)

**N**o amount of stress on this point is too much: it is *absolutely vital* that you spell the names of regions correctly in your movement orders, particularly if there are a number of regions closely grouped together with similarly spelled names. In future, I will determine your movement randomly if I can't figure out where you're trying to go.

**QUOTE CONTEST:** Last Turn's quote was from David Friedman. A huge number of players answered correctly; darn Google! Consequently, I've made it a little more difficult. Hopefully. Whosoever guesses the true source of this Turn's quote will receive one heavy cavalry unit. Huzzah!

**SIGN UP BONUS:** For every paid player you recruit, I will credit your account with two free Turns.

**CREDITS:** Some folks have let their accounts run to zero. Please keep those accounts in the green!

**NEXT TURN DUE:** MONDAY, 07 APRIL 2008.

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## FREE COMPANIES & ERRANTRY

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**WHITE LOTUS COMPANY**—10hi 24mi 22li

Captain: Mistress Exata (L993i) IL age 19

Location: Jorun, Drammul Province

Min. Bid: 32gp/Turn

**COMPANY OF THE BLACK CLAW**—3sc 25hi 15mc

Captain: Tirabinis Arantes (L995w) YG age 43

Location: Nigata, Kordier Province

Min. Bid: 25gp/Turn

**RED DRAGON COMPANY**—10cv 15pk 30mi HIRED

Captain: Tarrid the Fierce (LB66s) UR age 50

Location: Ingazi

Min. Bid: 30gp/Turn, will not fight Urdans

**KNIGHTS OF ST JARRAD**—5hc 25mc 8lc HIRED

Captain: Sir Balorri Withini (L976w) TR 47

Location: Cappargarnia

**PIRATE ARMADA**—2cr 23wr 20tr 8mr HIRED

Commodore: "Wild" Trang (LA94w) YG age 38

Location: Completely at sea.

Lord Adhanggar Drathnes (L76bw) YG age 46

Location: Amoxcali, Tramelis Province

Min. Bid: Make me an offer!

For glory and slaughter!



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**COUNTY OF TOKATL** (10 I/TA)

*Her Excellency, Tinikatua IV, Mistress of the Totek Hive, Countess of Tokatl.*

Trade: Averon, Chi'tixi, CM, Kachar, Taneki

DP: None

Tinikatua IV grew worried as Taneki grew quiet. What could it mean? The Sorcery Academy at Tza'a'aktes improved. Perhaps it will become a university soon?

**DUCHY OF TANEKI** (13 I/YG)

*Her Grace, Toktoka III, Mistress of Aketl, Duchess of Taneki, Baroness Ketatl.*

Trade: Averon, Chi'tixi, Itaxik, Kachar, Pexiki, Tokatl

DP: None

The Taneki Equerries were impatient to press the Xinites, still reeling from their decisive defeat at Kith, but orders came there none. Toktoka II died in 1461 and was succeeded by Toktoka III.

**THE CHURCH MILITANT** (13 I/IL)

*Her Holiness Aketika VI, Iluvarian Matriarch of the West, Archemandrite of Tikata.*

Trade: Averon, Tokatl

DP: None

The Church continued to save for that day when they can at last finish their road. Princess Jera of Averon arrived at the head of 5,000 cataphracti and a shipment of equipment and materiel. The Princess attended university at Tikata, graduating with honours in history.

ELECTORAL GRAND DUCHY OF AVERON (2I SI/IL)  
*His Gracious Majesty, Muldalan II, Lord of Clan Drax, Count of Darida, Imperial Governor of Dranmul, Lord Admiral of the Green, Electoral Grand Duke of Averon.*

*Tiketua of Tishrak, Margrave of the North.*

Trade: Atuburrk, Chi'tixi, CM, Taneki, Tokatl

DP: Voon (A), Teumeda (F)

Grand Duke Muldalan fell ill and so eased off his building spree, only ordering a road laid from Gannedán in Vendeer northward into Dorrial. He made up for it in investments, however, which were fairly hefty across the board. The Grand Duke's health recovered by 1463.

The Averse air-lord, Gnurd the Incoherent, impressed the locals in Voon with the mighty First Airfleet, if not his less-than-smooth banter.

The Second Averse Airfleet, meanwhile, under the command of Air-Commodore Sir Drit Sannak, sailed into the Dorthacian Desert on a rendezvous with destiny. It was not, as it happened, a particularly pleasant destiny. Of the 500 airships that flew into Dorozhand, scarcely five returned. They landed rather roughly in Selid near the shores of Lake Muleen. The survivors speak of a vast duststorm that appeared from nowhere.

Mount Tazhi in Zinneron erupted several times. The townsfolk of Búme appear to have gotten used to it.

Princess Jera got a pony *and* a degree in history. She also trained with the cataphracti on weekends.

COUNTY OF PEXIKI (I6 I/YG)  
*Her Excellency, Ixix III, Mistress of the Coactoka Hive, Countess of Pexiki, Lady Amoxcali.*

Trade: Itaxik, Kachar, Taneki

DP: None

Pexiki continued the inexorable advance into the lands of the Xinite heretics. Colonel Nixit led her 41,000 infantry, 10,000 zombies, and fifteen supporting airships into the hills of Uitzetla, where they were soon joined by the Wenemet mercenary captain Lord Adhanggar Drathnes, resplendent in a new scarlet and gold uniform and a generously-feathered hat. Their advance was slowed by the presence of a dozen or so Xinite hive forts. The delay proved a key factor in allowing the Xinite forces to retreat to the port city of Tenamitl. Lord Drathnes, his eyes set on glory, attempted to persuade Colonel Nixit to assault the city before it could be reinforced. Nixit, however, would not exceed her orders, and so Drathnes had to be content with plundering the Xinite priory of Xinxin.

Nixit died in 1465, the victim of a stomach ailment. Even so, Xinite resistance appears to be collapsing like an over-hasty soufflé.

THEOCRACY OF XIN (6 I/XN)  
*Xin-Sikkath, High Priestess of Xincalli, She Who is the Voice and the Arm of the Eternal Eye.*

Trade: None

DP: None!

The Xinites retrenched! After the thorough spanking of years past, the Xinites concentrated on building their forces and defending the city of Tenamitl from the Pexiki. Some of Sikkath's lieutenants have wondered out loud if they should not take advantage of Zarkhandu's "right of return" to regroup. If only there were more ships...

ELECTORAL GRAND DUCHY OF ITAXIK (23 I/UR)  
*Her Gracious Majesty, Chass'ika I, Mistress of the Tis'chak, Countess of Takkikik, Electoral Grand Duchess of Itaxik, Golden Beetle of the West.*

Trade: Kachar, Pexiki, Sakkar, Taneki, Yax'te

DP: None

Grand Duchess Chass'ika rested her realm after the exertions of last time. Prodigious investments were scattered throughout the realm; siege quality improved and the government expanded.

#### COUNTY OF KACHAR (9 I/UR)

*Her Excellency, Kassa IV, the Shrewd, Mistress of Calpolli, Lady Tchantli, Countess of Kachar, Protector of the Fair Isles.*

Trade: Itaxik, Sakkar, Taneki, Tokatl, Yax'te

DP: Makkoa (A)

Countess Kassa wondered where else she might find an opportunity to expand her tiny realm.

