

# 100 HOOKS AND RUMOURS TO HEAR IN AIHRDE

WORLD OF  
AIHRDE

AZUKAIL  
GAMES



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## COMPATABILITY

This product is designed to be system agnostic and usable with any pen and paper role playing game system.

This PDF uses Adobe layers and the backgrounds and images can be disabled for a printer friendly version.





## INTRODUCTION

When asking around in various places, characters may hear rumours about various things. This supplement has 100 rumours for them to hear in Aihilde, primarily in the Lands of Ursal. Whether or not a particular rumour is true or not is up to the Castle Keeper or GameMaster. They could be distortions of the true facts, outright lies and misinformation or be completely true. The rumours can be used to hide the real truth, as background colour or as potential adventure hooks.

## USING THE LIST

To use the list, either roll d100 for a random result or select appropriate ones manually.

1. Aachen has close ties with the lands of Eisenhiem, thanks to the continual migrations of Northmen into the country. Though there have been disputes between the peasants and freedmen and the newcomers, these have largely been minor in nature. Recently, though, some of the disputes have become significantly more violent. For some reason, the disputes have become more acrimonious and there are rumoured to have been at least a few deaths as a result.

2. Abandoned fortifications dot the Luneberg Plains, which were laid waste by Kain during the Winter Dark Wars. Abandoned does not mean either empty or safe, though. There are rumours that some of the castles have been repaired recently, and that all the castles so fixed are in the same region of the plains, suggesting that someone is attempting to establish a power base in the land.

3. Assassination is a common means in the Hanse City League by which guild masters dispose of those who would usurp their positions or try to use too much personal power, but recently it seems like the number of assassinations may have increased.

Not only are guild masters using assassination to maintain power in their own guilds, there are rumours that they are using it to dispose of rivals in other guilds. Such a policy could be very destructive for the League.

4. Augsburg gains a great deal of wealth from taxing the caravans that come over the Voralberg Mountains, for the kingdom controls all the northern passes. More than a few merchants resent this taxation, and are continually looking for ways to avoid it. Currently, diverting around the mountains would cost far more than paying the taxes, but there have been rumours of an ancient tunnel, perhaps of dwarven make, that passes through the range. Several merchant groups have hired groups to look for this rumoured tunnel, but to no avail.

5. Bishop Honorius II and Governor Milo of Avignon are concerned about the popularity of the Captain of the Guard, Castus, a former mercenary and gladiator. Castus commands great respect from the ussar troops and there are rumours that he may be planning to gain control of the city. However, there's a belief that these rumours can be linked back to either the bishop or the governor, who are spreading them in an attempt to discredit Castus enough that they can move against him without problems.

6. Bishop Honorius II of Avignon has been pressing his claim on being the only one able to crown the king of Anglamay. Though the current king already bears the crown, the bishop seems to be trying to build support for his office for when the next leader of Anglamay will be crowned, to undermine the legitimacy of the ruler should this be denied, and thereby gain greater influence over the throne.

7. Brindisium is apparently looking to expand its colonial holdings beyond those it has in Eramia, beyond the Rhodope Mountains. Those colonies are not going to be abandoned, and are in fact going to get added support in order to expand them, but the city-empire is reputedly looking to



expand into other regions as well, though no-one seems to know precisely where. There are suggestions that the city is looking into island holdings.

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8. Coburg the Undying is the lord of Aufstrag who controls more of the complex than any other, but he does not control it outright. Many others, devils and otherwise, claim dominion over parts of the fortress but none have been able to hold it all. It's rumoured that the Undying Lord is seeking to expand his domain, through alliances with the more powerful rivals and outright destruction or control of the lesser. As long as Aufstrag remains divided, it is less of a threat, but should Coburg be able to unite it all behind him, the lands around should fear.

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9. Conrad, Lord of Capes, is the master of the Katherines, an order of Ore-Tsar that preaches austerity for the religious, which is causing a schism in the church. There are rumours that Conrad has been attacked on a number of occasions, failed assassination attempts. Some claim that these are being carried out on the orders of the rest of the church and that Conrad's survival is proof that his words are right. Others say that Conrad is being protected by dark magic.

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10. Count Eurich Gunshoff IV of Kleaves is building a university in his new seat of government in Olmutz, but it's rumoured that the construction is being plagued by all sorts of problems. Claims that workers are dying in an unusually large number of what are supposedly accidents, losses of equipment and trouble with people who are intending to teach at the university. There are whispers that the university is cursed, though no-one appears to have a reason why.

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11. Count Jean-ot-Artemai of Ceeana is a figure of fear in much of his country, due to his dabbling in sorcery, pale complexion and night-time work habits. Many believe that he has become undead, and there are fears that he is killing a number of the citizenry, and perhaps turning some

of them into vampires. The ruling and wealthy classes have tolerated the count, as the only people who seem to have gone missing up until now have been the regular citizens, but there are rumours that a number of other nobles have either disappeared or taken up similar habits to the count. There's a rising belief that the count will need dealing with, sooner rather than later.

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12. Crusaders are flooding into New Aenoch, eager to gain themselves new lands, now the empress has announced a second crusade. The Electors are rumoured to be trying to steer the loyalty of some of the crusaders towards themselves, though. Even though crusaders swear fealty to the throne, some Electors are said to be providing supplies and funds to a select number of crusaders, in return for later loyalty.

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13. Emissaries from the Duchy of Enois have apparently arrived in Olmutz again to speak to Count Eurich Gunshoff IV regarding the Anglamay succession. The count does have a legitimate claim to the throne of Anglamay, but has so far avoided doing anything about it, believing that it would result in war. It's rumoured, though, that the emissaries from Enois have been meeting in secret with the count, apparently having new information that could help avoid a war should he try to ascend to the throne.

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14. Empress Pryzmira of New Aenoch desires to see her daughter, Neratite, crowned empress to follow her, but there are rumours that some of the Electors have their own candidate they wish to see crowned. The Crusader Knights swear fealty to the empress alone, and the Electors are rumoured to dislike the growing powerbase this gives the empress. By putting someone of their own on the throne, someone they believe they can control, the potential threat of the knights will be neutralised.

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15. Franz Conrad, fourth born son of Albrecht, died in the battle between the forces of his father and Kain, Duke of Al-



tengrund, at the village of Olensk. He was buried in a hilltop cemetery somewhere in the Voralberg Mountains with a tree planted from the Paladin's Grove by St. Luther. Or so it is said, for the tomb was lost. Until now, perhaps, as someone is claiming to have found the lost tomb's location within the mountains, and is claiming that they are willing to sell it.

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16. Grape farms in the Voralberg Mountains of Augsburg produce a locally famous wine that is a valuable export for the country. Recent reports suggest that the grapes have been suffering from some sort of blight which is proving resistant to cures. If the blight continues, the farmers are concerned that not only will the current crop of grapes be lost, but that it could take years to recover from it.

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17. Haridon is an abandoned fortress in Kleaves which is said to be haunted by the ghosts and ghouls of those who starved to death within it. No-one attempts to reclaim the fortress and most give it a wide berth. There's a rumour, though, that a party of adventurers went to the fortress and disturbed the creatures within. Though the adventurers all fell, the ghosts and ghouls that once remained in Haridon are now roaming further afield.

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18. Iergaul in the March of Zeitz has been rumoured for years to contain treasure troves hidden away where they could not be found, and the legend of treasure often brings adventurers too. Iergaul is dangerous, so not every treasure seeker returns, but in recent times the number failing to return has increased. Iergaul seems to be becoming even more dangerous, particularly to those who do not follow the Horned God.

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19. In Anglamay, like Aachen, tournaments are popular with many being held during the year. Given that both Aachen and Anglamay are relatively close to each other, albeit separated by water, and that tournaments are popular amongst the knights of both lands, some are suggesting that the nations should put on a combined tour-

ney, where the flower of chivalry of both Anglamay and Aachen can put on a show. Though the idea has merit, and some popular support, one problem is deciding which land to hold it in. There is a suggestion to alternate the countries, having regular tournaments, but that still means one land needs to be the first to hold it.

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20. Inklu-Naid was left in ruins by the Winter Dark, and the ancient cities were abandoned. The ancestors of the current inhabitants had great knowledge and wealth, and it's rumoured that some of their descendants still possess these, hidden away in the land's jungles. Some say that these descendants are starting to rebuild their might and are stretching their influence over the other inhabitants of the land, planning to bring it under one rule.

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21. It's rumoured that the numbers of the Confessor Knights have dwindled even more in recent years, and that they number fewer than what is normally believed. The knights haven't said anything, but there are suspicions that, as they haven't been able to increase their numbers adequately, some knights are essentially posing as one or more members of the order. Not by telling outright lies, but simply by using different armour, in order to convince the order's enemies that their numbers haven't fallen.

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22. Kayomar is full of deserted castles and ruins, rumoured to still hold great wealth for those bold enough to risk them. The area on the borders of the wild in Nordmark is one that holds many, where the rule of the king is at its most tenuous. There are more recent rumours that some of the ruins and castles in that area are no longer as ruined, nor as deserted, as they used to be, with unknown forces moving in to occupy and rebuild them.

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23. King Thorismund of Eisenheim is looking to increase the power he wields over the thanes, as they are currently all but independent of his rule, having enough wealth and power that they can argue any course he sets for the country. Thorismund



believes that recovering his father's grown and the frost giant axe will give his rule added legitimacy, but there are rumours that he is also looking to undermine the thanes in other ways and demonstrate they cannot truly rule their people wisely.