#### BARONY OF SAKKAR (9 IS/IL)

*Baroness Neallatalah II of Sakkar, Mistress of Nelhuayotl, Heir of the Prophet, Beloved of the Light of Iluvar.*

Trade: Itaxik, Kachar, Yax'te

DP: None

The frugal and pious Sakkar built two more priories to the greater glory of Iluvar and continued to exercise their tough little navy.

#### ICEMARK OF YAX'TE (II S/IL)

*Margrave Tillein the Silent, Grand Master and Knight-Commander of the Champions of the Renewal.*

Trade: Itaxik, Kachar, Sakkar

DP: None

The Yax'te embarked on the exciting adventure of domesticating gryphons. They also enjoyed the exciting adventure of the ice not advancing. Oh, the winters were cold enough, as were the springs and autumns, but summer was mild and pleasant. There were actual months and months where there was no snow on the ground in Yoltet. Farmers in Ital'te and Potem'te took advantage of the extended growing seasons to plant something other than root crops. The people were overjoyed, and rumours floated about that somebody actually heard Tillein *whistling*. Plans are reportedly afoot to expand the abbey of St. Nenepil into a cathedral.

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## Thacia and Aret

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### HIGH PLAINS & NORTHERN COAST

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#### THE REVOLUTION THAT FAILED: CHI'TIXI 1462-1465

Region by region, banditry gave way to anarchy, and still Queen Xant'ki did nothing to stem

the slide of the Electorate into chaos. Finally in 1462 a vast peasant uprising tore through the very heartland of Chi'tixi. To say that events took the government by surprise would be overstating the case; they knew they were losing control. What, perhaps, they didn't understand were the depths of hatred for Great Tirrix Hive that now erupted into violence. Rebellion among the Malebolge is rare enough, but here were princesses of every stripe, from farm bosses to Equerries, together with warriors and workers—workers!—rising in revolution.

Vast throngs of the unemployed joined with the farmers in Chitteri, Girrettik, Granax, Eretech, Otch'kar, Kit'ax, Chi'tari, Itax, and Achet to proclaim a new order: the Chi'tixi Republic. They chose as their leader a Chiti'xi general named Chorta, stationed in Granax with 18,000 cavalry. She moved quickly to secure the city of Gakki in Chi'tari as the provisional capital of the Republic. Hordes of peasant levies flocked to their cause.

In the west, the allied Countess of Cærrat tried to salvage her authority by declaring her alliance with Chi'tixi at an end. She was joined by Birrat, Adlir, Emananadar, and Endekkar. Tributaries Fessun and Renedir simply reasserted their independence.

While the Queen's advisors wrung their hands and the Queen herself continued her daily regimen of bathing in gold and silver coin, the Equerries of the Western Reaches resolved to restore order. Numbering some 42,000, the Army of the West prevailed upon their leader, Marshal K'tak, to act against the revolution. And this, she did. Gathering the forces in Taranta, she marched eastward down the Royal Road, determined to smash the "rebel scum". The Chitteri and Girrettik quickly saw the error of their ways. In Granax, the clerics of Ikitik were instrumental in returning the region to Royalist control, though they could do nothing about the looted and despoiled royal summer palace that the rebels had used as a barracks. K'tak's Royalist army continued marching east. In Chi'tari, they met the full weight of Republican arms before the gates of Gakki.

### *The Battle of Gakki (1464)*

The 42,000 Royalist infantry of Marshal K'tak met the Republican force of 18,000 cavalry and 75,000 peasant levies commanded by General Chorta in an epic battle to decide the fate of the Chi'tixi people. Deciding that the city walls would not allow full use of her cavalry, Chorta instructed her Republican levies to take up positions atop a broad hill near the western approaches. Before long, the white banners of the Royalist army could be seen. As the enemy approached, Chorta ordered the battle flag of the Republic to be hoisted for the first time: a red banner with the Chi'tixi monkey emblem emblazoned in gold—manacled and trailing broken chains.

Battle was joined on the 15th of Sextilis. Chorta's military genius and sheer numbers proved no match for the professionalism of the Royalist infantry. They ground their way through the barely-trained levies until Chorta sounded the general retreat behind the walls of Gakki. Screened by the cavalry, about 33,000 peasants made it to safety. The cavalry force was down to about 3,500 medium horse. On the Royalist side, the heralds counted about 4,500 dead, all skirmishers.

Marshal K'tak surveyed the walls of Gakki. At length she decided that there simply wasn't time for a proper siege, and so she ordered her forces to immediately assault the city. The Republican defenders were taken aback. General Chorta was somewhat surprised, but calmly saw to the defense of the city. The first wave resulted in about 7,000 casualties on the Royalist side and some significant, if moderate, damage to the walls. By the third wave, the walls were in ruins and Royalists were in command of the city. What they found there beggared the imagination: the defenders had died to the last; even Chorta had cheated the hangman.

With her forces reduced to 22,000 infantry, Marshal K'tak nevertheless left a small garrison and continued the eastward march. The great city of Ketika in Achet still lay in rebel hands, and she was determined to deliver it for her Queen.

Meanwhile, back in the Chi'tixi royal palace, a strange drama was playing itself out. The Queen's

guard—the *Silent*—had foiled several assassination attempts in the previous years, and a number of the Queen's own relatives had gone to the hangman as a result. By October of 1464, however, even the *Silent* could be silent no longer. Queen Xant'ki VIII was set upon by a number of masked, spear-wielding Equerries in her own palace. Without a sound or signal, they stabbed the Queen to death and left her pinned to her own treasury door with thirteen spears. The Queen's hive-daughter Antaxi found her in the morning. The *Silent* were summoned, and they and the whole court acclaimed her as Queen Antaxi IV.

As news of the assassination spread through the Queendom, the remaining tributary regions renounced their allegiance: Erekat, Hazekat, Iekat, Kirikat, and Matikat are all independent, as are all of the western Tarotist prefectures.

In 1465 Marshal K'tak's Royalist army arrived in Achet and cowed the population. Determined to assault the city of Ketika, she was somewhat surprised to hear news of another army approaching from the north. Prepared for the worst, the Royalists were relieved to discover that it was the Queen's own army approaching, 75,000 strong. Ketika surrendered without incident.

Otch'kar, Eretech, Kit'ax, and Itax remain in rebel hands under Civil War rules (§10.4.4), though with the destruction of the Republic's peasant army, there is no longer any organized center.

### ELECTORAL QUEENDOM OF THE GREAT HIVE OF CHI'TIXI TIRRIX KI (29 1/YG)

*Her Most Puissant Majesty, Antaxi IV, Mistress of Tirrix & the Great Hive, Duchess of Chax and Tix'itikata, Countess Itax, Electoral Queen of Chi'tixi, &c., &c.*

Trade: Adndar, Araxes, Aradéc, Atuburrk, Averno, Cappargarnia, Golmath, Hyrágec, Ingazi, Kicitchat, Taneki, ThaceD, ThaceE, Tokatl, Urdrahahn

DP: None

Antaxi is ruler of much smaller realm than her predecessors.