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24. Louis II of Maine discovered part of the treasure of General Aziz which he used to strengthen his power in the realm, though it's believed that much of Aziz's treasure still remains to be found. Recent rumours suggest that some new clues to the treasure's location have been uncovered and that Louis II may indeed have known where it was, but chose to leave it for future needs.

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25. Maine is the greatest regional maritime power and a lot of the kingdom's wealth comes from its merchant fleet. In recent months, though, losses amongst the ships of the merchant fleet have apparently been on the rise. Losing a few ships now and then, to raiders, pirates and the sea itself, are not unusual and are indeed accepted, but recent losses have been significantly higher than would normally be the case. The merchants are said to suspect that someone is deliberating targeting their ships.

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26. Many adventurers travel to the Gelderland to explore the ruins of the Lord of Ethrum in search of the treasures within. There are rumours of tombs and dungeons holding vast treasure, and looking for these is a dangerous pastime at best. Many of those who search for treasure never return, but recently it seems that more adventurers than usual are disappearing into the wilderness. Perhaps they have stumbled across a very dangerous ruin, or perhaps something is preying on them.

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27. Many creatures live in the Void, early, discarded creations of the All Father. They hunger for the living, kept back only by the Wall of Worlds and the Rune Lords. There are parts of Aihilde where the Wall has worn thin and is said to be getting thinner. Through these thin spots creatures are emerging from the Void to wreak havoc on

the realms of the living.

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28. Mordinang, the orc ruler of Onwaltig, has his wizard-priests looking for ways to bring the Horned God back to his rightful place. These wizard-priests send orcs all across the world, looking for items, no matter how minor, that might help in this. Recently, there have been rumours that the wizard-priests themselves have been seen in a number of places. The only reason for them to directly risk themselves would probably be uncovering something that could aid in the quest to bring back Unklar that requires their presence.

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29. More messengers have apparently been spotted travelling between Count Eurich of Kleaves and the Duke of Ogden in Anglamay. The count has a strong claim to the throne and King William lacks an heir. It's been thought for some time that Ogden and Kleaves might be conspiring to place the count on the throne when the king died; now, however, there are rumours that they may be planning more than that, by having William die before his time through assassination. There are only rumours, and not any proof.

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30. New Aenoch's wealth has, for years, come from the silk trade, although this is becoming less true as the trade moves to new routes and other sources of income rise. It's rumoured, though, that the country's silk traders are looking to re-establish their grasp on the silk trade, and may even be negotiating with some of the pirates, to get them to raid their competitors in exchange for a cut.

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31. Northmen raiders are hardly unknown and have proven to be a problem for many nations over the years. Sometimes they have helped, sometimes not. Recently, though, there seems to have been an increase in the number of attacks being carried out by Northmen, even though King Thorismund is denying such is happening. Some think the king is claiming ignorance he lacks, whilst others think it may be an attempt to undermine Thorismund by some of the thanes.

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32. One of the Tagean Isles is, according to legend, the isle of Ibernica where Arnulf the monk hid the Falkhynjager, the Grail of Jar-en One Hand. No-one has found the Grail as yet, but there is a riddle that supposedly gives a clue. Recently, one searcher has claimed that the riddle is incomplete, that lines were removed from it to further add to the Grail's security. They say they have worked out where the rest of the riddle is hidden.

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33. Over the years, many human apprentices have travelled to Fontenouq to learn the arts of the magi from the elven princes and, over the years, many have failed to return. In recent years, though, it seems the number of would-be apprentices who fail to return from Fontenouq has increased substantially. No-one seems to know why this is and, according to the elves, the apprentices never reached them in the first place.

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34. Pirates from the Confederation of Torrich and Eloria are causing increasing problems in the Bay of Barachia. The pirates have been raiding merchant ships for some time, but now there are rumours that the pirates are no longer acting as individual ships. Instead, they are grouping together into pairs or larger, which is allowing them to take on better protected targets. Even, it is said, some naval vessels, who were outnumbered, surrounded and sunk.

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35. Prince Innocent III, ruler of the Confederation of Torrich, bears a remarkable resemblance to both his father and grandfather, which has resulted in rumours about his origin, most commonly that he is an undead creature that changes his appearance. Another rumour is that the real Innocent III died some time ago, as did his father and grandfather. Each time, the assassin dons the guise of the person they assassinated and takes their place.

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36. Prince Morgeld rules Elorisia, protected by his immortals, and none dare stand against them to challenge his rule. Only 900 remain, though, and the number is rumoured to be lower than that; there's a

belief that many of the immortals have fallen, whether to age or war, and their places have been taken by new recruits. These recruits, though they might have the appearance and equipment of the fallen immortals, lack their ability and experience. If true, then Morgeld's reign is less secure than it looks.