#### DUCHY OF THACE (12 S/UR)

*His Grace, Biard XIV, Lord Goshtikka-Ourane, Baron of Brennadein, Duke of Thace.*

Trade: Araxes, Atuburrk, Averon, Chi'tixi, Ingazi, Kicitchat, ThaceE, Urdrähahn

DP: Lahai (T), Apéric (T), Ensardinim (F)

Duke Biard took personal command of the Ducal army, including the elephants. His son Willor, meanwhile, attended the Sorcery Academy at Ourane. Young Willor proved to be a magical prodigy, easily outperforming his professors by the end of his second year. By the time of his graduation in 1465, it was said that Willor might well be the most talented Saurian sorcerer in centuries. One of those attending the graduation ceremonies was the Reverend Mother Verilia, a Saurian envoy from the First Matriarch herself.

Cavalry and (astonishingly) naval quality improved. The frontier town of Brucor rose in the Spønnim steppe.

**ELECTORAL COUNTY-PALATINE OF THACE (22 S/UR)**  
*His Most Excellent Majesty, Basodir VI, the Bold, Lord Goshtikka-Snamarthis, Imperial Governor of Thacia Minor, Marshal of Thacia, Electoral Count Palatine in Thace.*

Trade: Adndar, Araxes, Atuburrk, Averon, Cappargarnia, Chi'tixi, Golmath, Hyrägec, Ingazi, Kicitchat, Taneki, ThaceD, Urdrähahn

DP: Koshtira (F)

With a wary eye on the steppe, Basodir raised more cataphraçti. A road was constructed from Snamarthis across the Pinin Bridge and into Jannas, giving the urban bourgeois access to the natural beauty of the elephant ranges north of the Hürn, as well as to the venerable Löffle Priory. Two new priories were built, as well a tremendous number of public works projects. These last were concentrated around Snamarthis, putting to shame all other so-called "civilized" realms. Some noises were made by the provincial nobility about perhaps spreading that wealth around a bit. Incredibly, siege, naval, and airship quality all improved.

#### THE TIGERS OF URDA (2 S/TU)

*Sar Gortahn, Master of the Horseclans, Scourge of Urda the Fierce.*

Trade: We don't trade with infidel or heretics.

DP: Gribaun (T), Djalneth (A), Nemoraneth (F), Rjubalin (F)

Sar Gortahn continued to send his couriers to all corners of the steppe and beyond. To the amazement of the many, the ruins of the ancient city of Assarnes were brought to life! The tents wherein the Tigers held their annual moot were reinforced with stone and brick and became a proper town.

#### GRAND DUCHY OF ARAXES (19 W/UR)

*His Grace, Pangku Tramandes the Valiant, Baron Pinyerrel, Grand Duke of All Araxes.*

Trade: Adndar, Aradéc, Atuburrk, Cappargarnia, Chi'tixi, Einandhu (4), Golmath, Hyrägec, Ingazi, Kicitchat, Taneki, ThaceD, ThaceE, Tokatl, Urdrähahn

DP: None

A small Averese fleet practiced naval maneuvers in the Western Gulf of Iphil. The Araxeans observed them with a mixture of amusement and genuine admiration for the bravery of those who would actually sail in such primitive vessels.

Grand Duke Tramandes invested heavily in his military and government. He was rewarded by improvements in cavalry and naval quality. Both the Military and Naval Academies were expanded.

Although his realm prospered, Tramandes was clearly restless and unhappy. In 1461 he married Thierre, a daughter of the minor clan Wanata. She bore him a daughter in 1462, and twin daughters in 1464. Although he is clearly a doting father who loves his girls, the Grand Duke is in something of a crisis. Only males can ascend the Araxean throne, and the remaining eligible males in Clan Pangku are not proving to be Ducal material in the view of the Clan Mothers. Not remotely.

COUNTY OF KICITCHAT (18 I/YG)  
*Her Excellency, T'cha'k IV, Lady Tchac'at, Countess of the Kicitchat Hive and Associated Dominions, Imperial Governor of Artier.*

Trade: Adndar, Aradéc, Araxes, Atuburrk,  
Cappargarnia, Duedhyn, Einandhu (4),  
Golmath, Hyrágec, Ingazi, Kommolek,  
ThaceD, ThaceE, Tiryowglas, Urdraháhn

DP: None

Determined to keep up with the neighbours, Kicitchat expanded the towns of Karc'at and Punyik into cities and their capital of Tchac'at into a true metropolis. They expanded their government, and they invested heavily in public works. They continued to drill their pike. Tarotist missionaries converted about half the population of Atch'tik.

ELECTORAL GRAND DUCHY OF ATUBURRK (15 W/YG)  
*His Gracious Majesty, Adhanggar Challik III, Count of Odol, Elector & Grand Duke of Atuburrk, Imperial Governor of Ardebon.*

Trade: Adndar, Aradéc, Araxes, Cappargarnia,  
Chi'tixi, Einandhu (4), Golmath, Hyrágec,  
Ingazi, Kicitchat, ThaceD, ThaceE, Tokatl,  
Urdraháhn

DP: None

Grand Duke Challik fully dedicated his realm's resources to the improvement of naval and airship quality and lo! They both improved. The port town of Gunawal was raised in mountainous Atoa, and three new priories were built, including one in Atoa. Perhaps due to all the attention, Atoa became friendly (F) to Atuburrk.

Challik continued his programme of subjugating his island to his rule. The royal army advanced into Elbalarr. The terrain was difficult, and combat was soon joined with the hardy mountain folk. Although the Elbalarr were able to summon 3,000 infantry, their leader was a bit of a nitwit, and Challik's 26,000 men took few casualties in their conquest.

In the east, a vast armada of more than 200 caravels descended upon the pirate haven of Punchega and blockaded it. Thus far, the numerous pirate vessels trapped there have not attempted to

run the blockade. Those pirate vessels attempting a return to Punchega were sunk or captured. Numerous homeless pirate vessels have called in ports throughout the Gulf of Iphil, most disguised as merchantmen. The leaders (such as they are) of the Wild Coast met in 1465 to determine a course of action...

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## Central Sahûls

### THE HEART OF EMPIRE

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ELECTORAL REPUBLIC OF CAPPARGARNIA (29 M/TA)  
*His Sublime Majesty, Sevas Rand, Lord Admiral of the Blue, Electoral Prince of Cappargarnia.*

*His Great Holiness, Fenric III, the Jovial, Pontiff of the Hidden Lords at Golluz.*

Trade: Adndar, Aradéc, Araxes, Atuburrk, Chi'tixi,  
Duedhyn, Einandhu (4), Elphárec, Golmath,  
Hyrágec, Ingazi, Kicitchat, Kommolek,  
ThaceE, Tiryowglas, Urdraháhn

DP: Dusios (F)

Cappargarnia was subjected in 1461 to a rain of frogs that clogged up the drains and was responsible for the brief surge in the availability of frog's legs at restaurants throughout the city. Despite many investments, the technology and quality of the Republic's armies does not appear to have improved much. Many blame the frogs.