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37. Punj has been seeking to open trade with the dwarves of Grundliche-Hohle, but the dwarves have been reluctant to even reply, given memories of past battles. There's a rumour that Punj is sending another delegation to Grundliche-Hohle, one that plans to offer something more in exchange for opening up trade routes. No-one seems to know just what the offer could be, though.

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38. Some of the Crusader States of New Aenoch have been meeting with Empress Pryzmira, attempting to get her to grant the right of inheritance to more of them, something only a few of the states currently have. Their proposal is apparently based on making the states more of a counter-balance to the country's Electors, and that is something the Electors themselves don't want. It's uncertain whether the empress would wish to give up a degree of power over the states that she holds by granting the right of inheritance as well.

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39. Tagea and Eloria recently entered into an alliance to seize back control of the oceans from the encroaching Hanse City States and Maine. The Tageans are also rumoured to have started enlarging the size of their navy, with more pure warships, and there are claims that Tagean ships have skirmished with Hanse and Maine ships far from either of the latter nations, as the beginning of a campaign to cripple the naval power of those two.

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40. Tales of the vast treasures that the orcs carted away after the Winter Dark Wars to the archipelago of Onwaltig have been around since the end of the conflict. Many thieves and adventurers have travelled to the island but so far none have returned with any treasure, if they have



returned at all. There's a rumour that these tales are being deliberately spread by the orcs to lure the greedy and foolish in so that they can be easily disposed of before they gain true power.

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41. The Aathians of Aatuck, before their decline, had wondrous cities and flying ships. Those appear to be long lost by now, although recently a group returned from the area claiming to have found a cache of the Aathians old flying ships. Such vessels would be valuable to any power, if the rumours are true.

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42. The Asylum is a powerful guild of thieves and assassins based in Avignon, though it has also spread to lands outside the city. The guild is powerful within Avignon itself, having its fingers in many pies. Some say that the Asylum actually operates on both sides of the law, having power over both the government as well as the criminal activities, meaning that rivals are easily squashed and anyone who would attempt to move against the guild legally quickly pays the price.

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43. The Ceeana Olgdonbergs horses bred in Ceeana are in great demand with the lords of Anglamay, Karilia, Kleaves and Maine, and are therefore of great value. Recently, there have been claims that some of the horse herds are being raided, with both mares and stallions taken; prime breeding stock for anyone wishing to breed their own. Though it would be difficult to pass off any horses bred as being of another type, that doesn't mean they won't be impossible to sell, and the Ceenana breeders are concerned someone is planning to move into their territory.

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44. The coastal towns of the Gelderland are the strongest areas of the land, though the orcs have the largest armies. Some of the towns are worried that the orcs are becoming more aggressive for, if they band together, they have enough strength to overcome the highly trained armies of any individual town. The towns are independent and, for a number of reasons, are unlikely to band together to face an out-

side threat; they could end up being taken down piecemeal by orcs.

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45. The Confederation of Torrich is known for its pirates, though as a navy they lack the true discipline of a proper navy. Torrich does have a lot of ships, though, and it's rumoured that the Confederation is starting to turn at least some of the pirates into a true navy, rather than a collection of seaborne brigands. Torrich is troublesome enough as the home of pirates; as a true sea power, it would be significantly more of a threat.

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46. The Covenant of the Lion is a knightly order founded in Anglamay with ties to the king and with many members who belong to the nobility of Anglamay, Ceeana, Kleaves and Karilia. It is not a religious order, being more of a temporal one, and some believe that its noble origins mean the order's goal is the protection of the rights of the nobles and maintenance of the status quo that keeps them in power more than anything else.

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47. The Crna Ruk are a secretive order of assassins founded by Nulak-Kiz-Din and who still serve the mage's interests. The order has been growing recently, attracting many followers of Nulak, and it seems the number of kills linked to the Crna Ruk is growing. Those the assassins kill they mark with the tattoo of a black hand, and this has been seen more frequently. Some say that the assassins are not just killing for money but are hiding their own kills, intended to further the assassins' beliefs, amongst those they are paid to do.

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48. The Crusader States of New Aenoch are occupied by many petty rulers of every stripe. Some gain wealth by plundering the lands to the north and trying to defeat enemies there. Recently, though, there are rumours that these raids have stirred something up and the creatures of the north are, in some cases, starting to act together, seemingly under intelligent guidance, even those that are not renowned for intelligence themselves.

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49. The deeper levels of the goblin kingdom of Ngorondoro are still abandoned, uninhabited by the goblins, though that does not mean they are empty. Creatures of Unklar fled into the deeps after the fall of the Horned God, and many of these are dangerous. There's a rumour that the goblins are involved in a war in the lower levels of their kingdom, attempting to push deeper as those creatures that remain try to push closer to the surface.