The town of Anabrin in Mælor expanded to a port city. Several of the other great Clans are wondering when they're going to get new cities named after them.

On 18th of Quadrilis 1463 the Tarotist Pontiff Fenric the Impenetrable finally succumbed to the weight of his hat and died a horrible death by crushing and asphyxiation. He was buried with several of his many hats in the Cathedral crypt.

The twenty-two Hierarchs of the Church gathered at Golluz within the month and, after the customary vigil, were sealed into the Cathedral of Aphum to choose the new Pontiff. Things rarely work smoothly in Tarotist elections, however, and when the bloodied Hierarchs finally emerged from their seclusion, they announced the new Pon-

tiff was none other than Cappargarnian Senator Anabrin Drondathdenes. From there, events moved quickly.

Drondathdenes assumed the Pontificate on the 8th of Quintillis, taking the name Fenric III in honour of his predecessor. By the 10th he was already in secret meetings with his cousin, the Cappargarnia ambassador. Two days later in Cappargarnia itself, Prince Rand summoned the Senate into a closed emergency session. On the next day, the 13th of Quintillis 1463, less than a week after his coronation, Pontiff Fenric III announced to the world the “assumption of the Illimitable Church into the Cappargarnian Republic as a free dependency.”

While the citizenry of Cappargarnia (not to mention Tarotists everywhere) attempted to parse out exactly what *that* meant, the Cappargarnian Senate moved with alacrity to regularize the constitutional issue. They assigned to “the Pontifical State” ten new Senators, bringing the total number to 75. The Church’s government, for its part, did not change.

#### CHURCH OF THE ILLIMITABLE

*Please see Cappargarnia.*

#### IMPERIAL FREE CITY OF ADNDAR (14 M/TA)

*His Excellency Tiribissi Dranthes, Guildmaster of the Chandlers and Hereditary Burgrave of Adndar.*

Trade: Aradéc, Araxes, Atuburrk, Cappargarnia, Chi’tixi, Duedhyn, Einandhu (4), Elphárec, Golmath, Hyrágec, Ingazi, IOC, Kicitchat, Kommolek, ThaceE, Tiryowglas

DP: None

Dranthes Junior, the Burgrave’s heir, tragically died after accidentally falling backwards onto the spire of Odnhdor Cathedral several times. Many City Councillors showed up late for work the next day. Probably they were grieving. Yeah, that’s it. Grieving. The new heir is a clever cousin by the name of Tiribissi Lanharnes, a journeyman of the Innkeepers Guild.

Meanwhile, unemployment runs amok through the Republic, while the government grows ever richer. The Council is reportedly empaneling a

committee to look into additional public works projects.

#### THE IMPERIAL DEMENSE

*His August & Imperial Majesty, Deric I, Baron of Wanumarra, Electoral King of Aradéc, Sovereign of Sahûl, Lord of the Nine Hills of Sardarthion, Holder of the Emerald Throne, and Emperor of All the World.*

*His Excellency, Count Kerens III, Baron Kwiklyn, Count of Tiryowglas, Defender of the Faith, Chancellor of the Empire.*

Imperial Influence Points: 30

*For trade, see Aradéc. For appointments, see Gazette.*

Emperor Deric’s reign began auspiciously enough with the reappointment of Count Kerens of Tiryowglas as Chancellor. The honeymoon was brief, however, as the new Emperor exchanged pleasantries with the Zarkhandu envoy and very nearly found himself in a duel. Deric apologised for any offense, and court opinion of him changed accordingly. Many are wondering when he will take the traditional pilgrimage to the Shrine of Moroko.

The Emerald Watch was significantly modernised, and the Sardarthion city garrison was actually trained and armed with something other than large, intimidating sticks.

The Chancellor was joined in 1464 by his granddaughter and the following year by his grandson. Both are pages in the Imperial Palace.

Long discussions occupied the Imperial offices on the subject of the far-off island of Wanangi and the possibility of Imperial protection for its barbarous inhabitants.

#### PRINCIPALITY OF DUEDHYN (10 S/RA)

*His Highness, Prince Tewas III of Duedhyn, Baron Dhanos, Hereditary Marshal of the Order of the Sacred Raven.*

Trade: Adndar, Aradéc, Cappargarnia, Einandhu (4), Elphárec, IOC, Kicitchat, Kommolek, Tiryowglas,

DP: Glastanen (F), Koes (T)

Tewas ordered the construction of three new priories. The monks building in Bufalein were somewhat surprised to see well-dressed and polite Tarotist missionaries going door to door. Similar missionaries were reported in Tythyen, in the very shadow of the Urdan Cathedral of Logosenn. They were quickly dispatched over the border. The Duedhyn have started considering the pacified Tarotist populations of Adément and Dramûl with some suspicion.

The Principality's government expanded and cavalry quality improved. Numerous diplomats were sent into the Great Southern Forest. Countless crates were hauled out from an archæological dig in the ancient ruins of Ordior.

**BARONY OF FELL KOMMOLEK (20 W&S/YG)**  
*Baron Goesek Terthynn of Kommolek, Lord Treskaw, Burgrave of Fair Belsûnd.*

Trade: Aradéc, Kicitchat, Elphârec, Hyrâgec  
 DP: None

The dashing and talented Baron Terthynn surprised everyone by enlarging the government and the University at Fair Belsûnd. Of course, military rebuilding continued as well. The Baron's triumphal return to Treskaw was celebrated by the expansion of the city and by the endowment of nearby Tradhu Priory to an abbey. The frontier town of Iâmos was expanded into a city.

**COUNTY OF TIRYOWGLAS (12 S&W/IL)**  
*Lord Kwilkyn Sarrik, Regent of Tiryouglas.*

Trade: Adndar, Aradéc, Cappargarnia, Duedhyn, Einandhu (4), Elphârec, Hyrâgec, IOC, Murali  
 DP: Tamris (T)

Count Kerens was reappointed as Chancellor, putting Lord Sarrik once more into the regent's seat. Sarrik wasted no time in dispatching armies to his eastern frontier, just in case the Zarkhandu army on the Old South Road somehow got lost and wandered in.

A touching scene was played out in the marshalling ground at the palace at the leave-taking of Lord Sarrik's wife, Lady General Tesenn, now commanding the army's cavalry forces. It was only

after the army had already left that the General discovered she was with child. The egg was laid and hatched on campaign, and she named the couple's sixth child Lefans after the founding Count of Tiryouglas.

Sorcerous learning advanced, and the government expanded. Several volcanic eruptions were noted in Tamris.

**ILUVARIAN ORTHODOX CHURCH (22 IL)**  
*His All Holiness, Pope Benevolent XI, Pontiff of Sistrameides, Archemandrite of Ilûhir.*

Trade: Aradéc, Duedhyn, Einandhu (4), Elphârec, Hyrâgec  
 DP: None

Pope Harmony VII died in 1464 at the rather advanced age of 82. The Canons of Ilûhir gathered in Solemn Chapter and chose their wise (if somewhat elderly) Wenemet Brother Porter as Pontiff. He took the name of Benevolent XI, after his revered ninth century predecessor, Saint Benevolent IV.