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50. The Dragon Throne of Kareelia was made using the remains of an ancient blue wyrm slain in the Twilight Wood by Count Francis. There is a rumour, however, that the Dragon Throne is not what it seems. That either Francis found the dragon already dead, and merely claimed to have slain it, or that the remains are themselves fake.

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51. The Duchy of Ogden in Anglamay has, due to the austerity of its residents, attracted a group of religious zealots known as the Katherines, who have caused a schism in the church of Ore-Tsar, due to their belief that clerics and priests should only have whatever they need to survive. It's known that William III is opposed to the heretics, but until now the church itself has resisted a call for a crusade. There are now rumours that the upper echelons of the church believe enough is enough and are planning to move against the Katherines. Such a move could cause serious problems in Anglamay, for Ogden is heavily fortified and bars the way into the country to many external threats.

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52. The dwarven realm of Grundliche-Hohle is slain only partially occupied and whole areas are sealed off to prevent evil creatures from the subterranean realms from reaching the inhabited areas. Parties venture into these sealed areas to drive out any evil they find, opening up new areas for colonisation. Recently, more of these groups have been failing to return than previously. This has never been a safe occupation, but there's a fear something dangerous may have been awoken during

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one of these expeditions.

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53. The Fetid Morass that surrounds Aufstrag is home to a fell beast that has poisoned the waters with its filth. The beast makes travel in the area dangerous, for those who few who would venture there in the first place, but there are rumours that the beast has been travelling further afield of late, attacking those who travel in the region and leaving no survivors, only stains from its presence.

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54. The Fletchers are a guild that is found all across the Lands of Ursal and have a great deal of influence on those that would use bows in battle. There are rumours that the Fletchers are seeking to expand their membership into a general guild of weaponsmiths, and then armourers too, not just bows and arrows. Such a guild would perhaps be too powerful, as its members would be able to control those who would wish to wage war by controlling the equipment needed to do so.

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55. The fortress of Iliador in Kareelia is said to be a haunted place, though one that still contains great treasure, as no-one has, so far, been able to plunder it. Rumour is that a sole adventurer returned from an expedition recently, one with a lot of wealth, but they didn't survive their injuries. It's said that they adventurer had some much treasure on them that it has stirred up interest in trying to plunder Iliador once more.

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56. The goblins of Ngorondoro have on occasion traded with dwarves or the men of the Punj, primarily the gold and platinum they mine in their underground realm. It is said much of the wealth goes into repairing the water parks of the ancient goblin realm below. Recently, the amount of trade that the goblins are conducting appears to have increased significantly. Some think that perhaps the work on the water parks is going faster; others are concerned that the goblins may be spending their wealth on other things, such as building armies.

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57. The Graugusse, the Grey Tower of



Mongroul in the Moravan Plains, has been abandoned for years by its master. There are rumours of treasures beyond imagining within the tower, but the fortress itself is extremely dangerous and the plains around are not much safer. There have been rumours, though, passed from those who have encountered the orc tribes of the plains, that the Graugusse may no longer be as empty as it once was. That some new, or perhaps old, power has moved into the tower.

58. The harbour of Avignon is guarded by underwater chains attached to pylons that make it impossible for the inexperienced to steer ships through and most that visit Avignon require a guide to get them through the maze. These chains are intended to guard the port from the sea, but there are rumours that a number of chains have been sabotaged recently. No external aggressive act has happened, but some suspect that Avignon's defences are being tested.

59. The hobgoblins of Burnevitse, ruled by Vistenodge the Mad, have been skirmishing with the trolls of Gottland and their lord, Varucks, for some time now, with the troll lord threatening the trading posts and caravans within the hobgoblin lands. Recently, this conflict has apparently grown in intensity, with more raids being carried out by both hobgoblins and trolls. The hobgoblins generally have greater numbers and better organisation, but the trolls are individually more powerful. There are worries that this conflict is going to drag in other lands in the area.

60. The hobgoblins of Burnevitse have been raiding the mountain passes in the northern reaches of Norgorad Kam. The dwarves of that land have been increasing the number of patrols they have been assigning to the passes to guard against these patrols. There are rumours that the hobgoblins are seeking to press into the dwarven lands. Other rumours claim that these raids are a ploy of the hobgoblin ruler Vistenodge, aptly called the Mad, who is

seeking to make some sort of deal with the dwarves.

61. The Holy Defenders of the Flame have castles throughout the lands of Ursal, and it seems that recently they have been looking into building more, especially on the frontiers and on those lands closest to the Horned God's heartlands or where his followers still reside. It appears that the order is expecting trouble from the followers of Unklar and is preparing themselves for it.

62. The Kings of Haltland, Holmgald and Trondheim are the most powerful of the Northern Kingdoms, standing well above the lesser lords and thanes. Each rules their own kingdom, but there are rumours that the kings have started cooperating to a greater degree recently, combining their forces in raids on other realms. It could be that they seek to fuse their realms together, though who would rule in such a case is open to question.

63. The Knights of Faurenost were once a great order, but have declined since the time they served the Emperor of Faurenost. In recent years, the knights have started to rise again, joining the crusades of New Aenoch and establishing missions in ports. There has been talk of the order unifying again under a Grand Master, and it appears that they are also starting to expand their presence at sea. Many of the knights have become good sailors and some of the missions have started buying ships, it's said, both to use merchants, protected by the order, and as military vessels hired to protect merchants and track down pirates.

64. The Knights of Haven have recently constructed several castles in Aachen, the land granted to them by fief. There's a rumour that the king is going to grant more fiefs to the knights, in exchange for certain, unspecified, favours in addition to the normal homage required. Some of the existing knights of the land are concerned that Baldwin is attempting to dilute their power.



65. The Lost City of Gaxmoor currently lacks an overall leader, with different humanoid bands living within the rubble. There are rumours that one of the groups is rapidly gaining in power, and will soon control the whole city if not stopped. There have already been calls to retake the city and drive out the humanoids in order to regain peace and should the rumours be true about one of the groups gaining ascendancy, the time left to retake the ruins may be rapidly running out.

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66. The Lunar Knights, an elven order of warriors, were greatly diminished by losses during the Winter Dark. The order still attracts new members amongst the elves, and there's a rumour that the Lunar Knights are attempting to expand the order once more, to regain their former strength. There are even rumours that admitting non-elves into the order has been considered, though not without protest from many members.

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67. The merchant guilds of Anglamay are attempting to gain power over its towns, usurping, according to the nobles, the rights of said nobles. The merchants have been embarking on a programme of civic improvements, in an attempt to curry favour with the people and the nobles in return are attempting to use legal power to limit the guilds. There have also been rumours that the guilds, should they manage to gain the control they wish, will cut back dramatically on any improvements and start squeezing the population.

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68. The Mystic Enclave was a wizard guild founded by Aristobulus until it was destroyed in the Winter Dark Wars, most of its members dead. Recently, though, there are rumours that the few surviving former members are looking to re-establish the guild, by taking on apprentices and recruiting existing wizards to join, though it isn't known why the survivors have been suddenly motivated to rebuild the Enclave.

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69. The Nebians are an order of priests that were founded by Unklar to manage the worship of the Horned God. When Un-

klar fell, the Nebians were greatly reduced as well, scattering into a few enclaves, most in Aufstrag but a few in the lands beyond. There's a rumour that a new high priest of the order has arisen and is forging the Nebians of Aufstrag into a unified whole once more, with plans to then reach out and bind the other enclaves to his will. Once that is done, the Nebians will start to expand once more.

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70. The number of slaves being sold by the Punj, already the supplier of much of the world's slaves, has increased substantially in recent months. Many of them appear to be the barbarians that the Punj normally captures, but it looks as if they are selling slaves they already had for some reason, and at a discount. Some think the country is trying to seize control of the entire slave trade, by forcing competitors out through lower prices. Others suspect that the Punj is rapidly raising money for something, perhaps an assault on its neighbours.

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71. The orcs of Onwaltig use slaves for their subsistence farming and it's said that they constantly need more, due to poor treatment of those that they have. Some the orcs definitely get from raids, particularly on ships, but it's believed that less scrupulous merchants are providing the majority of the slave labour used on the archipelago.

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72. The potential schism between the Katherines and the rest of the clergy of Ore-Tsar in Anglamay has started growing significantly in recent months. The possibility of such has been known for some time, but recently it has been getting worse. There are even rumours of conflicts between clergy of both sides of the schism, in some cases fatal.

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73. The Punj gains much of its wealth by plundering it from its neighbouring realms, mostly those to the south. The country spends a lot of its energies on driving off barbarian raids to the north and east, diverting those energies away from the neighbours. In recent months, the Punj's raids on the southern realms appear to



have increased in intensity. That seems to suggest that they are spending less effort on keeping the barbarians back, and some wonder if either the Punj has managed to eradicate some of the barbarians or has come to some sort of arrangement with them.

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74. The ramp that leads to the portico of Aufstrag is scrawled with graffiti, believed to be that of a madman, but a scholar is looking to hire groups to head to Aufstrag and copy the graffiti. Apparently, the scholar believes that the graffiti is not the mad ramblings that it appears to be; that though much of it may, indeed, be insane, there are hidden messages within the scrawls. They want as much of the graffiti copied to examine it for these messages.