The new Pontiff raised the priory of Anjdh in Nandhu to an abbey, and authorized the construction of St. Sanguine III Priory in Antedon. Papal missionaries simultaneously completed the conversion of Antedon to Iluvarian.

**MOST SANGUINE DUCHY OF ELPHÂREC (20 W/IL)**  
*His Grace, Eparreb Caranthes IV, the Pious, Count of Angûron and Siddhan, Duke of Elphârec.*

Trade: Adndar, Aradéc, Cappargarnia, Duedhyn, Einandhu (4), Hyrâgec, Ingazi, IOC, Kicitchat, Kommolek, Tiryouglas  
 DP: None

In 1461, the Duke, his heir Lord Caranthes, and many of the various clan leaders met in Epadh to discuss the state of the Duchy over a long lunch. Even the Papal envoy put in an appearance.

Notable by his absence was the important leader of Clan Ilkurr, the Baron of Mungg. He sent his regrets, but he had already scheduled a shampoo for his dog that afternoon.

Lord Caranthes attended the Military Academy at Epadh, by all accounts acquitting himself well.

The port town of Ebléc rose in Lanûl, and many public works projects were built through-

out the Duchy. The government expanded, and is now amongst the largest in Sahûl. Iluvarian missionaries in Urdan Kalipara finished their work in converting the natives to the True Faith.

**KINGDOM OF HYRÁGEC (15 W/UR)**

*Her Valiant Majesty Irrjir Sardira, the Virgin Queen, Reigning Queen of Hyrágec, Beloved of Urda.*

Trade: Adndar, Aradéc, Atuburrk, Cappargarnia, Chi'tixi, Elphárec, Golmath, Ingazi, Kicitchat, ThaceE, Urdraháhn

DP: None

Queen Sardira reigned in majesty, endowing many new public works projects for her people. Pressure is building in the court for the aging queen to marry. Queen Sardira, for her part, brushed aside all notions of marriage, "for what ruler of fair Hyrágec, having ascended in glory to its throne, could be persuaded to part with even a bit of it?"

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*The Gawan Peninsula:*  
THE FEUDAL NORTHEAST

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**COUNTY PALATINE OF INGAZI (16 W/UR)**

*His Most Urdan Excellency, Gwariva Razhim IX, the Competent, Overlord of Gawan, Captain of the East Riding, Count Palatine of Ingazi.*

Trade: Adndar, Aradéc, Araxes, Cappargarnia, Chi'tixi, Hyrágec, Kicitchat, ThaceE, Urdraháhn

DP: Sonnow (T), Ridira (T), Mukuyi (F), Pani (F), Thunkini (F)

Due to an escalating series of diplomatic issues with Golmath, both countries withdrew their ambassadors, and Ingazi cut trade.

The northern reaches were fairly aswarm with high-level leadership of the Urdan Church, trying to manage the refugee crisis. The penitential pilgrims, now behaving more like typical refugees, crossed into Ingazi territory at Ardhalca. A new priory was dedicated there to the martyrs of Walu by the First Matriarch herself. A large group of refugees settled at the mouth of the Yali River,

building the port town of Thurrpa, meaning "ashes". Church officials herded the various groups of refugees about, building the following towns: Regwynn in Yali (on road), Ednbon in Mukuyi (road), Odnhdor in Payirri (seaport), and Apharanggal in Gawanyi (sea- and riverport). These last two are in independent regions.

A fleet containing the Red Dragon Company docked at Madramityi in 1464. They were dispatched to the Golmathi border, just in case there were any unfortunate incidents. There weren't.

The popular Count Razhim continued to send fast-talking diplomats all through the independent Urdan Prefectures nearby. He himself, accompanied by an enormous airfleet and carried troops, convinced the Baron of Sonnow to pay tribute.

In 1465, the ships of Razhim's cousin and heir Laharnes returned from their many adventures. His fifteen vessels stopped at Zadres so that the in-laws could meet their twin grandchildren. The saw the vast Atuburrkan Armada in the Gulf of Iphil, and caught enormous sub-tropical fish. Laharnes returned safely, accompanied by his Zadrean wife and twin daughters, born in Einandhu in 1458, and a son born at sea in 1462.

A road was built connecting Targadrides on the Kintha with Dynath on the sea.

**CHURCH UNIVERSAL & TRIUMPHANT (35.3 UR)**

*Her All-Holiness Ardonia XIV, Claw of the Dragon, First Matriarch of Urda, Protector of Sahûl.*

Trade: Adndar, Araxes, Aradéc, Atuburrk, Cappargarnia, Chi'tixi, Golmath, Hyrágec, Ingazi, Kicitchat, ThaceD, ThaceE

DP: None

The First Matriarch left Urdraháhn for the northern reaches of Ingazi in 1461 and did not return until mid 1464. Asked whether or not she was concerned about events unfolding to the south, she smiled and replied, "you forget that for many years we were Abbess of Wyrmwod. We are quite confident in the wisdom and abilities of our beloved mother Wyrm."

Many volunteers were put to work in public works projects throughout the Urdan Sec. The church's endemic corruption is slowly being man-

aged. Still, there was no response from either Golmath or the emperor to the Church's call for justice for the martyrs of Walu.

Tarotist missionaries positively flooded nearby Yiannis. The population, living in the very shadow of the Holy Mountain, were polite but completely uninterested.

**ELECTORAL GRAND DUCHY OF GOLMATH (18 W/TA)**  
*His Gracious Majesty, Walarri Sardhan III, Baron of Madran and Kamadhi, Count of Agdora, Elector and Grand Duke of Golmath.*

Trade: Adndar, Araxes, Aradéc, Atuburrk, Cappargarnia, Chi'tixi, Einandhu (4), Hyrágec, Kititchat, Murali, Runazar, Sidith (2), ThaceE, Urdraháhn, Zarkhandu  
DP: Pakupundhi (F), Yiannis (AW), Khiris (F), Vara (F)

Due to an escalating series of diplomatic issues with Ingazi, both countries withdrew their ambassadors, and Golmath cut trade.

Sardhan continued the consolidation of his realm by bringing one of the most independent of the clans to heel in Pakupundhi. He also summoned the Walarri Clan Mothers to choose an heir to the Grand Duchy, and this they did in the person of Sardhan's erudite cousin Pirna. Sardhan seems delighted with the choice.

Golmathi engineers constructed a great arched bridge across the Kalurrir, connecting their capital with the city of Wendaháhn.

The castles were torn down in pacified Iluvarian Karruni and Wikyi, taken from Aradéc more than thirty years ago. Both regions immediately rebelled from Golmath. The few remaining Urdan regions within Golmath were converted by missionaries to Tarotism, though there are still scattered villages and wandering friars and fools who hold to the Urdan faith.

In nearby Yiannis, a Golmathi diplomat was escorted over the border and asked not to return. The large Yagnarist minority in Dambiyi, informed by a visiting Saurian minstrel about Zarkhandu's "Right of Return", agitated in the streets of Kumara and nearly caused a civil war in the region.