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75. The Rhuneland lacks central government and brigandage is not uncommon, with orcs, ungorn, hobgoblins and even giants coming from the mountains and forest to raid the countryside. Most of this brigandage is purely random, but some claim that some of it has a pattern. They believe that some of the raids are planned with a greater goal in mind, suggesting that someone is coordinating the raiding parties, perhaps with the intention of claiming dominance over the region.

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76. The Rings of Brass were created by the trottigen giants long ago and provide a means of travelling between the different planes. The giants then returned to Inzae, and the rings remained. recently, it's been said that the trottigen giants have been seen once more by those travelling through the Rings of Brass, making journeys more dangerous than they used to be, and they were never safe.

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77. The shamans of the Ulgar orcs of the Gelderland, whose capital is Orgstall, never mastered the Paths of Umbra and so brought humans to their land to aid in their worship of the Horned God. It's rumoured, though, that some of the shamans have started to finally master the Paths, meaning that the Ulgars now have some of their own who are capable. Should the numbers

of these shamans start to increase, it could alter the balance of power in the region.

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78. The ship of Braga, King of Eisenheim, was lost at sea, and Braga's crown and an axe said to have been taken from a frost giant king were lost with him. The current king, Thorismund, has been searching for both for some time, and it's rumoured that he's recently spoken to someone who claims to have the ability to recover the axe. The thanes of Eisenheim are said to be less than pleased with this, as such added legitimacy for the king could erode their power.

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79. The Stand is an old grouping of oak trees at the heart of the Detmold in Aachen. Considered to be the heart of the forest, it contains Ephremere's Glade and is treated as a holy place by rangers and druids. The oak trees are older than the rest of the Detmold, but there's a rumour that, in recent days, the oaks have fallen sick and are dying. Those who revere the Stand are desperate to find a cure, and suspect malign influence as everything they have tried has failed.

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80. The Stone Curse is a terribly affliction that only plagues dwarves, that causes their skin to turn to stone if exposed to light brighter than a torch. There is no known cure, nor is it known how it spreads. There have been murmurings recently that the number of dwarves afflicted by the Stone Curse has started to rise recently, though the dwarves will not confirm this. Nor is there any idea as to why it should be spreading.

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81. The stonework of the hobgoblins of Burnevitse has become a prized fashion item in the Hanse City States, and hobgoblin engineers are now being seen even further afield. Hobgoblin engineers have travelled to other neighbouring kingdoms but, until now, the stonework wasn't prized as a fashionable item. Recently, though, it seems the fashion that started in the Hanse has spread further. Some are concerned, though, and are claiming that the hobgoblins are using this as an excuse to



infiltrate the surrounding kingdoms, gain intelligence on them and perhaps weaken them from within.

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82. The tomb of Sixtus, the first bishop of the prelacy in Avignon, housed in the Church of Phillip has long been claimed to be a source of miracles, with many pilgrims visiting the tomb and leaving sacrifices of foodstuffs. Recently, a rumour has surfaced that Bishop Honorius II is planning to impose a levy on anyone who wishes to visit the tomb, an action that could well prove widely unpopular with the faithful.

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83. The towns of the Rhuneland wage nearly constant war on each other, making it a popular place for a certain type of mercenary as there is always work. Recently, it seems the level of warfare has stepped up, with the towns seemingly intent on wiping their rivals out. Some of the fortified burghs in which the farmers live have apparently come under serious attack. Oddly, no-one seems certain just who the mercenaries doing the latest attacks are working for.

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84. The university in Klagenfurt in the Hanse City States is apparently being investigated again. Rumours that the university conducted experiments that led to an outbreak of lycanthropy have been levied at the university once more, and there's a desire for this to be finally proven one way or another.

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85. The Watchers in the Wood are an order of druids and rangers that protect the forests of the world and keep them safe from evil. There are rumours that some of the members of the Watchers have started using a rather broad definition of evil, including any who harm the woods under their protection in any way. This includes those who harvest trees for lumber and who hunt animals under the trees. Those who fall afoul of these more extremist members of the Watchers don't survive to tell the tale, or so it is said.

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86. The waters of the Sea of Austun, called the Sea of God by the dwarves, are known to be home to strange creatures, formed

after the stuff of the All-Father's being sank into them. These creatures haunt the sea and perhaps contribute to how dangerous it is to travel. Recently, though, sailors on other waters have claimed to have seen creatures that, until now, have only ever been seen in the Sea of Austun.

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87. The wealthy and powerful of the Rhuneland frequently hire rogues to attack their rivals, sometimes those of other towns, but most often those that live in their own. In recent months, this has apparently stepped up, with more money being spent on attacking rivals. It's even said that some are now hiring assassins from the Crna Ruk, and that others are retaliating by hiring those from the Asylum.

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88. The Weavers are a large and powerful guild but, more than that, they possess the largest military force of any of the guilds, both their own members and mercenaries. These forces are primarily intended to deal with threats to the guild's chapters, but there are rumours that the chapters are starting to interpret threat very loosely. That they are including anything that infringes on the guild's territory or results in higher prices for their members, and are using their mercenaries to ensure everyone cooperates with the guild's wishes.

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89. The wizard-priests of the Umbrians who serve Unklar and worship Nulak have lost much of their power since the fall of the Horned God. In the Confederation of Torrich they rule with Prince Innocent and work with the Crna Ruk and in the Punj they still have real power. Elsewhere, the guild has fallen apart. Though there are rumours that, with Innocent's backing, the Umbrians of Torrich are reaching out to those of other lands, starting with the those of the Punj, being the most organised, with the aim of rebuilding the Paths of Umbra.

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90. There are rumours of internal strife within the underworld of Capidistria in the Hanse Cities. Though it's said that much of the criminal activity is under the control of one organisation, it seems that organ-



isation may have trouble in its ranks. A number of deaths have been associated with different factions inside the group and it could be someone is making a grab for power.

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91. There are said to be strange and fearsome beasts lurking with Graugusse, the Grey Tower, on the Moravan Plains, things created by Nulak-Kiz-Din. Only those who have ventured to the Grey Tower have encountered these beasts, for they have remained within its walls. At least, that is what has been said. There are rumours that fell creatures have been seen roaming the plains and that entire tribes of orcs have been slaughtered by whatever these creatures are.

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92. There have been rumours for some time that the archmagi Nulak-Kiz-Din lives in Xarteris in the archipelago of Onwaltig. Recently, a visitor to the islands returned claiming that they had actually seen Nulak-Kiz-Din, albeit but briefly. The individual claiming this disappeared shortly after making the claim, and some suggest that they were murdered by orcs for knowing the truth.

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93. There's a rumour that the Gathering of the Forty, the knights and nobles of Ceeana, may soon be called by the lords of the country themselves, not the count. Count Jean-ot-Artemai has not called for a Gathering in years, and together with the various rumours about his nature, the lords are apparently starting to come to the decision that the count will need removing for the sake of the country itself. Though the nobles have power, they have no direct power over the count, and such actions would lead to conflict within the country.

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94. Though travelling across Kayomar can be easy, the roads can still be dangerous, plagued by bandits and monsters. Until now, most attacks by such have been on the lonelier stretches of road; those more heavily travelled have usually been free of danger in comparison. In recent months, though, more attacks have been reported on the main routes through the land, with

both bandits and monsters seemingly becoming bolder.

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95. Tournaments are popular in Aachen, as the knights and lords test themselves against each other in combat, and there is usually at least one tournament going on every month. Several nobles are attempting to get the king to arrange for a yearly tourney, one that is of a greater size than any other, with participants from Aachen and beyond taking part, with the intention of having some truly magnificent prizes for the winners.

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96. Travel to other planes is possible, though sometimes restricted, and is rarely easy, perhaps apart from using the Rings of Brass. There are rumours, though, that in a growing number of places the borders between the planes are wearing thin, making it much easier to travel through to them. And, conversely, for creatures native to those planes to travel in the other direction, which is more worrying.

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97. Unklarglich Castle, the haunted and ruined castle on the Eizle Road to Grundliche-Hohle, makes travel on the road dangerous and, as a result, a second road, the Burnt Cut, was built to bypass the castle. There are rumours, though, that some of the dangers of the castle have been travelling further afield, making it increasingly dangerous to use the Burnt Cut as well. If true, a much bigger diversion will need to be made.

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98. Unspt in the Luneberg Plains is a town full of thieves, though no true thieves' guilds, only several constantly warring factions that are sometimes barely better than street gangs. Bloodshed in these internecine conflicts has apparently increased recently, with some of the factions taking a severe beating and many of them turning up dead or not turning up at all. It could be one faction, old or perhaps new, is attempting to seize control of all the factions and unite them into a true thieves' guild.

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99. Vistenodge the Mad, the self-pro-



claimed god-king of the hobgoblins of Burnevitse, is looking to increase his ties to the Hanse City States in order to reduce the amount of trouble caused by the knights of Anglamay, Ceeana, Kleaves and Kareelia who raid into the hobgoblin lands to prove themselves. The god-king seems to believe a stronger alliance with the Hanse will help dissuade the knights from their attacks, and allow him to further strengthen the borders of the hobgoblin lands. There's a claim he's even planning

to have hobgoblin mercenaries serve with the Hanse cities.

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100. Voting in Brindisium used to be restricted to only those who could trace their ancestry to before the Winter Dark, but as the voting population has declined, a number of exceptions have been made. There's a rumour that some are trying to get the voting population increased to the majority of the inhabitants, but this is being opposed by those who do trace their ancestry that far back.

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