Golmathi sorcery improved.

**ELECTORAL KINGDOM OF ARADÉC (32+II W/II)**  
*His Majesty, Prince Sansollen Dirharn, Prince-Regent of Aradéc.*

Trade: Adndar, Araxes, Atuburrk, Cappargarnia, Chi'tixi, Duedhyn, Einandhu (4), Elphárec, Golmath, Kicitchat, Hyrágec, Ingazi, IOC, Kommolek, Murali, Runazar, ThaceE, Tiryowglas, Urdraháhn, Zarkhandu  
DP: Makuwali (F), Milawalpayi (F)

In 1462, Admiral Princess Sansollen Dagamiri died aboard her flagship at sea. She was the daughter of the great Emperor Manandir, sister of King Deric I of Aradéc and of Emperor Paharnes VII, and aunt of the current Emperor Deric. She was buried at sea in the Makuwali Strait. In her honour, every ship of the Aradécian navy flew their ensigns at half-staff for thirty days, an honour usually reserved to the king.

The port town of Quinn was built on the Bay of Ebalon in Dranyi just south of the fortress of Kurldra. Five priories were built throughout the Kingdom: Azimuth in Thapi, Ezmerelda in Palha, Izzy in Madra, Ozymandius in Kalu, and Guzzel in Milawalpayi. When their names were casually mentioned to the Ingazi ambassador, he reportedly fainted.

Naval quality improved (again). Many new public works projects were built.

**COUNTY OF MURALI (8 W/TA)**  
*His Excellency, Kilyara Drathnes II, the Lumberjack, Baron of Karrka, Count of Murali.*

Trade: Aradéc, Golmath, Runazar, Sidith (2), Tiryowglas, Zarkhandu  
DP: Yantha (F)

Murali constructed the port town of Pundraki in Parkirri at the mouth of the Antean River. A new priory was raised, naval quality improved, and various modest public works projects undertaken. Many of Murali's leaders died of old age, but Drathnes the Lumberjack just continues cutting down those trees.

THE TALE OF YUSTOMON THE WANDERER &  
THE DEVASTATION OF IATHEDEK

Yustomon knew the instant he was in the Wyrmwaste. The steppe gave way to something entirely different. The land was cold and flinty; bare stone with a thin overlay of cracked, dried mud. What little vegetation he could see grew short and scabbly through cracks. The land was altogether grey, and Yustomon could not imagine a more depressing place. His Saurian guide grunted.

"If this is what dragons do to a place, you can keep 'em. I promised to take you to the Wyrmwaste, and I have. You're on your own now. Crazy Wenemet." And with that, the Saurian turned around and walked back to the river. There was nobody with him now, except only his pack horse.

Yustomon patted the horse's flanks, more to reassure himself than the horse, and together they walked south into the wasteland.

The silence was the worst. There were no birds, no animals of any kind. The only sounds were their own footsteps, their own breath. By the second day, Yustomon had begun to sing aloud as they walked. By the fifth day, he was holding conversations with the horse. The horse had little enough to say, but Yustomon could not take the awful, lifeless silence.

Yustomon carefully rationed his water, though he allowed the horse perhaps more than he should. He was acutely conscious of the fact that there were only enough supplies to get them in and out; there could be little tarrying once they reached their goal. And yet, his every instinct as a diplomat told him that it would be a very long conversation indeed, provided he could get the dragon to talk to him at all. It was a fool's errand, and Yustomon at forty years old was at the height of his career. He could never refuse such a challenge, and his baron knew it. Not for the first time, he cursed him.

On the ninth day, they came upon a spring. The horse would not go near it, and Yustomon knew better than to disregard his only advisor.

On the afternoon of the tenth day, they sighted greenery for the first time. These were not the clinging, desperate weeds of past days, but rather

occasional grasses and even bushes of healthy green. By evening, the stone and clay beneath them had given way to a lawn of grasses and wildflowers.

The next morning, Yustomon and his horse continued into the zone of the living. The undergrowth rustled with movement, and Yustomon could hear occasional bird song and the distant call of crows. Just after noon, they came upon a spring running cool and clear amidst a grove of trees, and a pool of water with marsh grasses and lily pads stretched before them. This time, the horse drank, and Yustomon filled his water bags and lay down for a short nap, the first untroubled sleep he'd had since entering the Wyrmwaste.

Thus refreshed, they continued onward, into denser greenery perfumed by swirling clouds of pollen. Pushing their way through a particularly dense portion of undergrowth, they came suddenly upon a magnificent ruin. White alabaster and pink marble contrasted grotesquely with the dark wounds of climbing vines. Tall trees grew through tumbling walls, and cobblestones from what must have been courtyards were strewn around the tangled roots of bent and ancient pines.

Yustomon felt rather than heard the voice. It rumbled through the ground just as well as the air, and though it was deep and strong as tolling bells, it was unmistakably feminine.

"Who arrives?"

As the voice echoed through his body, Yustomon was speechless. After a moment, the voice spoke again.

"Who arrives?"

Yustomon gasped. Her voice seemed to suck the very air from his lungs. He was terrified. Even so, the speech carefully rehearsed tumbled from his lips. "I am Narynn Yustomon, ambassador for his excellency, Count Kilyara Drathnes of Murali. I have come to seek an audience with the great and mighty Wyrm Friebæld."

Yustomon could hear the birds. Robins, perhaps? They were loud, almost as loud as his pounding heart. Finally the voice replied, pounding through the earth and sky. "I am she."

And then she rose. What Yustomon had taken for a ragged marble dome in the vast ruins was in fact the back of her mighty head, scaled grey and flecked with patches of dark green moss. She stretched upwards, taller than the tallest tower he had ever seen, sinuous yet strong, like liquid stone. She turned to him, bringing her head down to him, each vast green eye a bright oasis shining from the dull stone of her mountainous face.

Her eyes narrowed. Yustomon shuddered. Each pupil was larger than his horse. Yustomon took a deep breath. "I come to warn you..."

\* \* \*

She listened closely as Yustomon gave his warning and gave his Lord's proposal. Her eyes were unreadable, and he could do nothing but pray that she would understand his intent.

After he finished, she shook her head and then pulled it back to some five stories above Yustomon. She boomed, "a Wenemet. A Tarotist. Your mission is secret."

Yustomon nodded.

"I allow no secrets here. There have been too many secrets for far too long, and the younger kindreds soon forget the truth of things. I appreciate the warning, though I am puzzled to receive it from a Tarotist realm that has much to fear from my kind. But perhaps your kind have been living long enough in the ancient woodland. Perhaps for the moment we can agree each to peace. I confess that I do not understand your faith, which would see the end of all things in time. The world moves in cycles and life can only exist in balance. How you cannot see this is a mystery."

Yustomon bit his tongue. She clearly sensed his discomfort, and she shook her head in what he was beginning to recognize as a gesture of mirth.

"Come. Let us see to these Fell." And as quick and fluid as lightning, she swept him up. Yustomon did not even see where the claw had come from, and he was suddenly sprawled in the palm of her hand. She carefully closed her hand around him, gently but firmly rendering him immobile.

Suddenly they were flying.

\* \* \*

General Vahl reined his horse, lifted his visor, and peered into the distance. Nothing but flat grey as far as he could see. Two days in the Wyrmwaste, and prospects for finding the dragon were dim. He hadn't seen such a desolate land since he toured the glaciers as a hatchling. The Urdan tribes of Haidek had objected to the Zarkhandu Grand Army's passage. The natives themselves were meek enough; to secure passage it was sufficient to destroy their military and hang their chieftains from the only tree in forty miles.

Suddenly in the distance, he heard the panicked trumpeting of his scouts ahead of the army. He decoded the message as quickly as he heard it; Zarkhandu battleroar was practically his first language. They'd sighted the dragon... overhead... flying south... very fast...

Vahl began trumpeting orders. The weeks of practice and drill would prove their worth now; the plan would succeed. The van moved into position; the sorcerers took their posts; the Black Blood Battalion drew their jet-black blades. The plan, executed perfectly, unfolded in all its majesty. Moments later, Vahl was reminded of the old Academy dictum that no plan survives contact with the enemy.

First, the dragon was no dragon; it was clearly a wyrm. From the height it was flying it was impossible to get an accurate measure, but ordinary dragons are fifty to a hundred feet long, perhaps a little more. This was closer to a hundred yards. Second, it was flying far too high for the Zarkhandu missiles or even battlemagic to reach. Still, it would have to come down sooner or later. Third was the earthquake.

The ground heaved. Vahl could hear the sound of terrified horses and their riders above the roaring of the earth. He wheeled his horse and trumpeted "hold your ground", but it was everything he could do to remain in his saddle. He sickened as he saw the very earth open up and swallow whole regiments. He heard old Hâdras trumpeting to her clan troops, and he heard her suddenly cut off

in mid-bellow. He saw the undisciplined Taizhîr steppe cavalry bolt in all directions.

And then the wyrm was diving towards them. General Vahl trumpeted the attack. A scattering of arrows went up, the spark of battlemagic lit the field, even as the earth still heaved. The Black Bloods calmly stood their ground. From the corner of his eye, Vahl saw a flash of fire; was it sorcery or dragonfire? He couldn't tell.

And then Vahl was enveloped in a roaring whirlwind. His horse bolted, but Vahl discovered to his amazement that he was no longer on it. He saw only darkness, and a great crushing weight pressed in on his armour. His arms were free; he pulled off his helmet.

He was in the dragon's claws. And they were airbourne, hovering over the broken field of battle. It was littered with the bodies of horses and Saurians. In the distance, Vahl could see broken regiments fleeing the carnage. Below, the Black Bloods and several tens of thousands of knights and heavy foot still stood their ground, but there did not appear to be a General's banner aloft anywhere on the field.

And he was in the dragon's claws.

\* \* \*

"Listen," she bellowed, and Saurians fell from their horses and clapped their hands over their ears. The great Wyrms hovered over the broken army, her vast wings keeping a measured pace. In one of her mighty foreclaws she held General Vahl, helmetless and clearly wounded. In the other she held, incongruously, a Wenemet.

"Listen," she bellowed again, "and take this tale and this warning back to your Fell King. And you, Narynn Yustomon, ambassador for his excellency, Count Kilyara Drathnes of Murali," she said, addressing the Wenemet in her left claw, "take this tale back to your master as well."

\* \* \*

"The memories of the younger Kindreds are too short. A mere thousand years, and already you have forgotten the devastation of the Fell. Here where you lay, here in this blighted land, was once

the noble Urdan Kingdom of Iathedek. Its ruined cities may still be found: fabled Keörin and enchanted Vænor. Alas, fair Azhârdû is now but dust and a few scattered stones, not even a memory to you, but once she was the fairest city of the east. For hundreds of years, Iathedek stood against the depredations of the Fell. I was summoned for the final war by the Last Queen. In those days, the power of the Kingdom had waned, but the resolve of the people was undiminished.

"The Fell tried everything possible to break the kingdom. I lost count of the demons I slew. Some of my wounds took centuries to heal. We drove them back, again and again, but still they came, with armies of the living, armies of the dead, and armies of the damned. Finally, the Fell advanced to the very gates of Azhârdû itself.

"The armies of the free East gathered there, Wenemet and Saurian, to defend the city. But it was a trap. The Fell retreated after the first skirmish. Knowing their tactics, only a token force pursued them, with myself and the Queen following to extricate them should it prove necessary. But the trap they had set was not for their pursuers. Rather, it was for the defenders of the city.

"For the Red Sorcerers called down the Invoked Devastation. The lands of Pendiron, Scagadon, and Iathidon, with the fair city of Azhârdû, were consumed in a rain of fire. Everything was utterly destroyed.

"And then the Fell retreated to their cities of iron and onyx. It was enough for them that the wonder of Iathedek was extinguished.

"My queen, the Last Queen of Iathedek, died of a broken heart for her kingdom and her people. Her dying wish to me was that I would heal her lands, that I would bring life back to Iathedek.

"This then, is my warning, Fell. I will kill any who enter the three regions in my charge: Pendiron, Scagadon, and Iathidon that you call Wyrmwaste. I will show neither mercy nor compassion. It is only my promise to my dying Queen that prevents me from hunting you down where ever you may be.

“I will allow trade through the river, but no one, not Saurian, Wenemet, nor Kithixi who sets foot in my lands, shall I suffer to live.

“Now go. Carry my tale and my warning to your people. Go. And do not come back.”

---

❧ *Chill Zarkhu* ❧  
IN THE SHADOW OF YARNI-ZA

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COUNTY OF RUNAZAR (18 W/TA)

*His Excellency, the Volpel Anu Zhotek Re, Baron Volpel & Count of Runazar, Lord Admiral of the Red.*

Trade: Aradéc, Golmath, Murali, Sidith (2),  
Zarkhandu

DP: Nope

Runazarian forces landed at Yuwa and totally overwhelmed the native forces. From there, the main force was divided. Lord Draktich Re led 28,000 infantry into Ina, where they faced little resistance. An identical army led by Sir Ranak Dhril into Toworrah ran into trouble from the start. A fierce native Baron with a brilliant military mind, combined with bad luck on Dhril's part, led to disaster. The Runazarian forces, outnumbering their foes two to one, nevertheless suffered heavy casualties and retreated in disorder to Yuwa. Sir Dhril was himself among the casualties. In Caros, Duich Rahkkus Ta had a rather easier time, hurling a lightning bolt that devastated the defenders. The region was taken with no losses.

Runazar's sorcery improved, and the port town of Bratarak rose in Zadok. Following some modest sacrifices to the Lords of Fate, a sudden inrush of young Wenemet into public service was noted; so much so that the government expanded.

Meanwhile, Count Zhotek is ninety years old and still going strong. His heir, Lord Draktich Re, however, is beginning to feel his years.

ELECTORAL KINGDOM OF ZARKHANDU (36 S/YG)

*His Great & Terrible Majesty, Onin Zhur, Lord Sakkath, Count of Vúhlath & Mlideen, Duke of*

*Hyáglión, Imperial Governor of Kanapad, Thebia, & Yann, Electoral King of Zarkhandu.*

Trade: Aradéc, Golmath, Murali, Runazar, Sidith (2)

DP: Iruša (A), Chorken (F), Zimandhu (T)

The might of Zarkhandu arms smashed the decidedly unfriendly Haidek into dust, and then utterly failed to do the same in the Wyrmwaste.

King Onin Zhur announced the “Right of Return” for all Yagnarists, allowing them to petition Zarkhandu to settle in their lands. For the record “as inheritors of the priests of the Red City and of ruined Hrazec”, he defined these lands as “all the lands of fallen Hrazec and of the Red City herself”. A trickle of refugees arrived, mostly from prefectures on Sahúl's east coast with minority Yagnarist populations. They were aided and cared for by monks. They marveled at the size of the receiving stations with their vast storehouses of food and supplies.

Zarkhandu built five priories throughout their realm, greatly increasing the power of the priests in their Kingdom. FOBMO (Fraternal Order of the Black Monks of Ozahn) was reconstituted as MOO (Mendicant Order of Ozahn). Coincidentally, a black-robed Saurian friar showed up at the Rending Day festivities in 1464, whispered a few words to the king, and then simply vanished.

The town of Iågadur rose in Garghas.

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**IMPERIAL GAZETTE**

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*Published by the Ancient and Undaunted Order of Heralds by Appointment to His Imperial Majesty*

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**APPOINTMENTS**

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To Chancellor of the Empire: Count Kwilkyn Kerens of Tiryouglas.

To Admiral of the Blue: Prince Sevas Rand of Cappargarnia

To Governor of Chos: Electoral Grand Duchess Chass'ika of Itaxik.

To Governor of Kastier, Larloc, Sardior, Tepalis: *by examination.*

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**OPEN OFFICES**

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Due to death or incapacitation of the previous office-holders, the following are now vacant:

Various governors as indicated.

**PROVINCIAL GOVERNORS OF THE EMPIRE**

<i>Province</i>	<i>Governor</i>	<i>Province</i>	<i>Governor</i>
Agador	bureaucrat	Kembul	vacant
Anabreis	bureaucrat	Kiermon	bureaucrat
Aradaun	bureaucrat	Kinsidan	bureaucrat
Arador	bureaucrat	Kordier	bureaucrat
Ardebon	Atuburrk	Kumarand	bureaucrat
Artier	Kicitchat	Lambris	vacant
Balashan	bureaucrat	Larloc	bureaucrat
Belegarid.	bureaucrat	Mondahan	bureaucrat
Biralis	vacant	Muralis	bureaucrat
Chos	Itaxik	Narchoal	bureaucrat
Dorthacia	vacant	Nauatidran	vacant
Dranchoal	vacant	Orinos	bureaucrat
Dranmul	Averon	Sachon	bureaucrat
Drazhan	vacant	Sardior	bureaucrat
Endior	bureaucrat	Sistramidor	bureaucrat
Iantier	bureaucrat	Tepalis	bureaucrat
Iasedior	bureaucrat	ThaciaMaior	vacant
Kaidu	vacant	ThaciaMinor	ThaceE
Kanapad	Zarkhan.	Thebia	Zarkhan.
Kanmul	bureaucrat	Tramelis	vacant
Kaparis	vacant	Withidan	bureaucrat
Kassaria	bureaucrat	Yann	Zarkhan.
Kastier	bureaucrat		

## IMPERIAL STRENGTH INDEX

#	<i>Realm</i>	<i>Player</i>	<i>Forum Name</i>	<i>E-mail</i>	<i>ISI</i>
<i>The Great Powers</i>					
1	Aradéc / Emperor ...	Charles Hurst .....	Xanthi.....	charlesh@teleport.com .....	1,185.0
2	Averon .....	Kevin Lawrence .....	Averon Inc.....	privatej67@yahoo.com .....	882.2
3	Cappargarnia .....	David Adams .....	seattleda .....	seattleda@yahoo.com .....	801.8
4	Thace, Elector .....	Nuno da Silva .....	Nuno .....	ndasilvaz3@hotmail.com .....	744.5
5	Araxes.....	Darren Quinn .....	Demantiae.....	demantiae@gmail.com .....	703.0
<i>Major Powers</i>					
6	Itaxik .....	Michael Warner.....	Galen.....	me1451@comcast.net .....	698.9
7	Zarkhandu .....	Theo Moriarty .....	Mandala of Blood .....	tmoriarty@gmail.com .....	696.7
8	Chi'tixi .....	Steve Cagg .....	Priest King .....	ragnarstation@hotmail.com.....	689.7
9	Golmath .....	Paul Flinton .....	Free Beer .....	cruentidei@gmail.com.....	656.1
10	Church U&T .....	Jacqueline Brasfield .....	Amphigori.....	crabbycupcakes@gmail.com .....	651.5
11	Duedhyn .....	Alex James.....	Clan Dhanos of Duedyn .....	ClanDhanos@yahoo.com .....	579.5
12	Atuburrk .....	Ian Andrews.....	Seneschal .....	in.carcosa@gmail.com .....	571.4
13	Taneki .....	Ed Allen.....	Malathion .....	tgroove@earthlink.net.....	559.6
14	Elphárec.....	Josh Buchanan .....	joshb.....	joshinstl@yahoo.com .....	546.0
<i>Minor Powers</i>					
15	Adndar .....	Joel Halfwassen ?.....	joelevan .....	joel@interserv.com.....	530.3
16	Pexiki .....	John Schmid .....	Magus .....	magus@spellcaster.org.....	529.6
17	Runazar.....	Steve Speyer .....	Rogue Cleric .....	sespeyer@cox.net .....	502.9
18	Kommolek .....	open for a player .....	.....	.....	495.5
19	Kicitchat .....	open for a player .....	.....	.....	484.4
20	Tiryowglas .....	Mike Johnson .....	Minister of Defense .....	printermanmn@aol.com .....	482.7
21	Hyrágec .....	S. Michael Kelley.....	angel_lord .....	archangelkelley@gmail.com .....	440.2
22	Ingazi .....	Harry Jago .....	jago .....	jagoh@yahoo.com.....	414.5
23	Thace, Duchy.....	Jake Roberts .....	Jake .....	jakeroberts1@cox.net.....	387.0
<i>Miscellaneous Rabble</i>					
24	Church Militant .....	open for a player .....	.....	.....	333.3
25	IOC .....	open for a player .....	.....	.....	317.1
26	Murali.....	Corey Snow.....	Cyclometh .....	cyclometh@gmail.com .....	307.8
27	Tokatl.....	open for a player .....	.....	.....	305.1
28	Kachar .....	open for a player .....	.....	.....	287.7
29	Yax'te.....	open for a plucky pilgrim .....	.....	.....	282.2
30	Tigers.....	open for a player .....	.....	.....	256.3
31	Sakkar.....	open for a player .....	.....	.....	241.2
32	Unholy Xin .....	open for a sucker .....	.....	.....	174.4

